function blastoffTimerV1(){

    console.log("blastoffTimerV1() started");

    var countdownTimer = 50;

    document.getElementById("countdownDisplay").innerHTML = countdownTimer;

    setTimeout(function(){

        countdownTimer = countdownTimer - 5;

        document.getElementById("countdownDisplay").innerHTML = countdownTimer;

    },  5000)

    setTimeout(function(){

        countdownTimer = countdownTimer - 5;

        document.getElementById("countdownDisplay").innerHTML = countdownTimer;

    },  10000)

    setTimeout(function(){

        countdownTimer = countdownTimer - 5;

        document.getElementById("countdownDisplay").innerHTML = countdownTimer;

    },  15000)

    setTimeout(function(){

        countdownTimer = countdownTimer - 5;

        document.getElementById("countdownDisplay").innerHTML = countdownTimer;

    },  20000)

    setTimeout(function(){

        countdownTimer = countdownTimer - 5;

        document.getElementById("countdownDisplay").innerHTML = countdownTimer;

    },  25000)

    setTimeout(function(){

        countdownTimer = countdownTimer - 5;

        document.getElementById("countdownDisplay").innerHTML = countdownTimer;

    },  30000)

    setTimeout(function(){

        countdownTimer = countdownTimer - 5;

        document.getElementById("countdownDisplay").innerHTML = countdownTimer;

    },  35000)

    setTimeout(function(){

        countdownTimer = countdownTimer - 5;

        document.getElementById("countdownDisplay").innerHTML = countdownTimer;

    },  40000)

    setTimeout(function(){

        countdownTimer = countdownTimer - 5;

        document.getElementById("countdownDisplay").innerHTML = countdownTimer;

    },  45000)

    setTimeout(function(){

        countdownTimer = countdownTimer - 5;

        document.getElementById("countdownDisplay").innerHTML = "Blastoff!!!!";

    },  50000)

}

//defining variables outside the function so it doesnt reset it back to 0 everytime

var wins = 0;

    var losses = 0;

    var ties = 0;

//Start of Function for Craps game

function playCraps(){

    //Tells the console that I started the play Craps function

    console.log("playCraps() started");

    //Creating two variables to assign to the dice for random number generator

    var die1;

    var die2;

    //Telling a random number to be assigned to the variable thats between 1-6 using multiplication and .floor to round

    //The +1 allows me to get the range from 1-5 to 1-6

    //No longer need +1 as I switched from using .floor to .ceil so I didnt need that +1

    die1= Math.ceil(Math.random() \* 6);

    die2= Math.ceil(Math.random() \* 6);

    console.log("Die1= " +die1);

    //Assigning the numbers to be shown as results for Dice 1 and 2

    document.getElementById("die1Res").innerHTML = die1;

    console.log("Die1= " +die2);

    document.getElementById("die2Res").innerHTML = die2;

    //create sum from die1 and die2

    var sum = die1 + die2;

    //see if sum = 7 or 11

    //This allows us to clean up the area so the lines of codes arent insanely long, it also sets paramaters for the numbers that lose

    if(sum == 7 || sum == 11) {

        document.getElementById("crapsRes").innerHTML = "Craps, You lose! Play Again!";

        console.log("Craps, You lose! Play Again!");

        losses++;

        document.getElementById("loseRes").innerHTML = losses;

} else if (die1 == die2 && die1 % 2 == 0) {

    document.getElementById("crapsRes").innerHTML = "Congrats! You're a winner!!";

    console.log("Congrats! You're a winner!!");

    wins++;

        document.getElementById("winRes").innerHTML = wins;

//Setting parameters to win

} else {

    document.getElementById("crapsRes").innerHTML = "Hey, You didn't lose. Please try again!";

    console.log("Hey, You didn't lose. Please try again!");

    ties++;

        document.getElementById("tieRes").innerHTML = ties;

}

}

function blastoffTimerV2(){

    //variables

    var countdownTimer = 50;

    var halfCDT = countdownTimer / 2;

    var countdownDelay = 5000;

    var countdownChange = 5;

    var numPoints = 10;

    //loop

    for(var i = 0; i <=  numPoints; i++){

        setTimeout(function(){

            console.log(countdownTimer);

            if(countdownTimer == 0){

                document.getElementById("countdownDisplay").innerHTML = "Blastoff!!";

            } else if(countdownTimer < halfCDT) {

                document.getElementById("countdownDisplay").innerHTML =

                    "Warning Less than ½ way to launch, time left = " + countdownTimer;

            } else {

                document.getElementById("countdownDisplay").innerHTML = countdownTimer;

            }

           countdownTimer = countdownTimer -  countdownChange;

        }, countdownDelay \* i)

    }

}

function start(){

    console.log("start() function started");

    document.getElementById("startButton").disabled = true;

    document.getElementById("stopButton").disabled = false;

}

function stop(){

    console.log("stop() function started");

    document.getElementById("stopButton").disabled = true;

    document.getElementById("startButton").disabled = false;

}

function playStation(){

    console.log("playStation() started");

    mySound = new sound("us-lab-background.mp3")

    mySound.play();

}

function sound(srcFile){

    this.sound = document.createElement("audio");

    this.sound.src = srcFile;

    this.sound.setAttribute("preload", "none");

    this.sound.setAttribute("controls", "none");

    this.sound.style.display = "none";

    document.body.appendChild(this.sound);

    this.play = function(){

        this.sound.play();

    }

    this.stop = function(){

        this.sound.pause();

    }

}