

```

public int switchSet()
{
    int wrongPosition = 0;
    List<long> semaphoreIDs = new List<long>();
    var semaphores = from s in Global.LocalStorage.Semaphore_Selector()
                     where s.signal == Signal.GO
                     select s.CellID;
    semaphoreIDs = semaphores.ToList();
    foreach (var semaphoreID in semaphoreIDs)
    {

        List<List<long>> routeFollows = new List<List<long>>();
        var routes = from r in Global.LocalStorage.Route_Selector()
                     where r.entry == semaphoreID
                     select r.follows;
        routeFollows = routes.ToList();
        foreach (var switchPositionIDs in routeFollows)
        {
            foreach (var swithcPositionID in switchPositionIDs)
            {
                SwitchPosition swP;
                using (var switchPosition =
                    Global.LocalStorage.UseSwitchPosition(swithcPositionID))
                {
                    swP = new SwitchPosition(cell_id: swithcPositionID,
                    position: switchPosition.position, target:
                    switchPosition.target);
                }
                using (var sw = Global.LocalStorage.UseSwitch(swP.target))
                {
                    if (sw.currentPosition != swP.position)
                    {
                        wrongPosition++;
                    }
                }
            }
        }
    }
    return wrongPosition;
}

```