

3) #include <graphics.h>
#include <conio.h>
#include <stdio.h>

int main()

{

int gd=DETECT, gm, midx, midy;

~~int~~ initgraph (&gd, &gm, "e");

midx = getmaxx() / 2;

midy = getmaxy() / 2;

setcolor (RED);

settextstyle (SCRIPT_FONT, HORIZONTAL, 3);

settextstyle (CENTER_TEXT, CENTER_TEXT);

outtextxy (midx, midy - 10, "Traffic Light Simulation");

outtextxy (midx, midy + 10, "Press any key to start");

getch();

cleardevice();

setcolor (WHITE);

settextstyle (DEFAULT_FONT, HORIZ_DIR, 1);

rectangle (midx - 30, midy - 80, midx + 30, midy - 80);

arc (midx, midy - 50, 0, 360, 2);

setfillstyle (SOLID_FILL, RED);

floodfill (midx, midy - 50, WHITE);

setcolor (GREEN);

outtextxy (midx - 10, midy - 3, "READY");

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delay(2000);  
cleardevice();  
setcolor(WHITE);  
rectangle(midx-30, midy-80, midy-80, midn+30,  
midy+80);  
circle(midx, midy+50, 22);  
setfillstyle(SOLID_FILL, GREEN);  
floodfill(midx, midy+50, WHITE);  
setcolor(BLUE GREEN);  
outtextxy(midn-7, midy+40, "Go");  
setcolor(RED);  
settextstyle(Script_FONT, HORIZ-DIR, 4);  
outtextxy(midn-150, midy+100, "Press any  
Key to exit...");  
getch();  
closegraph();  
return 0;  
}
```

