```
// Variables will change :
int LedTimer = LOW;             // Intiger used to set up LED
unsigned long oldMillis = 0;        // will store last time LED was updated
unsigned long olderMillis = 0;        // will store last time LED was updated
int SuperTimer = LOW;

// constants won't change :
const long interval = 1000;           // How often LED will blink
const long superinterval = 3000;


void setup() {
  // Makes pin 13 as an OUTPUT
  pinMode(13, OUTPUT); //Number of pin being used
  pinMode(12, OUTPUT);

}

void loop()
{

  // Will use the timer to find whether it is time to blink or not
  unsigned long currentMillis = millis();

  if(currentMillis - oldMillis >= interval) {
    // save the last time you blinked the LED
    oldMillis = currentMillis;

    // if the LED is off turn it on and vice-versa:
    if (LedTimer == LOW)
      LedTimer = HIGH;
    else
      LedTimer = LOW;

    // set the LED with the ledState of the variable:
    digitalWrite(13, LedTimer);

  if(currentMillis - olderMillis >= superinterval) {          //Same idea as
the last counter but on a much faster pace and must be tested with Logic
Probe
    olderMillis = currentMillis;

    if (SuperTimer == LOW)
      SuperTimer = HIGH;
    else
     SuperTimer = LOW;

     //Assigning Pin to timer
     digitalWrite(12, SuperTimer);

  } //end of loop
 } //end of program
}
```