For the 4th part of this Traffic simulation the code as Looking as described by checking if there is a car in front or if the light is green, yellow or red and acts depending it it. the car also checks to see if there is oncoming traffic in the other lane to see if the car can make a left turn. The car them move depending on the situation. I do this by having the program check from the bottom of a linked list. Where every nose is a space. If the car moves forward then it does and that opens up the space it was at previous so when it traverses up the list it saves time. As use assertion mostly to determine if the car is able to move. At the intersection it checks the light. If green it checks oncoming traffic if there is space available the left turn command is true then the option to turn left is available. Left turns do gamble a little. If there is a car in the position it wants to turn into the car gambles that the other driver will move forward

Lane changes also come into effect. The user looks to see if there is space to move. It checks the spaces either back left or back right. There is also a gamble that the car in the lane we are changing to does not stop suddenly

The controller has changed slightly since the last part. Instead of clickable buttons I have implemented radio buttons. Every time you add a car you can drive it has its own window. Each window has radio buttons the user can choose for the cars actions. After each player has selected their action lick end of turn on the main window and all the cars move depending on their selected action