using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

using System.Media;

namespace WindowsFormsApplication12

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

int timeleft;

SoundPlayer alarm = new

SoundPlayer(@"C:\Users\shari\Downloads\Music\it's time to stop.wav");

private void button1\_Click(object sender, EventArgs e)

{

timeleft = int.Parse(textBox1.Text);

label2.Text = timeleft.ToString();

timer1.Interval = 1000;

timer1.Start();

}

private void timer1\_Tick(object sender, EventArgs e)

{

if (timeleft > 0)

{

timeleft = timeleft - 1;

label2.Text = timeleft.ToString();

}

else

{

label2.Text = "Time is up!";

timer1.Stop();

alarm.PlayLooping();

}

}

private void button2\_Click(object sender, EventArgs e)

{

alarm.Stop();

}

}

}