

## **Task 3:**

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### **Task 3.1: (Hermione's Potions)**

Including the timer library.

In the loop, when the button is on the timer starts.

In the setup, [myTimer.after(900000, red)] refers to the function (red) to be executed for 15 minutes which makes the red led turned on.

[myTimer.every(120000, green)] refers to the function (green) to be executed for 2 minutes which makes the green les blinks for 5 seconds.

[myTimer.every(300000, white)] refers to the function (white) to be executed for 5 minutes while [myTimer.every(480000, white)] makes the function execute for 8 minutes, the function makes the white led blinks for 10 seconds.

When the button is off or when the execution of the timer finishes the leds are turned off.