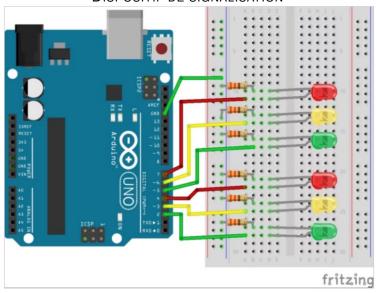
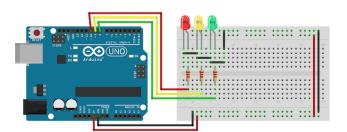
SYSTÈMES DE CONTRÔLE ACCÈS DISPOSITIF DE SIGNALISATION



Ce système va vous apprendre à gérer des séquences et le contrôle du temps à l'aide d'un microcontrolleur. Il simule les deux feux rouges situés à une intersection.

- |1| Quel courant faut-il dans chaque LED ?
- 2 Quel tension chute aux bornes des LED?
- 3 En déduire la valeur de chaque résistance en série avec les LED ?
- 4 En déduire la valeur de chaque résistance en série avec les LED ? Constatation par le professeur :
- $\boxed{5}$ Programmer un simple feu rouge.



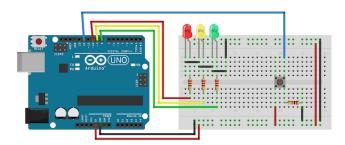
```
int red = 10;
int yellow = 9;
int green = 8;

void setup(){
    pinMode(red, OUTPUT);
```

```
pinMode(yellow, OUTPUT);
    pinMode(green, OUTPUT);
}
void loop(){
    changeLights();
    delay(15000);
}
void changeLights(){
    // green off, yellow on for 3 seconds
    digitalWrite(green, LOW);
    digitalWrite(yellow, HIGH);
    delay(3000);
    // turn off yellow, then turn red on for 5 seconds
    digitalWrite(yellow, LOW);
    digitalWrite(red, HIGH);
    delay(5000);
    // red and yellow on for 2 seconds (red is already on though)
    digitalWrite(yellow, HIGH);
    delay(2000);
    // turn off red and yellow, then turn on green
    digitalWrite(yellow, LOW);
    digitalWrite(red, LOW);
    digitalWrite(green, HIGH);
    delay(3000);
}
```

Constatation par le professeur :

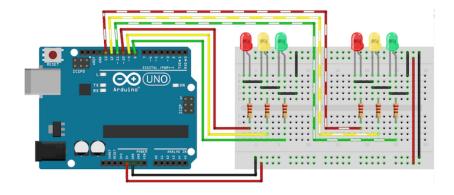
 $\boxed{6}$ Programmer un simple feu rouge avec un bouton.



On ajoute une nouvelle variable au début du programme

```
int button = 12; // switch is on pin 12
On ajoute au setup()
pinMode(button, INPUT);
digitalWrite(green, HIGH);
```

On change complètement la boucle loop()



7 Préparons nous à programmer les deux feux rouges à une intersection. Lire le document lienmini.fr/e119-test et décrire un algorithme implémentant ce principe de fonctionnement ?

Timeline (seconds)	Busy Bunny Lane Cycle	Lazy Tortoise Ave Cycle	Comments
0	GREEN	RED	Busy Bunny Lane has its traffic flowing. Lazy Tortosie Ave has its traffic waiting for its turn.
1	GREEN		
2	GREEN		
3	GREEN		
4	GREEN		
5	GREEN		
6	GREEN		
7	GREEN		
8	GREEN		
9	GREEN		
10	GREEN		
11	GREEN		
12	AMBER		Busy Bunny Lane is about to stop its traffic. Lazy Tortoise Ave still waits for its turn.
13	AMBER		
14	AMBER		
15			Dead period for both streets (prevents accidents).
16			
17		GREEN	Lazy Tortoise Ave has its traffic flowing. Busy Bunny Lane Ave has its traffic waiting for its turn.
18		GREEN	
19		GREEN	
20		GREEN	
21		AMBER	Lazy Tortoise Ave is about to stop its traffic. Busy Bunny Lane still waits for its turn.
22		AMBER	
23		AMBER	
24		RED	Dead period for both streets (prevents accidents).
25			

8 Implémenter ce code

```
int red1 = 10;
int yellow1 = 9;
int green1 = 8;
int red2 = 13;
int yellow2 = 12;
```

```
int green2 = 11;
void setup(){
    // light one
    pinMode(red1, OUTPUT);
    pinMode(yellow1, OUTPUT);
    pinMode(green1, OUTPUT);
    // light two
    pinMode(red2, OUTPUT);
    pinMode(yellow2, OUTPUT);
    pinMode(green2, OUTPUT);
}
void loop(){
    changeLights();
    delay(15000);
}
void changeLights(){
    // turn both yellows on
    digitalWrite(green1, LOW);
    digitalWrite(yellow1, HIGH);
    digitalWrite(yellow2, HIGH);
    delay(5000);
    // turn both yellows off, and opposite green and red
    digitalWrite(yellow1, LOW);
    digitalWrite(red1, HIGH);
    digitalWrite(yellow2, LOW);
    digitalWrite(red2, LOW);
    digitalWrite(green2, HIGH);
    delay(5000);
    // both yellows on again
    digitalWrite(yellow1, HIGH);
    digitalWrite(yellow2, HIGH);
    digitalWrite(green2, LOW);
    delay(3000);
    // turn both yellows off, and opposite green and red
    digitalWrite(green1, HIGH);
    digitalWrite(yellow1, LOW);
    digitalWrite(red1, LOW);
    digitalWrite(yellow2, LOW);
    digitalWrite(red2, HIGH);
    delay(5000);
}
```

Constatation par le professeur :