Create a class named 'HamFrying' for managing the frying process of ham.

Inside the class:

- Declare public variables for inspector assignment: 'goodHamMaterial', 'friedHamMaterial', 'fryingSound'.

- Declare private variables: 'isFrying' (to manage frying state), 'fryingTimer' (to track frying time).

Define a method called 'OnTriggerEnter' with a parameter 'other':

- Check if the collider is the frying pan ('FryingPanCollider').

- Stick the ham to the frying pan.

- Set 'isFrying' to true.

Define a method called 'Update':

- Check if the ham is frying.

- Increment the frying timer based on frame time.

- Check if frying time is more than 10 seconds.

- Change material to fried ham.

- Play frying sound.

- Reset frying state.

Define a method called 'PlayFryingSound':

- Check if AudioSource is available.

- Add AudioSource component if not present.

- Play the frying sound.

End of the 'HamFrying' class.