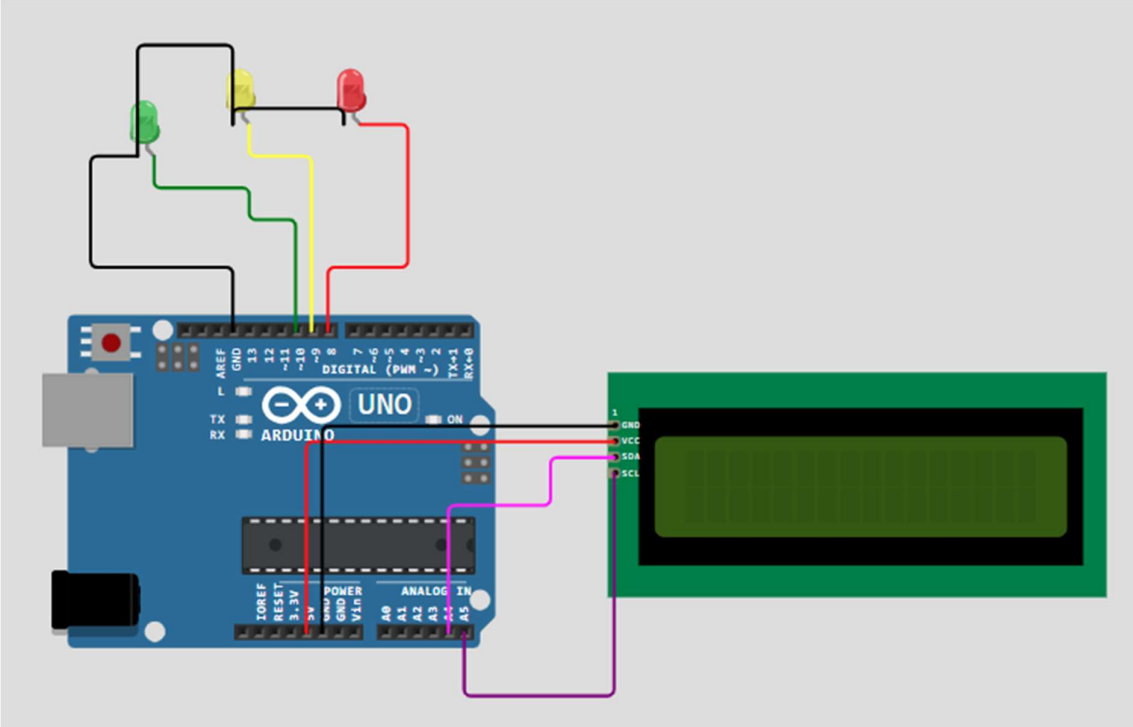
Traffic light Using ArduinoUNO




```
#include <LiquidCrystal_I2C.h>
LiquidCrystal_I2C lcd(0x27, 16, 2);

const int red = 8;
const int yellow = 9;
const int green=10;

void setup() {
  pinMode(red, OUTPUT);
  pinMode(yellow, OUTPUT);
  pinMode(green, OUTPUT);

}
void loop() {
  lcd.init();
  lcd.backlight();
  digitalWrite(red, HIGH);
  lcd.setCursor(0,0);
  lcd.print("Stop");
  delay(5000);
  digitalWrite(red, LOW);
  delay(1000);
  lcd.setCursor(0,0);
  lcd.print("Ready to Go");
  digitalWrite(yellow, HIGH);
  delay(1000);
  digitalWrite(yellow, LOW);
  delay(1000);
  digitalWrite(yellow, HIGH);
  delay(1000);
  digitalWrite(yellow, LOW);
  delay(1000);
  lcd.clear();


  lcd.setCursor(0,0);
  lcd.print("Go");
  digitalWrite(green, HIGH);
  delay(5000);
  digitalWrite(green, LOW);
  lcd.setCursor(0,0);
  delay(1000);
  lcd.clear();


  lcd.print("Ready to Stop");
  digitalWrite(yellow, HIGH);
  delay(1000);
  digitalWrite(yellow, LOW);
  delay(1000);
  digitalWrite(yellow, HIGH);
  delay(1000);
  digitalWrite(yellow, LOW);

}
```