Traffic Light Simulation

- -- g_light: int
- -- y_light: int
- -- r_light: int
- -- p_red: int
- -- p_green: int
- -- button: int
- -- current_state: enum
- -- state_timer: ulong
- -- button_pressed: bool

- + setup(): void
- + loop(): void
- + checkButton(): void
- + updateState(): void