```
const int Redlight = 10;
const int Yellowlight = 9;
const int Greenlight = 8 ;
int state = Redlight;
void setup() {
  // put your setup code here, to run once:
 pinMode(Redlight, OUTPUT);
 pinMode(Yellowlight, OUTPUT);
 pinMode(Greenlight, OUTPUT);
}

void loop() {
switch(state) {
case Redlight :
digitalWrite(Redlight, HIGH);
digitalWrite(Yellowlight, LOW);
digitalWrite(Greenlight, LOW);
delay(5000);

state = Yellowlight;
break;

case Yellowlight :
digitalWrite(Redlight, LOW);
digitalWrite(Yellowlight, HIGH);
digitalWrite(Greenlight, LOW);
delay(2000);
switch(state){
  case Redlight :
    state = Greenlight;
    break;
   case Greenlight :
    state = Redlight;
    break;
   case Yellowlight :
    state = Greenlight;
   break;
}
break;

case Greenlight:
digitalWrite(Redlight, LOW);
digitalWrite(Yellowlight, LOW);
digitalWrite(Greenlight, HIGH);
delay(5000);
state = Redlight;
break;
}
}
```

STATE FLOW

Pin numbers corresponding to the various light colours get declared as int values and then as output variables.

Loop: Red----> Yellow (checks if previous state was red or green. if red, then changes to green and it was found to be green, then changes to red.)-----> Green------>yellow...