

#traffic light for raspberry pi simulating in pycham with GUI

```
import turtle
import time
wn= turtle.getscreen()
wn.title("Stoplight By members")
wn.bgcolor("black")
```

```
#gui interfrace
pen= turtle.Turtle()
pen.color("Yellow")
pen.width(4)
pen.hideturtle()
pen.penup()
pen.goto(-30, 60)
pen.pendown()
pen.fd(60)
pen.rt(90)
pen.fd(120)
pen.rt(90)
pen.fd(60)
pen.rt(90)
pen.fd(120)
```

```
#red light
red_light =turtle.Turtle()
red_light.shape("circle")
red_light.color("grey")
red_light.penup()
red_light.goto(0, 40)
```

```
#Yellow light
yellow_light =turtle.Turtle()
yellow_light.shape("circle")
yellow_light.color("grey")
yellow_light.penup()
yellow_light.goto(0, 0)
```

```
#Green light
green_light =turtle.Turtle()
green_light.shape("circle")

green_light.color("grey")
```

```
green_light.penup()  
green_light.goto(0, -40)
```

```
while True:
```

```
    yellow_light.color("grey")  
    red_light.color("red")  
    print("Red light Blinked - Now vehicle Stop behind zebra cross..")  
    print("Blink!!")  
    time.sleep(2)  
    print("Blink!!")
```

```
    red_light.color("grey")  
    green_light.color("green")  
    print("Green light on- Now vehicle can go..")  
    print("Blink!!")  
    time.sleep(3)  
    print("Blink!!")
```

```
    green_light.color("grey")  
    yellow_light.color("yellow")  
    print("Yellow light Blinked- Now vehicle Ready to go..")  
    print("Blink!!")  
    time.sleep(1)  
    print("Blink!!")
```