```
Project 2.bs2

1 'Jonathan Duke
2 'Project #2
3 ' ($STAMP BS2)
4 ' ($PBASIC 2.5)
5 'N-S & S-N
6 'r-2 y-1 g-0
7 'E-W & W-E
8 'r-5 y-4 g-3
9 'E-W & W-E Left Arrows
10 'r-8 y-7 g-6
11
12 sequenceon VAR Word
13 buttonstate VAR Word
14 counter VAR Word
15 'Initialization
17 sequenceon = 0
18 buttonstate = 0
19
20
21 DO
21 DO
22 GOSUB Main
23 LOOP
24 Main:
25 'Beginning of entire program
26 DO
27 sequenceon = 0
28 buttonstate = 0
29
30 GOSUB one
31 GOSUB two
28 buttonstate = 0
29
30 GOSUB one
31 GOSUB two
32 GOSUB three
33 GOSUB bree
33 GOSUB bree
34 LOOP
37
38 one:
39 'All lights red & clear intersection
40 DEBUG ? IN15 : buttonstate = 0
41 HIGH 2:HIGH 5:HIGH 14
42 FOR counter = 1 TO 100
43 DEBUG ? IN15
44 IF (IN15 = 1) THEN
45 sequenceon = 0 : buttonstate = 1 : DEBUG ? sequenceon : DEBUG ? buttonstate
46 ELSE
47 sequenceon = 0
48 ENDIF
49 NEXT
50 IF (buttonstate=1 AND sequenceon = 0) THEN GOSUB emergency
51 RETURN
52
53
54 two:
52
53
54 two:
55 'Left turn sequence & clear intersection
56 'DEBUG "Left Turn Sequence Start"
57 DEBUG ? IN15
58 buttonstate = 0
59 LOW 14:HIGH 6
60 FOR counter = 1 TO 100
61 DEBUG ? IN15
62 IF (IN15 = 1) THEN
63 sequenceon = 0 : buttonstate = 1
64 ELSE
65 sequenceon = 1 : DEBUG ? sequenceon
```

## Project 2.bs2 Page 2/4 66 ENDIF

```
67 NEXT
68 LOW 6:HIGH 7
69 FOR counter = 1 TO 100
70 DEBUG ? IN15
71 IF (IN15 = 1) THEN
72 sequenceon = 0 : buttonstate = 1 : DEBUG ? sequenceon : DEBUG ? buttonstate
73 ELSE
74 sequenceon = 1 : DEBUG ? sequenceon
75 ENDIF
74 sequenceon = 1 : DEBUG ? sequenceon

5 ENDIF
76 NEXT
77 LOW 7:HIGH 14
78 FOR counter = 1 TO 100
79 DEBUG ? IN15
80 IF (IN15 = 1) THEN
81 sequenceon = 0 : buttonstate = 1 : DEBUG ? sequenceon : DEBUG ? buttonstate
82 ELSE
ELISE
sequenceon = 0 : DEBUG ? sequenceon
ENDIF
NEXT
101
101 NEXT
102 LOW 3:HIGH 4
103 FOR counter = 1 TO 100
104 DEBUG ? IN15
105 IF (IN15 = 1) THEN
106 sequenceon = 0 : buttonstate = 1 : DEBUG ? sequenceon : DEBUG ? buttonstate
107 ELSE
106 sequenceon = 0 : buttonstate = 1 : DEBUG ? sequenceon : DEBUG ? buttonstate
107 ELSE
108 sequenceon = 0 : DEBUG ? sequenceon
109 ENDIF
110 NEXT
111 LOW 4:HIGH 5
112 FOR counter = 1 TO 100
113 DEBUG ? IN15
114 IF (IN15 = 1) THEN
115 sequenceon = 0 : buttonstate = 1 : DEBUG ? sequenceon : DEBUG ? buttonstate
116 ELSE
117 sequenceon = 0 : DEBUG ? sequenceon
118 ENDIF
119 NEXT
110 IF (buttonstate=1 AND sequenceon = 0) THEN GOSUB emergency
121 'DEBUG "E-W W-E Sequence Stop"
122 RETURN
123
124
125
126 Four:
127 'N-S S-N sequence
128
129 DEBUG ? IN15
130 'DEBUG "N-S S-N Sequence Start"
```

NEXT

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Project 2.bs2

111 buttonstate = 0
112 LOW 2:HIGH 0
113 FOR counter = 1 TO 100
13 FOR counter = 1 TO 100
14 DEBUG ? IN15
15 IF (IN15 = 1) THEN
16 sequenceon = 0 : buttonstate = 1 : DEBUG ? sequenceon : DEBUG ? buttonstate
17 ELSE
18 sequenceon = 0 : buttonstate = 1 : DEBUG ? sequenceon : DEBUG ? buttonstate
18 Sequenceon = 0 : DEBUG ? sequenceon
19 REVORT
141 LOW 0:HIGH 1
142 FOR counter = 1 TO 100
143 DEBUG ? IN15
11F (IN15 = 1) THEN
145 SERVECON = 0 : buttonstate = 1 : DEBUG ? sequenceon : DEBUG ? buttonstate
146 ELSE
147 Sequenceon = 0 : DEBUG ? sequenceon
148 ENDIF
159 NEXT
150 LOW 1:HIGH 2
151 FOR counter = 1 TO 100
152 DEBUG ? IN15
151 FOR COUNTER = 1 TO 100
152 DEBUG ? IN15
151 FOR COUNTER = 1 TO 100
152 DEBUG ? IN15
151 FOR DEBUG ? Sequenceon
152 ELSE
156 sequenceon = 0 : DEBUG ? sequenceon
157 ENDIF
158 NEXT
159 FF (buttonstate=1 AND sequenceon = 0) THEN GOSUB emergency
160 'DEBUG "N-5 S-N Sequence Stop"
161 FOR DEBUG "N-5 S-N Sequence Stop"
170 'y-4
171 'E-W & W-E Left Arrows
171 'y-5 & S-N
171 EDBUG ? IN15
171 HIGH 2: HIGH 4: HIGH 7
179 FOR counter = 1 TO 200
188 IF (IN15 = 1) THEN
198 HIGH 2: HIGH 4: LOW 7
190 FAUSE 4000
198 RETURN
199 HIGH 2: HIGH 4: HIGH 7
190 FOR COUNTER = 1 TO 200
188 IF (IN15 = 1) THEN
199 HIGH 2: HIGH 4: HIGH 7
190 FAUSE 4000
190 RETURN
190 HIGH 2: HIGH 4: HIGH 7
190 FOR COUNTER = 1 TO 200
187 IF (IN15 = 1) THEN
190 HIGH 2: HIGH 4: HIGH 7
190 FOR COUNTER = 1 TO 200
188 IF (IN15 = 1) THEN
190 HIGH 2: HIGH 4: HIGH 7
191 FOR COUNTER = 1 TO 200
187 IF (IN15 = 1) THEN
191 HIGH 2: HIGH 4: HIGH 7
192 FOR COUNTER = 1 TO 200
188 IF (IN15 = 1) THEN
191 HIGH 2: HIGH 4: HIGH 7
192 FOR COUNTER = 1 TO 200
193 NEXT
194 HIGH 2: HIGH 4: HIGH 7
195 FOR COUNTER = 1 TO 200
```

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