import pygame

roadData[]

def \_\_init\_\_(self):

def Visual():

pygame.init()

Black = (0, 0, 0)

White = (255, 255, 255)

Blue = (0, 0, 255)

Green = (0, 255, 0)

Red = (255, 0, 0)

Yellow = (255, 225, 0)

Gray = (220, 220, 220)

size = [1200, 600]

screen = pygame.display.set\_mode(size)

pygame.display.set\_caption("road")

done = False

clock = pygame.time.Clock()

while not done:

clock.tick(60)

for event in pygame.event.get():

if event.type == pygame.QUIT:

done = True

screen.fill(White)

pygame.draw.line(screen, Black, [0, 280], [1200, 280], 2)

pygame.draw.line(screen, Black, [0, 320], [1200, 320], 2)

pygame.draw.rect(screen, Gray, [0, 281, 1200, 40])

pygame.display.flip()

pygame.quit()

def trafficlight(self, time, ):

return

def catcherror(self, roadData):