

```
import socket
import json
import random
import time
import threading

SERVER_IP = "127.0.0.1"
PORT = 5000

# --- Server code ---
def run_server():
    server_sock = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
    server_sock.bind((SERVER_IP, PORT))
    server_sock.listen(1)
    print(f"Server listening on {SERVER_IP}:{PORT}")

    conn, addr = server_sock.accept()
    print("Connected by", addr)

    data = conn.recv(1024).decode()
    if data:
        print("Received:", json.loads(data))

    conn.close()
    server_sock.close()

# --- Client code ---
def run_client():
```

```
time.sleep(1) # wait for server to start

sock = socket.socket(socket.AF_INET, socket.SOCK_STREAM)

print("Connecting...")

sock.connect((SERVER_IP, PORT))

print("Connected to receiver")

count = random.randint(0, 30)

if count >= 20:

    level = "HIGH"

elif count > 10:

    level = "MEDIUM"

else:

    level = "LOW"

data = {

    "signal_id": "TS01",

    "vehicle_count": count,

    "congestion": level

}

sock.send(json.dumps(data).encode())

print("Sent:", data)

time.sleep(2)

sock.close()

# --- Run both server and client ---
```

```
server_thread = threading.Thread(target=run_server)
client_thread = threading.Thread(target=run_client)

server_thread.start()
client_thread.start()

server_thread.join()
client_thread.join()

# =====

# Ambulance Routing Effectiveness System

# First-Year Friendly Python Project

# =====

# -----
# Hospital Data (Predefined)
# -----
hospitals = [
    {
        "name": "City Government Hospital",
        "distance_km": 6,
        "icu_available": True
    },
    {
        "name": "Private Heart Care Hospital",
        "distance_km": 8,
        "icu_available": True
    },
    {

```

```
        "name": "Local Clinic",
        "distance_km": 3,
        "icu_available": False
    },
]

# -----
# Road & Traffic Data (Predefined)
# -----
roads = [
{
    "road_name": "Main Road",
    "traffic_level": 3,      # 1=Low, 2=Medium, 3=High
    "road_condition": 2,     # 1=Good, 2=Average, 3=Bad
    "infrastructure": 1,     # 1=Good, 2=Limited
    "unpredictable_events": 2 # 0=None, 1=Sometimes, 2=Frequent
},
{
    "road_name": "Bypass Road",
    "traffic_level": 1,
    "road_condition": 1,
    "infrastructure": 2,
    "unpredictable_events": 1
},
{
    "road_name": "Market Area Road",
    "traffic_level": 3,
    "road_condition": 3,
```

```
        "infrastructure": 2,  
        "unpredictable_events": 2  
    }  
]  
  
# -----  
# Function to calculate route score  
# Lower score = better route  
# -----  
def calculate_route_score(hospital, road):  
    score = 0  
  
    # Distance impact  
    score += hospital["distance_km"] * 2  
  
    # Traffic impact  
    score += road["traffic_level"] * 5  
  
    # Road condition impact  
    score += road["road_condition"] * 4  
  
    # Infrastructure impact  
    score += road["infrastructure"] * 3  
  
    # Unpredictable road behavior  
    score += road["unpredictable_events"] * 6  
  
    # ICU priority
```

```
if not hospital["icu_available"]:  
    score += 20  
  
return score  
  
# -----  
# Find Best Route  
# -----  
best_option = None  
lowest_score = float("inf")  
  
for hospital in hospitals:  
    for road in roads:  
        score = calculate_route_score(hospital, road)  
  
        if score < lowest_score:  
            lowest_score = score  
            best_option = {  
                "hospital": hospital["name"],  
                "road": road["road_name"],  
                "score": score  
            }  
  
# -----  
# Output Result  
# -----  
print("ulance ROUTING DECISION \n")  
print("Best Hospital:", best_option["hospital"])
```

```
print("Best Road  :", best_option["road"])
print("Route Score  :", best_option["score"])

print("\n(Note: Lower score means faster and safer route)")
```