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1 message

kaseem lawal <kaseemlawal@yahoo.com> Thu, Oct 12, 2023 at 9:53 AM
To: suleimoladoj@gmail.com <suleimoladoj@gmail.com>

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  int temp,temp1,temp2,temp3,temp4,temp5,i,a,b,c,d,e,f,g,h,tempg;
  unsigned char light1,light2,light3,light4,count,den1,den2,den3,den4,go,wait;
  int j,k,l,m,n,o,p,q;
  unsigned int segment(unsigned int val){  //common anode
   switch(val){
   case 0: return 0b00000010;
   case 1: return 0b11110010;
   case 2: return 0b00100100;
   case 3: return 0b00001100;
   case 4: return 0b10110000;
   case 5: return 0b01001000;
   case 6: return 0b01000000;
   case 7: return 0b00011110;
   case 8: return 0b00000000;
   case 9: return 0b00011000;
   default: return 0b00000010;
   }
  }
  void disp1(unsigned int val2){
   for(i=0;i<8;i++){
   RC0_bit=(segment(val2)>>i)&0x01;
   RC1_bit=1;
   Delay_us(1);
   RC1_bit=0;
   }
  }
  void main() {
   TRISA=0xff;
   TRISB=0b00000010;
   TRISC=0;
   PORTA=0;
   PORTB=0;
   PORTC=0;
   light1=30;
   light2=30;
   light3=30;
   light4=30;
   tempg=40;
   temp=5;
   go=0b11011111;
   wait=0b00111111;
   RC2_bit=1;
   RC3_bit=1;
   while(1){
   light1=30;
   light2=25;
   light3=20;
   light4=30;
    do{
    temp--;   // traffic lane1
    a=light1/10;
    b=light1%10;
     //lane1
```

```
 RB7_bit=1;
 RB1_bit=0;
 RB6_bit=0;
 RB5_bit=0;
 RC4_bit=1;
 RC7_bit=1;
 if(Button(&PORTB,1,1,1)){
light1=0;
light2=0;
light3=0;
tempg=0;
}
 disp1(a);
 RC2_bit=0;
 Delay_ms(3);
 RC2_bit=1;
 disp1(b);
 RC3_bit=0;
Delay_ms(3);
 RC3_bit=1;
 if(temp<1){
 light1--;
 if(light1<1)
 light1=0;
 tempg--;
 temp=50;
 j=tempg/10;
 k=(tempg%10);
 l=tempg/10;
 m=(tempg%10);
 }
 disp1(j);
 RC5_bit=0;
 Delay_ms(3);
 RC5_bit=1;
 disp1(k);
  RC6_bit=0;
  Delay_ms(3);
  RC6_bit=1;
  disp1(l);
  RB4_bit=0;
  Delay_ms(3);
  RB4_bit=1;
  disp1(m);
  RB3_bit=0;
  Delay_ms(3);
  RB3_bit=1;
 }while(light1>1);
 light2=25;
 tempg=40;
   do{   // traffic lane2
 RB7_bit=0;
 RB1_bit=1;
 RB6_bit=1;
 RB5_bit=0;
 RC4_bit=0;
 RC7_bit=1;
 if(Button(&PORTB,1,1,1)){
light1=0;
light2=0;
light3=0;
tempg=0;
}
 temp--;
 a=light2/10;
```

```
 b=light2%10;
  //road1
 disp1(j);
 RC2_bit=0;
 Delay_ms(3);
 RC2_bit=1;
 disp1(k);
 RC3_bit=0;
Delay_ms(3);
 RC3_bit=1;
 if(temp<1){
 light2--;
 if(light2<1)
 light2=0;
 tempg--;
 temp=50;
 j=tempg/10;
 k=(tempg%10);
 l=tempg/10;
 m=(tempg%10);
 }
 disp1(a);    //road2
 RC5_bit=0;
 Delay_ms(3);
 RC5_bit=1;
 disp1(b);
  RC6_bit=0;
  Delay_ms(3);
  RC6_bit=1;
  disp1(l);
  RB4_bit=0;
  Delay_ms(3);
  RB4_bit=1;
  disp1(m);
  RB3_bit=0;
  Delay_ms(3);
  RB3_bit=1;
 }while(light2>1);
 light3=20;
 tempg=40;
   do{      // traffic lane3
    RB7_bit=0;
  RB1_bit=1;
  RB6_bit=0;
  RB5_bit=1;
  RC4_bit=1;
  RC7_bit=0;
 temp--;
 if(Button(&PORTB,1,1,1)){
 light1=0;
 light2=0;
 light3=0;
 tempg=0;
 }
 a=light3/10;
 b=light3%10;
  //lane1
 disp1(j);
 RC2_bit=0;
 Delay_ms(3);
 RC2_bit=1;
 disp1(k);
 RC3_bit=0;
Delay_ms(3);
 RC3_bit=1;
```

```
  if(temp<1){
  light3--;
  if(light3<1)
  light3=0;
  tempg--;
  temp=50;
  j=tempg/10;
  k=(tempg%10);
  l=tempg/10;
  m=(tempg%10);
  }
  disp1(j);
  RC5_bit=0;
  Delay_ms(3);
  RC5_bit=1;
  disp1(k);
   RC6_bit=0;
   Delay_ms(3);
   RC6_bit=1;
   disp1(a);
   RB4_bit=0;
   Delay_ms(3);
   RB4_bit=1;
   disp1(b);
   RB3_bit=0;
   Delay_ms(3);
   RB3_bit=1;
  }while(light3>1);
  }
}
```