

### Assignment 3

#### Python Programming

|                     |                   |
|---------------------|-------------------|
| Assignment Date     | 29 September 2022 |
| Student Name        | Yugesh k          |
| Student Roll Number | 1902258           |
| Maximum Marks       | 2 Marks           |

Team ID: PNT2022TMID48488

### PROGRAM

```
#traffic light for raspberry pi simlulating in pycham with GUI
import turtle
import time
wn= turtle.getscreen()
wn.title("Stoplight By Gogulkrish")
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)
```

## Team ID : PNT2022TMID06075

```
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!!")
```

```
wn.mainloop()
```

## OUTPUT WITH GUI INTERFACE

CANNIXIWS.py exe

```
'ed light BlinkedNowvehicle Stop behind zebra cross..
;link!!
```

```
'ed light Blinked - Now vehicle Stop behind zebra cross..
;link!!
;link!!
reen light on- Now vehicle can go..
link!!
;link!!
ellow light Blinked- Now vehicle Ready to go..
;link!!
```

```
reen light on- Now vehicle can go..
;link!!
```

