#include <stdio.h>

int Enter(char inDirection[],char outDirection[]);

int DriveThroughTheIntersection();

int Leave(char outDirection[]);

int main()

{

int car1[3] = {1,1,1};int e1;int l1;

int car2[1] = {1};int e2;int l2;

char inDir1 = 'E';char outDir1 = 'W';

char inDir2 = 'N';char outDir2 = 'W';

int n;

int n1 = sizeof(car1)/sizeof(car1[0]);

printf("%d\n", n1);

int n2 = sizeof(car2)/sizeof(car2[0]);

printf("%d\n", n2);

if(n1>n2){ n = n1;}else{n = n2;}

for(int i=0;i<n;i++)

{

if(outDir1 == 'W' && outDir2 == 'W')

{

if(car1[i]!= NULL)

{

e1 = Enter(inDir1,outDir1);

if(e1 == 1)

{

l1 = Leave(outDir1);

printf("car1 left\n");

}

}

if(car2[i] != NULL && l1==2)

{

e2 = Enter(inDir2,outDir2);

if(e2 == 1)

{

l2 = Leave(outDir2);

printf("car2 left\n");

}

}

}

else

{

e1 = Enter(inDir1,outDir1);

Enter(inDir2,outDir2);

if(e1 == 1)

{

l1 = Leave(outDir1);

printf("car1 left\n");

}

if(e2 == 1)

{

l2 = Leave(outDir2);

printf("car2 left\n");

}

}

}

}

int Enter(char inDirection[],char outDirection[])

{

int E = DriveThroughTheIntersection();

return E;

}

int Leave(char outDirection[])

{

return 2;

}

int DriveThroughTheIntersection()

{

return 1;

}