Traffic Light Routine

-- g_light: int
-- y_light: int
-- r_light: int
-- p_red: int
-- p_green: int
-- g_delay: unsigned long
-- y_duration: unsigned long
-- button_pressed: bool
-- current_state: enum
-- last_state_change: unsigned long

+ setup(): void
+ loop(): void
+ transition_yellow(): void
+ transtion_red(): void
+ ped_signal(): void

Pedestrian Button Control

-- button_pin: int
-- button_state: bool

+ setup(): void
+ read_button(): bool
+ send_signal(): void