

Traffic Light Control System

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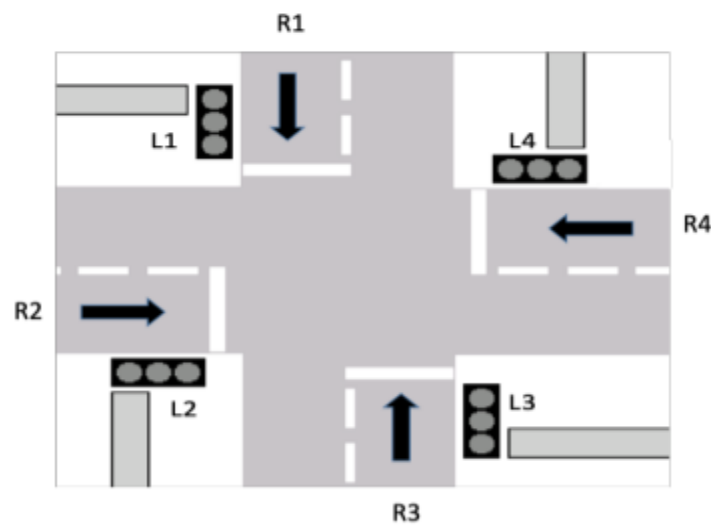
Step 1: Problem Identification and Statement

The objective is to develop a program that can control a system of traffic lights at an intersection. This program should control the specified number of traffic lights at the intersection which is declared in the program. It also must read the traffic flow information from the file every 24 hours and update the green timing of each light. At last, It should print the state of each light on the output screen.

Step 2: Gathering of Information and Input/Output Description

Relevant Information:

An intersection consists of two streets that cross at right angles. For simplicity, each street has a single lane in each direction (no lanes designated for left turn). The intersection with two roads intersected with each other is shown in the following figure.



The system has the following components:

1. Traffic semaphores (signal lights): these are standard semaphores with three lights: red, yellow, and green.
2. Traffic sensors that are embedded in each lane near the intersection to record the traffic flow for all roads (4 sensors generating 4 traffic rate values when four traffic lights are used). The sensors save the traffic rate information into a file (average number of vehicles per hour passing through a particular road in one direction).

3. The signals operate in a conventional fashion. Traffic is allowed to move on one road, say R1, and then the next (R2), alternatively across the four roads of the intersection. Assume that the four traffic lights are represented as L1, L2, L3, and L4. The system operates as follows.

- a. Traffic light (L1) is green for a duration calculated based on the traffic flow rate in road R1, the other traffic lights (L2, L3, and L4) are red.
- b. L1 becomes yellow for X seconds (X being a constant value). The Department of Transportation's traffic manual recommends that yellow lights are between 3 and 6 seconds long. Other traffic lights (L2, L3, and L4) remain in red state.
- c. Then, traffic light L2 becomes green for a duration calculated based on the traffic flow rate in road R2. Meanwhile, L1, L3, and L4 are red.
- d. Traffic light L2 becomes yellow for X seconds (X being a constant value). Other Traffic lights (L1, L3, and L4) remain in red state.
- e. Then, traffic light L3 becomes green for a duration calculated based on the traffic flow rate in road R3. Meanwhile, traffic lights L1, L2, and L4 are red.
- f. Traffic light L3 becomes yellow for X seconds (X being a constant value). Other traffic lights (L1, L2, and L4) remain in red state.
- g. Then, traffic light L4 becomes green for a duration calculated based on the traffic flow rate in road R4. Meanwhile, traffic lights L1, L2, and L3 are red.
- h. Traffic light L4 becomes yellow for X seconds (X being a constant value). Other traffic lights (L1, L2, and L3) remain in red state.
- i. The next cycle starts with traffic light L1 becoming green again, and so on.

4. The green timings for the traffic lights are updated regularly based on traffic flow. Every specific duration (say 24 hours), the data(cycle length and traffic flow rates) is updated from the file. The green timings are updated based on the latest traffic condition, and the control proceeds with the updated green timings.

The green timing for each traffic light is proportional to the traffic flow rate reported for the same road, according to the following equation:

$$d_i = \frac{Q_i}{Q_T} \times C$$

Where ' d_i ' is the green time for the i th traffic light, ' Q_i ' represents the traffic flow (number of vehicles per hour) crossing the i th traffic light, ' Q_T ' represents the total traffic flow passing through the intersection, ' C ' and represents the cycle length in seconds. Cycle length is composed of the total signal time to serve all of the signal phases including the green time plus any change interval. Longer cycles will accommodate more vehicles per hour but that will also produce higher average delays.

The intersection can have more than two roads crossing each other.

Input/output Description :



The following explains how the program executes.

When the program is run, it automatically displays the colors in traffic light for infinite time.
(It runs as follows.)

Total No. of Traffic lights = 6

The light to be removed is found. Light L1 is removed.

The light to be removed is found. Light L6 is removed.

Total lights after dropping = 4

L2 Off

L4 Off

L3 Green

L5 Red

L3 Yellow

L5 Red

L5 Green

L3 Red

L5 Yellow

L3 Red

L3 Green
 L5 Red

.....

Step 3: Design of the algorithm and hand-solved problems.

Test cases :

Test case 1: 'AddLight' Function

When this function is called, it should add a traffic light to the program if the maximum number of traffic lights is not already achieved.

Test case 2: 'dropLight' Function

When this function is called, it should drop a traffic light from the program if the light to be dropped is found.

Test case 3: 'readTrafficData' Function

This function should be called every 24 hours to read traffic light data (cycle length and the traffic flow rates) from the file where the data is stored by a sensor.

Test case 4: 'updateTiming' Function

This function should also be called every 24 hours to calculate and update the green timings of all traffic lights.

For example:

If the traffic flow rate of a particular road is 100 vehicles per hour, Total traffic flow rate is 500 vehicles per hour, and Cycle length is 400 seconds,

Then Green timing = Traffic flow rate* cycle length / Total traffic flow rate

$$= 100 * 400 / 500 = 80 \text{ seconds}$$

This green timing is then updated for that particular Light.

Test case 5: 'wait' Function:

This function should wait the program for a specified duration. For example, when the 'green light' is 'on' in any of the traffic lights, it should make the program wait for the duration equal to the green timing of that light. Similarly, if the 'yellow light' is 'on' in any of the traffic lights, it should make the program wait for the duration equal to the yellow timing of that light.

Test case 6: 'printLightInfo' Function:

This function should print the state of all traffic lights at the intersection.

Test case 7: getters and setters:

Getters should be able to get the values of the private members and setters should be able to modify their values.

Following default values of the members of the class TrafficLight should be obtained with the help of getters.

For L1, ID = 1, State = 1; Green Timing = 0

For L2, ID = 2, State = 1; Green Timing = 0

For L3, ID = 3, State = 1; Green Timing = 0

For L4, ID = 4, State = 1; Green Timing = 0

.....

Following default values of the members of the class Intersection should be obtained with the help of getters.

(for 4 roads)

Default Cycle length = 400

Total Number of Traffic Lights = 4

Traffic Flow Rate of Road R1= 100

Traffic Flow Rate of Road R2= 100

Traffic Flow Rate of Road R3= 100

Traffic Flow Rate of Road R4= 100

Test case 8: run() function

This function should run the simulation continuously for infinite time.

Algorithm Design:

main () function

Create L1, L2, L3, L4, L5 and L6 as objects of class "TrafficLight"

Set the states of traffic Lights L2 and L4 to 0

Create I as an object of class "Intersection"

Add Traffic Light L1 to I

Add Traffic Light L2 to I

Add Traffic Light L3 to I

Add Traffic Light L4 to I

Add Traffic Light L5 to I

Add Traffic Light L6 to I

Print "Total No. of Traffic Lights = ", getNoOfTrafficlights of I, newline

Drop Traffic Light L1

Drop Traffic Light L6
Print "Total Lights after dropping = ", getNoOfTrafficlights of I, newline
Call the Function 'run()' of I
Return 0

HeaderFile: TrafficLight

Define class TrafficLight

Private members

ID as integer

state as integer

GreenTiming as double

NoOfTrafficlights as static integer

Public members

Default Constructor

TrafficLight()

Assign 1 to state

Assign 5 to GreenTiming

Increment NoOfTrafficlights by 1

Assign NoOfTrafficlights to ID

Non Default Constructor

TrafficLight(newstate, newGreenTiming)

Assign newstate to state

Assign newGreenTiming to GreenTiming

getID()

return ID

getstate()

return state

getGreenTiming()

return GreenTiming

getNoOfTrafficlights()

return NoOfTrafficlights

setstate(newstate)

Assign newstate to state

```

setGreenTiming(newGreenTiming)
    Assign newGreentiming to GreenTiming
wait(seconds)
    Declare waitduration as double
    Find the system time and assign it to starttime
    Repeat
        Find the system time and assign it to endtime
        Assign (endtime-starttime), in nanoseconds, to waitduration
    While (waitduration < seconds*10^9)

```

```

printLightInfo(state, ID) {
    if state is equal to 0
        Print "L", ID, block of 15 characters, "Off", newline
    if state is equal to 1
        Print "L", ID, block of 15 characters, "Red", newline
    if state is equal to 2
        Print "L", ID, block of 15 characters, "Yellow", newline
    if state is equal to 3
        Print "L", ID, block of 15 characters, "Green", newline
}

```

(Destructor)

Initialize static variable 'NoOfTrafficlights' to 0

HeaderFile: Intersection

Declare 4 as a constant called YellowTime
Declare 8 as a constant called Max_Objects
Declare 24 as a constant called updateinterval

Define class Intersection

Private members

Cyclelength as double

NoOfTrafficlights as integer

TrafficLight_Objects as an array of objects of class 'TrafficLight' of size Max_Objects

TrafficFlowRate as an array of integers of size Max_Objects

Public members

Default Constructor

Intersection()

Assign 0 to NoOfTrafficlights


```

    Assign 400 to cyclelength
    Set i to 0
    Repeat while i is less than Max_Objects
        Assign 100 to TrafficFlowRate(i)
        Increment i by 1
getNoOfTrafficlights()
    return getNoOfTrafficlights
getcyclelength()
    return cyclelength
get(address)TrafficFlowRate()
    return TrafficFlowRate(address)
setcyclelength (newcyclelength)
    Assign newcyclelength to cyclelength
setTrafficFlowRate(Array newrate)
    Set i to 0
    Repeat while i is less than Max_Objects
        Assign newrate(i) to TrafficFlowRate(i)
        Increment i by 1

AddLight(alight)
    If NoOfTrafficlights is less than Max_Objects
        Assign alight to TrafficLight_Objects(NoOfTrafficlights)
        Increment NoOfTrafficlights by 1

    Otherwise
        Print "Can't add more traffic lights, maximum value reached", newline
dropLight(droplightid)
    Assign false isfound
    Set i to 0
    Repeat while i is less than NoOfTrafficlights
        if droplightid is equal to TrafficLight_Objects(i).getID()
            Print "The light to be removed is found", " Light L" <<droplightid << " is
            removed." newline
            Set j to i
            Repeat while j is less than NoOfTrafficlights
                Assign TrafficLight_Objects(j + 1) to TrafficLight_Objects(j)
                Increment j by 1
            Decrement NoOfTrafficlights by 1
            Assign true to isfound
        Increment i by 1

```

*If the negation of isfound is true
 Print "Can't find the traffic light to be dropped", newline*

run()

Declare elapsed_time as double

Set countoff to 0

Repeat while countoff is less than NoOfTrafficlights

If TrafficLight_Objects(countoff).getstate() is equal to 0

*TrafficLight_Objects(countoff).printLightInfo(TrafficLight_Objects(countoff).
 getstate(),TrafficLight_Objects(countoff).getID())*

Repeat while 1 is true

Assign the system time to starttime

Call the function readTrafficData()

Repeat

Set i to 0

Repeat while i is less than NoOfTrafficlights

If TrafficLight_Objects(i).getstate() is not equal to 0

Set k to 3

Repeat while k is greater than 1

TrafficLight_Objects(i).setstate(k)

*TrafficLight_Objects(i).printLightInfo(TrafficLight_Objects(i).getstate(),
 TrafficLight_Objects(i).getID())*

Set j to 0

Repeat while j is less than NoOfTrafficlights

If j is not equal to i and TrafficLight_Objects(j).getstate() is not equal to 0

TrafficLight_Objects(j).setstate(1);

*TrafficLight_Objects(j).printLightInfo(TrafficLight_Objects(j).getstate(),
 TrafficLight_Objects(j).getID())*

Increment j by 1

If k is equal to 3

TrafficLight_Objects(i).wait(TrafficLight_Objects(i).getGreenTiming())

If k is equal to 2

TrafficLight_Objects(i).wait(YellowTime)

Decrement k by 1

Increment i by 1

Assign instantaneous system time to end time

*Assign (endtime-starttime), in nanoseconds, to elapsed_time
 while elapsed_time is less than updateinterval*86400*10⁹*

```

readTrafficData()
    Declare Qt as double and initialize it to 0
    Create an input file stream inputfile
    Open file "TrafficData" for reading as inputfile
    If inputfile is in fail state
        Print "Error in opening the file", newline
    Otherwise
        Read value from inputfile file to cyclelength
        Set i to 0
        Repeat While i is less than Max_Objects
            Read value from inputfile to TrafficFlowRate(i)
            Increment i by 1
        Set k to 0
        Repeat while k is less than NoOfTrafficlights
            Assign Qt + TrafficFlowRate(TrafficLight_Objects(k).getID()-1) to Qt
            Increment k by 1
        Set j to 0
        Repeat while j is less than NoOfTrafficlights
            updateGreenTiming(TrafficLight_Objects(k).getID()-1) , cyclelength, Qt, j)
            Increment j by 1

updateGreenTiming(Qi, C, Qt, i)
    TrafficLight_Objects(i).setGreenTiming(Qi * C / Qt)

(Destructor)

```

Step 4: Implementation:

Assignment4.cpp

```

// This Program controls the traffic lights at the intersection of roads
// Assignment 4:-
// Civil Engineering Case Study- Traffic Light Control System
// NYU Abu Dhabi, Fall 2020
// Created by : Sushil Bohara
// Net ID: sb7702
// This program assumes that if any light is dropped, it does not mean that it is turned off
// If any light is dropped, it means that it is completely removed but the sensor still reads
the data for corresponding roads and updates in the file

```

```

#include <iostream>
#include <chrono>
#include "TrafficLight.h"
#include "Intersection.h"
using namespace std;

```

```

int main()
{ // creating the objects of the class TrafficLight
    TrafficLight L1, L2, L3, L4, L5, L6;
    // Turn off two(arbitrary number) lights
    L2.setstate(0);
    L4.setstate(0);
    // create the object of the class "Intersection"
    Intersection I;
    // Adding 'TrafficLight' Objects
    I.AddLight(L1);
    I.AddLight(L2);
    I.AddLight(L3);
    I.AddLight(L4);
    I.AddLight(L5);
    I.AddLight(L6);
    // Print the total number of traffic lights
    cout << "Total No. of Traffic lights = " << I.getNoOfTrafficlights() << endl;
    // Drop Two(arbitrary number) Traffic lights
    I.dropLight(L1.getID());
    I.dropLight(L6.getID());
    // Print the number of traffic lights after dropping
    cout << "Total lights after dropping = " << I.getNoOfTrafficlights() << endl;
    // Run the simulation
    I.run();
    return (0);
}

```

Header File: TrafficLight.h

```

// This Header file contains the class TrafficLight with attributes, getters and setters
// It has functions to make the program wait and print the state of traffic lights
// Created by: Sushil Bohara
// Net ID: sb7702

```

```

#pragma once
#include <iomanip>
using namespace std;
class TrafficLight {
private:
    // Declaring private attributes
    int ID;
    int state;
    double GreenTiming;
    static int NoOfTrafficlights; // static variable
public:
    // Default Constructor

```

```

TrafficLight() {
state = 1;
GreenTiming = 0; // (in seconds)
NoOfTrafficlights++;
ID = NoOfTrafficlights;
}
// Non Default Constructor
TrafficLight(int newstate, double newGreenTiming) {
state = newstate;
GreenTiming = newGreenTiming;
}
// Getters and Setters
int getID() {
return ID;
}
int getstate() {
return state;
}
double getGreenTiming() {
return GreenTiming;
}
static int getNoOfTrafficlights() {
return NoOfTrafficlights;
}
void setstate(int newstate) {
state = newstate;
}
void setGreenTiming(double newGreenTiming) {
GreenTiming = newGreenTiming;
}
// Function to make the program wait for specific seconds
void wait(double seconds) {
// Declare local variable for duration to wait
double waitduration;
// find the initial system time
auto starttime = chrono::steady_clock::now();
// Loop to make the program wait..
do
{ // calculate instantaneous system time
auto endtime = chrono::steady_clock::now();
// Calculate the difference between instantaneous time and initial time
waitduration =
double(chrono::duration_cast<chrono::nanoseconds>(endtime - starttime).count());

} while (waitduration < (seconds * 1e9)); // Repeat the loop until the specific
seconds(converted to nanoseconds) are passed

```

```

    }
    // Function to print the state of the traffic lights
    void printLightInfo(int state, int ID) {
        // Print Off if state is 0
        if (state == 0) {
            cout << "L" << ID << setw(15) << "Off" << endl;
        }
        // Print Red if state is 1
        if (state == 1) {
            cout << "L" << ID << setw(15) << "Red" << endl;
        }
        // Print Yellow if state is 2
        if (state == 2) {
            cout << "L" << ID << setw(15) << "Yellow" << endl;
        }
        // Print Green if state is 3
        if (state == 3) {
            cout << "L" << ID << setw(15) << "Green" << endl;
        }
    }
    // destructor
    ~TrafficLight() {

    }

};
// initialize the static variable
int TrafficLight::NoOfTrafficlights = 0;

```

Header File: Intersection.h

```

// This Header file contains the class Intersection with attributes, getters and setters
// It has functions to add/drop traffic lights, run the traffic light simulation, read data from
the file and update the Green Timing
// Created by: Sushil Bohara
// Net ID: sb7702

```

```

#pragma once
#include <fstream>
// Declare constants
# define YellowTime 3           // Duration of Yellow Light
# define Max_Objects 8         // Maximum no. of traffic lights
# define updateinterval 24     // Green Timing update interval
class Intersection {

```

```

    // attributes
private:
    double cyclelength;
    int NoOfTrafficlights;
    //Array of TrafficLight Objects
    TrafficLight TrafficLight_Objects[Max_Objects];
    // Array of traffic flow rates
    int TrafficFlowRate[Max_Objects];
public:
    // Default Constructor
    Intersection() {

        NoOfTrafficlights = 0;
        // Initialize cyclelength and traffic flow rates to safe values
        cyclelength = 400; // in seconds
        for (int i = 0; i < Max_Objects; i++)
        {
            TrafficFlowRate[i] = 100;
        }

    }
    // Getters and Setters
    int getNoOfTrafficlights() {
        return NoOfTrafficlights;
    }
    double getcyclelength() {
        return cyclelength;
    }
    int* getTrafficFlowRate() {
        return TrafficFlowRate;
    }
    void setcyclelength(double newcyclelength) {
        cyclelength = newcyclelength;
    }
    void setTrafficFlowRate(int newrate[]) {
        for (int i = 0; i < Max_Objects; i++)
            TrafficFlowRate[i] = newrate[i];
    }

    // Function to add a new traffic light object

    void AddLight(TrafficLight alight) {
        //add new object only if the maximum number has not been reached
        if (NoOfTrafficlights < Max_Objects) {
            TrafficLight_Objects[NoOfTrafficlights] = alight;
            NoOfTrafficlights++;
        }
    }

```

```

    }
    else
        cout << "Can't add more traffic lights, maximum value reached" << endl;
    }
    // Function to drop a traffic Light Object searching by ID
    void dropLight(int droplightid) {

        bool isfound = false;
        // Loop to search the ID of the traffic light to be dropped
        for (int i = 0; i < NoOfTrafficlights; i++) {
            // if ID is found,replace that traffic light object by next in the array and so
on..
            if (droplightid == TrafficLight_Objects[i].getID())
            {
                cout << "The light to be removed is found." << " Light L" << droplightid <<
" is removed." << endl;
                for (int j = i; j < NoOfTrafficlights; j++) {
                    TrafficLight_Objects[j] = TrafficLight_Objects[j + 1];
                }

                NoOfTrafficlights--;
                isfound = true; // Assign true to isfound
            }
        }
        // if ID is not found, inform the user via a message.
        if (!isfound)
            cout << "Can't find the traffic light to be dropped" << endl;
        }

    // Function to run the simulation

    void run() {

        // Declare a variable to store the time duration
        double elapsed_time;
        // if any traffic lights are turned off, display "OFF" message in the screen
        for (int countoff = 0; countoff < NoOfTrafficlights; countoff++) {
            if (TrafficLight_Objects[countoff].getstate() == 0) {

TrafficLight_Objects[countoff].printLightInfo(TrafficLight_Objects[countoff].getstate(),
TrafficLight_Objects[countoff].getID());

            }
        }
    }

```



```

    }
    cout << endl;

    // infite loop to run the simulation....

    while (1) {
        // find the initial system time
        auto starttime = chrono::steady_clock::now();
        // Read the data from the file calling another function
        readTrafficData();
        // Loop which runs continuously for 24 hours.
        do {
            // Loop that goes through all the TrafficLight objects

            for (int i = 0; i < NoOfTrafficlights; i++)
            { // Loop to assign the state of the 'on' traffic light object to green(3) and
yellow(2)
                if (TrafficLight_Objects[i].getstate() != 0) {
                    for (int k = 3; k > 1; k--)
                    {

                        // assign the state of ith traffic Light state to k
                        TrafficLight_Objects[i].setstate(k);
                        // print the color of ith traffic light object

                        TrafficLight_Objects[i].printLightInfo(TrafficLight_Objects[i].getstate(),
                        TrafficLight_Objects[i].getID());

                        // Loop to assign the state of all other 'on' Traffic Light objects
to Red(1)
                        for (int j = 0; j < NoOfTrafficlights; j++)
                        {
                            if (j != i && TrafficLight_Objects[j].getstate() != 0) {
                                // Assign the state of jth Traffic Light Object to red(1)
                                TrafficLight_Objects[j].setstate(1);
                                // Print the color of the jth traffic light object

                                TrafficLight_Objects[j].printLightInfo(TrafficLight_Objects[j].getstate(),
                                TrafficLight_Objects[j].getID());

                                }
                            }
                        // Print a newline to make clear visibility of change of state in
the traffic light.

                        cout << endl;
                        // wait for the duration equal to green timing if green light is on
in ith object.

```

```

        if (k == 3)
TrafficLight_Objects[i].wait(TrafficLight_Objects[i].getGreenTiming());
        // wait for the duration equal to yellow timing if yellow light is
on in ith object.
        if (k == 2)
            TrafficLight_Objects[i].wait(YellowTime);

    }
}
// Find the instantaneous system time
auto endtime = chrono::steady_clock::now();
// Calculate the elapsed time in nanoseconds
elapsed_time =
double(chrono::duration_cast<chrono::nanoseconds>(endtime - starttime).count());
    } while (elapsed_time < (updateinterval * 86400 * 1e9)); // Exit the loop in 24
hours to read new data from the file
}

```

```

}
// Function to read New Data from the file
void readTrafficData() {
// Create a variable to store the total traffic flow rate and initialize to 0
double Qt(0);
// create the file stream to read data from the file
ifstream inputfile;
inputfile.open("TrafficData.txt");
// Display the error message if the file is not opened
if (inputfile.fail()) {
    cerr << "Error in opening the file" << endl;
}
// If file is opened, read the data..
else

{ // Read the cyclelength from the first line
    inputfile >> cyclelength;
}

```

```

        // read the traffic flow rates of all the traffic light objects (This will not give
errors if any objects were dropped)
        for (int i = 0; i < Max_Objects; i++)
        {
            inputfile >> TrafficFlowRate[i];
        }

        // calculate the total traffic flow rate

        for (int k = 0; k < NoOfTrafficlights; k++)
        {
            // Since the ID of the object is 1 more than the index of the corresponding
traffic flow rate,
            //we can write traffic flow rate of jth object =
TrafficFlowRate[TrafficLight_Objects[j].getID()-1]
            // Doing this will not give errors if any objects were dropped
            Qt += TrafficFlowRate[TrafficLight_Objects[k].getID() - 1];

        }
        // Call the function to update the green timings of all the traffic lights
        for (int j = 0; j < NoOfTrafficlights; j++) {

            updateGreenTiming(TrafficFlowRate[TrafficLight_Objects[j].getID() - 1],
cyclelength, Qt, j);

        }

    }

}

// Function to update the green timings of all the traffic light objects
void updateGreenTiming(int Qi, double C, double Qt, int i) {

    TrafficLight_Objects[i].setGreenTiming((Qi * C) / Qt); // Calculate the green timing
and update.
}

// destructor
~Intersection() {

}

```

```
};
```

Step 5: Software Testing and Verification

Test Case 1: Trying to add more lights than Maximum value

```
Can't add more traffic lights, maximum value reached
L1      Green
L2      Red
L3      Red
L4      Red
L5      Red
L6      Red
L7      Red
L8      Red
```

Test Case 2: Dropping two Lights out of eight

```
Total lights = 8
The light to be removed is found. Light L3 is removed.
The light to be removed is found. Light L4 is removed.
Total lights after dropping = 6
```

Test Case 3: Two lights(L2 and L4) out of 4 are turned off and the program still continues

```
L2      Off
L4      Off
L1      Green
L3      Red
L1      Yellow
L3      Red
L3      Green
L1      Red
L3      Yellow
L1      Red
L1      Green
L3      Red
L1      Yellow
L3      Red
L3      Green
L1      Red
```

Test Case 4: Two lights(L2 and L3) out of 4 are dropped and the program still continues

```
The light to be removed is found. Light L2 is removed.
The light to be removed is found. Light L3 is removed.
L1      Green
L4      Red
L1      Yellow
L4      Red
L4      Green
L1      Red
L4      Yellow
L1      Red
L1      Green
L4      Red
L1      Yellow
L4      Red
```

Test Case 5: Accessing values assigned by constructors of 'TrafficLight' class with the help of getters

```
For L1: ID=1, State= 1, GreenTiming= 0
For L2: ID=2, State= 1, GreenTiming= 0
For L3: ID=3, State= 1, GreenTiming= 0
For L4: ID=4, State= 1, GreenTiming= 0
```

Test Case 6: Accessing values assigned by constructors of 'Intersection' class with the help of getters

```
Default Cyclelength = 400
Total Number of TrafficLights = 4
```

```
The Traffic Flow Rates are :
Traffic Flow Rate of R1 =100
Traffic Flow Rate of R2 =100
Traffic Flow Rate of R3 =100
Traffic Flow Rate of R4 =100
```

Test Case 7: Program running with 4 Lights

```
L1      Green
L2      Red
L3      Red
L4      Red

L1      Yellow
L2      Red
L3      Red
L4      Red

L2      Green
L1      Red
L3      Red
L4      Red

L2      Yellow
L1      Red
L3      Red
L4      Red

L3      Green
L1      Red
L2      Red
L4      Red

L3      Yellow
L1      Red
L2      Red
L4      Red

L4      Green
L1      Red
L2      Red
L3      Red

L4      Yellow
L1      Red
L2      Red
L3      Red
```

User's Guide:

This program controls the traffic light simulation at the intersection of roads. To run the program, compile the given cpp file. Also, make sure that the header files "TrafficLight.h" and "Intersection.h" are included in the program. The txt file named "TrafficData.txt" containing the cycle length and the traffic flow rates must also be kept in the project directory.