Gas Leakage Monitoring And Alerting System

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Write python code for blinking LED and Traffic lights for Raspberry pi.

```
#importing the required module
#/usr/bin/python -p
import time
import subprocess
import threading
```

This is a class for blinking the onboard ACT LED on the Raspberry PI 3 based on shell commands. There should be a way to do this via GPIO, but for me it did not work so far. Here are some relevant links for blinking via GPIO:

- https://kofler.info/on-board-leds-des-raspberry-pi-steuern/
- https://www.raspberrypi.org/forums/viewtopic.php?f=44

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"http://www.raspberrypi.org/forums/viewtopic.php?f=44&t=144787"&

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144787 Example:

```
import timel
```

= LED()

turn on LED

I.led(True)

turn off LED

I.led(False)

turn on LED and then turn it off after 1 second

I.led(True, 1)

some blinking patterns

l.start()

time.sleep(5)

I.stop()

I.start_simple(3,0.1,1)

time.sleep(5)

I.stop()

I.start_offset(3,0.1,0.2,1)

time.sleep(5)

```
I.stop()
I.start_simple([0.1,0.1,0.1,0.25,1])
time.sleep(5)
I.stop()
Credits:

    https://stackoverflow.com/questions/18018033/how-to-stop-a-looping-thread-in-python

    https://kofler.info/on-board-leds-des-raspberry-pi-steuern

class LED:
def init (self):
subprocess.call("echo \"none\" > /sys/class/led0/trigger", shell=True)def
start_loop(self, loop_body):
def run():
while not self.stop_event.is_set():
loop_body()
self.stop_event = threading.Event()
thread = threading.Thread(target=run)
thread.start()
return self
def start(self):
self.start loop(lambda: self.blink offset(1, 1, 1, 1))def
start_simple(self, blinks, quick, slow):
self.start_loop(lambda: self.blink_offset(blinks, quick, quick, slow))def
start offset(self, blinks, on, off, out):
self.start_loop(lambda: self.blink_offset(blinks, on, off, out))
def start_generic(self, onoff):
self.start_loop(lambda: self.blink_generic(onoff))
def led(self, on, reset = -1):
if on:
subprocess.call("echo 1 > /sys/class/leds/led0/brightness", shell=True)
else:
subprocess.call("echo 0 > /sys/class/leds/led0/brightness", shell=True)
if reset > 0:
time.sleep(reset)
self.led(not on)
def blink_offset(self, blinks, on, off, out):
time.sleep(out)
for i in range(blinks):
self.led(True, on)
time.sleep(off)
def blink_generic(self, onoff):
for i in range(len(onoff) / 2):
on = onoff[i * 2]
```

off = onoff[i * 2 + 1] self.led(True, on) time.sleep(off) def stop(self): self.stop_event.set()