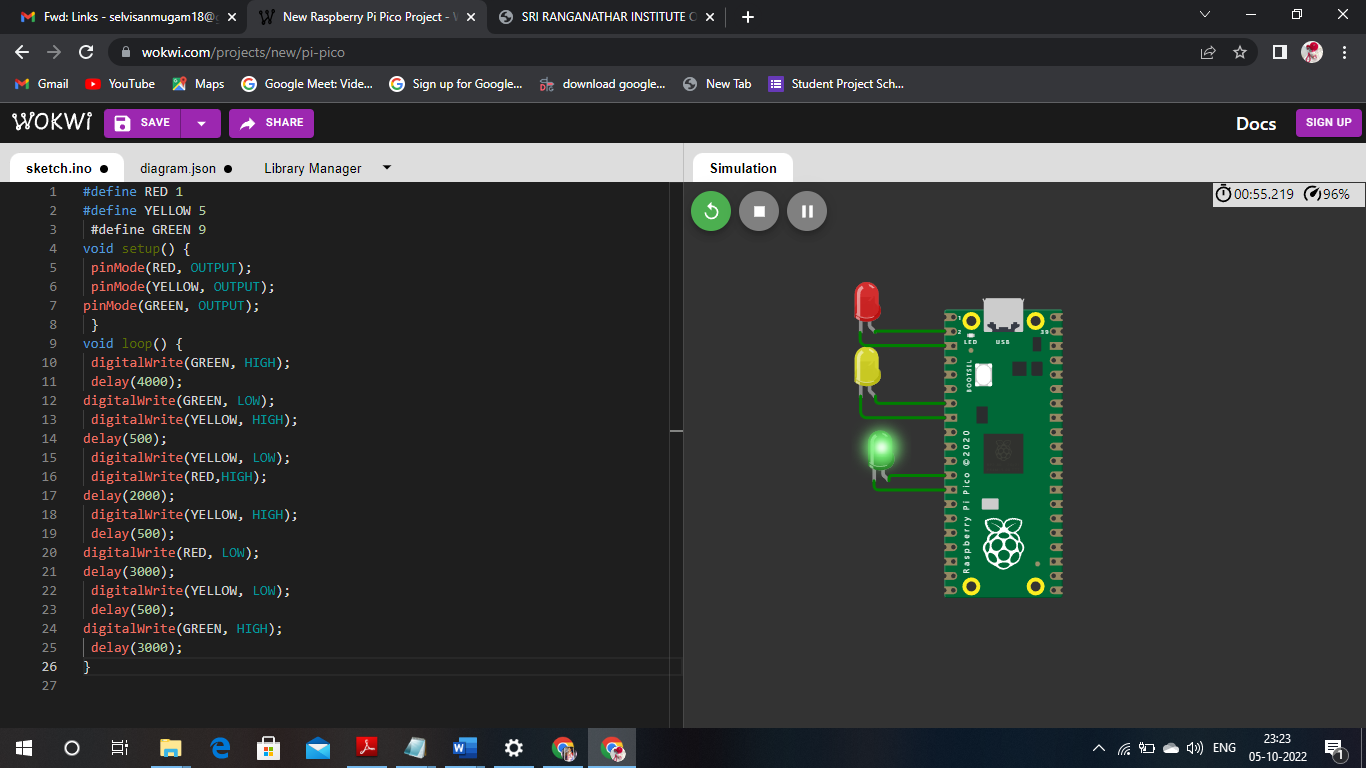
TRAFFIC LIGHT

CODE

#define RED 1

#define YELLOW 5

 #define GREEN 9

void setup() {

 pinMode(RED, OUTPUT);

 pinMode(YELLOW, OUTPUT);

pinMode(GREEN, OUTPUT);

 }

void loop() {

 digitalWrite(GREEN, HIGH);

 delay(4000);

digitalWrite(GREEN, LOW);

 digitalWrite(YELLOW, HIGH);

delay(500);

 digitalWrite(YELLOW, LOW);

 digitalWrite(RED,HIGH);

delay(2000);

 digitalWrite(YELLOW, HIGH);

 delay(500);

digitalWrite(RED, LOW);

delay(3000);

 digitalWrite(YELLOW, LOW);

 delay(500);

digitalWrite(GREEN, HIGH);

 delay(3000);

}

**PYTHON CODE FOR TRAFFIC LIGHT**

**CODE:**

x = input("Enter value: ")

traffic\_light = int(x)

while True:

if traffic\_light >= 1 and traffic\_light < 10:

print('Green light')

traffic\_light += 1

elif traffic\_light < 20:

print('Yellow light')

traffic\_light += 1

elif traffic\_light < 30:

print("Red light")

traffic\_light += 1

else:

traffic\_light = 0

break

**OUTPUT:**

Enter value: 28

Red light

>>>

==================== RESTART: D:/Kalaiselvi.py/TRAFFIC LIGHT.py ====================

Enter value: 2

Green light

>>>

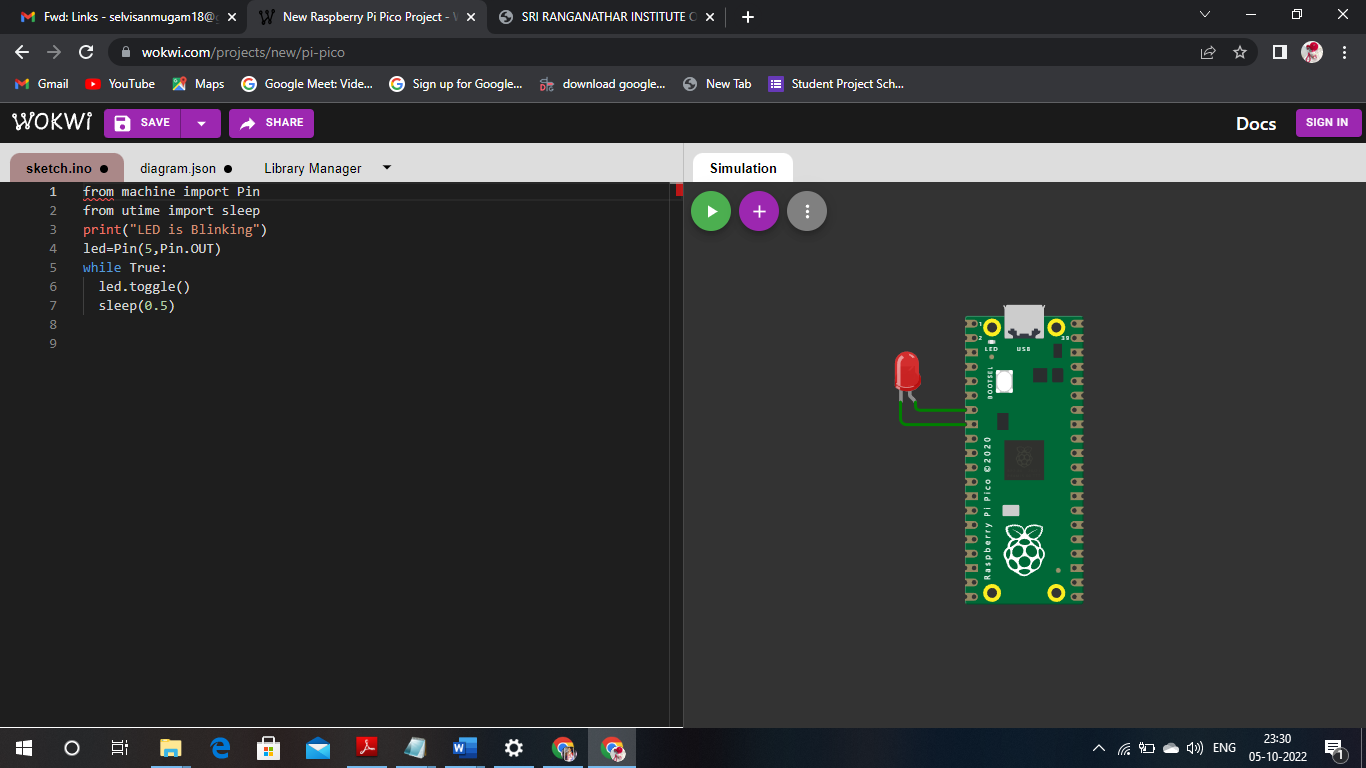
==================== RESTART: D:/Kalaiselvi.py/TRAFFIC LIGHT.py ====================

Enter value: 11

Yellow light

>>>

BLINKING LED



CODE

from machine import Pin

from utime import sleep

print("LED is Blinking")

led=Pin(5,Pin.OUT)

while True:

led.toggle()

sleep(0.5)

**PYTHON CODE FOR BLINKING OF LED:**

**CODE:**

x=input("ENTER VALUE:")

BLINK\_LED=int(x)

while True:

if BLINK\_LED>=100:

print("LED IS BLINKING")

else:

print("NIL")

**OUTPUT:**

Enter value:1207

LED IS BLINKING

LED IS BLINKING