

```
1 // Simple Timer Solution
2
3 // Step 1:
4 // Use the following Audio file below:
5 var audio = new Audio("raven.mp3");
6
7 // Step 2:
8 // after 5 seconds, execute the fiveSeconds function
9 // after 10 seconds, execute the tenSeconds function
10 // after 15 seconds, execute the timeUp function
11
12 setTimeout(fiveSeconds, 1000 * 5);
13 setTimeout(tenSeconds, 1000 * 10);
14 setTimeout(timeUp, 1000 * 15);
15
16 // Step 3:
17 // Fill in the blanks to these functions.
18 function fiveSeconds() {
19     // in the element with an id of time-left add an h2 saying About 10 Seconds Left!
20     // console log 10 seconds left
21     $("#time-left").append("<h2>About 10 Seconds Left!</h2>");
22     console.log("10 seconds left");
23 }
24
25 function tenSeconds() {
26     // in the element with an id of time-left add an h2 saying About 5 Seconds Left!
27     // console log 5 seconds left
28     $("#time-left").append("<h2>About 5 Seconds Left!</h2>");
29     console.log("5 seconds left");
30 }
31
32 function timeUp() {
33     // in the element with an id of time-left add an h2 saying Time's Up!
34     // console log done
35     console.log("done");
36     $("#time-left").append("<h2>Time's Up!</h2>");
37     console.log("time is up");
38
39     // The following line will play the audio file we linked to above:
40     audio.play();
41 }
42
```