Create a Clock Recipe

Items needed:

* Toolkit: UIKit and playgroundsupport
* Function CurrentTime
* Loop (DispatchQueue)
* Constants: Currenttime and timeformatter

Directions for recipe:

* Import UIKit and Import playgroundsupport

Importing this ensures that Swift Playground will run my code indefinitely.

* Create a function ‘CurrentTime’

Inside the function, set the currenttime = Date() and timeformatter = Dateformatter() . Set the format = HH.MM.SS

* Print this according to the specified format.
* Use Dispatch.Queue.global to manage task

.asyncAfter(deadline:.now + 1) to keep showing the current time after one second

* Call CurentTime function to execute CurrentTime()
* Use playgroundsupport to keep running the code. Set NeedsIndefiniteExecution=True