**Group\_B\_Assignment\_No\_7**

**7. Create a program so that when the user enters ‘b’ the green light blinks, ‘g’ the green light is illuminated ‘y’ the yellow light is illuminated and ‘r’ the red light is illuminated.**

**const int green\_led = 0;**

**const int yellow\_led = 1;**

**const int red\_led = 2;**

**void setup() {**

**// put your setup code here, to run once:**

**Serial.begin(9600);**

**}**

**char key=0;**

**void loop() {**

**Serial.begin(9600);**

**while(1)**

**{**

**key = Serial.read();**

**if((key == 'b')||(key == 'B')) break;**

**if((key == 'g')||(key == 'G')) break;**

**if((key == 'r')||(key == 'R')) break;**

**if((key == 'y')||(key == 'Y')) break;**

**delay(100);**

**}**

**//Serial.println((char)key);**

**Serial.end();**

**delay(200);**

**pinMode(green\_led, OUTPUT);**

**pinMode(red\_led, OUTPUT);**

**pinMode(yellow\_led, OUTPUT);**

**if((key == 'b')||(key == 'B'))**

**{**

**digitalWrite(yellow\_led,HIGH);**

**digitalWrite(red\_led,HIGH);**

**for(int i=0;i<10;i++){**

**digitalWrite(green\_led,LOW);**

**delay(500);**

**digitalWrite(green\_led,HIGH);**

**delay(500);**

**}**

**key = 0;**

**}**

**if((key == 'g')||(key == 'G'))**

**{**

**digitalWrite(yellow\_led,HIGH);**

**digitalWrite(green\_led,LOW);**

**digitalWrite(red\_led,HIGH);**

**delay(5000);**

**digitalWrite(yellow\_led,HIGH);**

**digitalWrite(green\_led,HIGH);**

**digitalWrite(red\_led,HIGH);**

**key = 0;**

**}**

**else if((key == 'y')||(key == 'Y'))**

**{**

**digitalWrite(yellow\_led,LOW);**

**digitalWrite(green\_led,HIGH);**

**digitalWrite(red\_led,HIGH);**

**delay(5000);**

**digitalWrite(yellow\_led,HIGH);**

**digitalWrite(green\_led,HIGH);**

**digitalWrite(red\_led,HIGH);**

**key = 0;**

**}**

**else if((key == 'r')||(key == 'R'))**

**{**

**digitalWrite(yellow\_led,HIGH);**

**digitalWrite(green\_led,HIGH);**

**digitalWrite(red\_led,LOW);**

**delay(5000);**

**digitalWrite(yellow\_led,HIGH);**

**digitalWrite(green\_led,HIGH);**

**digitalWrite(red\_led,HIGH);**

**key = 0;**

**}**

**}**