

UNIVERSITY COLLEGE OF ENGINEERING,
PATTUKKOTTAI-614701

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

IOT ASSIGNMENT-3

**PROJECT TITLE: SmartFarmer - IoT Enabled Smart Farming
Application**

NAME: ABARNA.V.G

Topic : Write python code for blinking LED and Traffic lights

TEAM ID : PNT2022TMID46961

Python code:

```
#traffic light for raspberry pi simulating 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)

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

```
C:\Program Files\WindowsApps\PythonSoftwareFoundation.Python.3.10_3.10.2032.0_x64__qbz5n2kfra8p0\python3.10.exe
Red light Blinked - Now vehicle Stop behind zebra cross..
Blink!!
Blink!!
Green light on- Now vehicle can go..
Blink!!
Blink!!
Yellow light Blinked- Now vehicle Ready to go..
Blink!!
```







