# Explanation of Traffic Lights App

Code: const lights = {

Explanation:  
 This line executes or defines a part of the script.

Code: red: document.getElementById('red'),

Explanation:  
 This line executes or defines a part of the script.

Code: yellow: document.getElementById('yellow'),

Explanation:  
 This line executes or defines a part of the script.

Code: green: document.getElementById('green')

Explanation:  
 This line executes or defines a part of the script.

Code: };

Explanation:  
 Closes the object declaration.

Code: const messageBox = document.getElementById('driverMessage');

Explanation:  
 This line executes or defines a part of the script.

Code: const body = document.querySelector('.advisory-box');

Explanation:  
 This line executes or defines a part of the script.

Code: const trafficStates = ["red", "yellow", "green", "blinking", "none", "karen", "KillerRabbitofCaerbannog"];

Explanation:  
 This line executes or defines a part of the script.

Code: const timeStates = ["day", "night"];

Explanation:  
 This line executes or defines a part of the script.

Code: let blinkInterval = null;

Explanation:  
 This line executes or defines a part of the script.

Code: function getRandom(arr) {

Explanation:  
 This line executes or defines a part of the script.

Code: return arr[Math.floor(Math.random() \* arr.length)];

Explanation:  
 This line executes or defines a part of the script.

Code: }

Explanation:  
 Closes the block started by: function getRandom(arr) {

Code: function clearLights() {

Explanation:  
 This line executes or defines a part of the script.

Code: for (const key in lights) {

Explanation:  
 This line executes or defines a part of the script.

Code: lights[key].classList.remove('glow');

Explanation:  
 This line executes or defines a part of the script.

Code: lights[key].style.backgroundColor = 'grey';

Explanation:  
 This line executes or defines a part of the script.

Code: lights[key].innerHTML = ''; // Clear image if used

Explanation:  
 This line executes or defines a part of the script.

Code: }

Explanation:  
 Closes the block started by: for (const key in lights) {

Code: }

Explanation:  
 Closes the block started by: function clearLights() {

Code: function setGlow(color) {

Explanation:  
 This line executes or defines a part of the script.

Code: clearLights();

Explanation:  
 This line executes or defines a part of the script.

Code: if (blinkInterval) {

Explanation:  
 This line executes or defines a part of the script.

Code: clearInterval(blinkInterval);

Explanation:  
 This line executes or defines a part of the script.

Code: blinkInterval = null;

Explanation:  
 This line executes or defines a part of the script.

Code: }

Explanation:  
 Closes the block started by: if (blinkInterval) {

Code: if (color === "blinking") {

Explanation:  
 This line executes or defines a part of the script.

Code: let visible = false;

Explanation:  
 This line executes or defines a part of the script.

Code: blinkInterval = setInterval(() => {

Explanation:  
 This line executes or defines a part of the script.

Code: visible = !visible;

Explanation:  
 This line executes or defines a part of the script.

Code: for (const key in lights) {

Explanation:  
 This line executes or defines a part of the script.

Code: lights[key].style.backgroundColor = visible ? key : 'grey';

Explanation:  
 This line executes or defines a part of the script.

Code: lights[key].classList.toggle("glow", visible);

Explanation:  
 This line executes or defines a part of the script.

Code: }

Explanation:  
 Closes the block started by: for (const key in lights) {

Code: }, 500);

Explanation:  
 This line executes or defines a part of the script.

Code: } else if (color === "karen") {

Explanation:  
 This line executes or defines a part of the script.

Code: for (const key in lights) {

Explanation:  
 This line executes or defines a part of the script.

Code: lights[key].innerHTML = `<img src="Karen-modified.png" alt="Karen">`;

Explanation:  
 This line executes or defines a part of the script.

Code: }

Explanation:  
 Closes the block started by: for (const key in lights) {

Code: } else if (color === "KillerRabbitofCaerbannog") {

Explanation:  
 This line executes or defines a part of the script.

Code: for (const key in lights) {

Explanation:  
 This line executes or defines a part of the script.

Code: lights[key].innerHTML = `<img src="KillerRabbitofCaerbannog-modified.png" alt="KillerRabbitofCaerbannog">`;

Explanation:  
 This line executes or defines a part of the script.

Code: }

Explanation:  
 Closes the block started by: for (const key in lights) {

Code: } else if (color === "none") {

Explanation:  
 This line executes or defines a part of the script.

Code: // Do nothing (all lights stay off)

Explanation:  
 This line executes or defines a part of the script.

Code: } else {

Explanation:  
 Closes the previous condition block and opens the else block.

Code: for (const key in lights) {

Explanation:  
 This line executes or defines a part of the script.

Code: lights[key].innerHTML = '';

Explanation:  
 This line executes or defines a part of the script.

Code: }

Explanation:  
 Closes the block started by: for (const key in lights) {

Code: lights[color].classList.add('glow');

Explanation:  
 This line executes or defines a part of the script.

Code: lights[color].style.backgroundColor = color;

Explanation:  
 This line executes or defines a part of the script.

Code: }

Explanation:  
 Closes the block started by: } else {

Code: }

Explanation:  
 Closes the block started by: } else if (color === "none") {

Code: function updateScene() {

Explanation:  
 This line executes or defines a part of the script.

Code: const trafficLight = getRandom(trafficStates);

Explanation:  
 This line executes or defines a part of the script.

Code: const timeOfDay = getRandom(timeStates);

Explanation:  
 This line executes or defines a part of the script.

Code: body.classList.remove("day", "night");

Explanation:  
 This line executes or defines a part of the script.

Code: body.classList.add(timeOfDay);

Explanation:  
 This line executes or defines a part of the script.

Code: setGlow(trafficLight);

Explanation:  
 This line executes or defines a part of the script.

Code: let message = "";

Explanation:  
 This line executes or defines a part of the script.

Code: switch (trafficLight) {

Explanation:  
 This line executes or defines a part of the script.

Code: case "green":

Explanation:  
 This line executes or defines a part of the script.

Code: message = "Go";

Explanation:  
 This line executes or defines a part of the script.

Code: break;

Explanation:  
 This line executes or defines a part of the script.

Code: case "yellow":

Explanation:  
 This line executes or defines a part of the script.

Code: message = "Slow down";

Explanation:  
 This line executes or defines a part of the script.

Code: break;

Explanation:  
 This line executes or defines a part of the script.

Code: case "red":

Explanation:  
 This line executes or defines a part of the script.

Code: message = "Stop";

Explanation:  
 This line executes or defines a part of the script.

Code: break;

Explanation:  
 This line executes or defines a part of the script.

Code: case "blinking":

Explanation:  
 This line executes or defines a part of the script.

Code: message = timeOfDay === "day"

Explanation:  
 This line executes or defines a part of the script.

Code: ? "Proceed with caution"

Explanation:  
 This line executes or defines a part of the script.

Code: : "Stop, then proceed with caution";

Explanation:  
 This line executes or defines a part of the script.

Code: break;

Explanation:  
 This line executes or defines a part of the script.

Code: case "none":

Explanation:  
 This line executes or defines a part of the script.

Code: message = timeOfDay === "day"

Explanation:  
 This line executes or defines a part of the script.

Code: ? "Stop, then proceed when safe"

Explanation:  
 This line executes or defines a part of the script.

Code: : "Use the light as a stop sign";

Explanation:  
 This line executes or defines a part of the script.

Code: break;

Explanation:  
 This line executes or defines a part of the script.

Code: case "karen":

Explanation:  
 This line executes or defines a part of the script.

Code: message = "Reverse!";

Explanation:  
 This line executes or defines a part of the script.

Code: break;

Explanation:  
 This line executes or defines a part of the script.

Code: case "KillerRabbitofCaerbannog":

Explanation:  
 This line executes or defines a part of the script.

Code: messageBox.innerHTML = `<img src="runaway.png" alt="Run away!" style="max-width: 100%; max-height: 100%; border-radius: 8px;">`;

Explanation:  
 This line executes or defines a part of the script.

Code: return;

Explanation:  
 This line executes or defines a part of the script.

Code: default:

Explanation:  
 This line executes or defines a part of the script.

Code: message = "Unknown signal";

Explanation:  
 This line executes or defines a part of the script.

Code: }

Explanation:  
 Closes the block started by: case "KillerRabbitofCaerbannog":

Code: messageBox.textContent = message;

Explanation:  
 This line executes or defines a part of the script.

Code: }

Explanation:  
 Closes the block started by: case "karen":

Code: updateScene();

Explanation:  
 This line executes or defines a part of the script.

Code: setInterval(updateScene, 5000);

Explanation:  
 This line executes or defines a part of the script.