New variables to add to the “data structures” section:

The playFinishSound, finishSoundCounter, nFinishSounds and finishSoundIsOn variables implement the feature where a sound will play for 1 second long, 3 times when the microwave has finished cooking. playFinishSound specifies whether the sound is to be playing or not. finishSoundCounter is a timer for 1 second. nFinishSounds specifies how many seconds have passed already. finishSoundIsOn specifies whether the sound is currently playing or not.

The beepCounter and keyPressed variables implement the 250ms on-key-press beep that will be played at all times. When keyPressed is set to be 1, after a key is pressed, timer 2 will play a sound for 250ms. BeepCounter is used to count for 250ms. keyPressed is subsequently set to 0 after 250ms has passed.