## 2. Objective:

This experiment's major objective is to become bombar with microcontroller timers so that it may analyze the blink test while developing a traffic control system. Tinker cad and the Arduino IDE satituare were the programs utilized in this experiment. The first one way completed using the Arduino IDE software and equipment that way set up during the Jab seasion. Tinker and program was used as an after native way at home. The simulation was carried out utilizing the tinker cad program. This experit ment's major objective is to acquaint me with microcontroller timers so that I can study the blink test while using and developing a trabitic control system.

## 3. The apparentus and software name:

- · Arduino IDE (any version)
- · Arduino uno (R3) board ou Arduino mega 2560 board
- · LED lights (RED, GREEN, and YELLOW) and three 200 one ohms nesistors and jumper wines
- · Breadboard

4. Theory and programs;

Each electrical component in a circuit box sequential dogic operators operates on a time boundation. All of the work is kept in sync thanks to this time base. Devices would be unable to determine when to carrier out specific activities without a time base. The timer is a crucial idea in the realm of electronics.

The Andrino controller includes a timer counters as hardware. It trunctions like a clock and maybe utilized to gauge time-related activities. A regester that automatically recises or lowers in value is a timer. In VAR, timers are at two types: 8-bit and 16-bit timers. In an 8-bit timer, the register used is 8-bit wide whereas, in a 16-bit timer, the register width is 16 bits. This means that timer, the register width is 16 bits. This means that the 8-bit timer is capable at counting 28=256 steps broom 0 to 255. Similarly, a 16-bit timer is capable at counting 28=256 steps broom 0

# 5. A brief procedure:

- First to we tamilianized ourselves with the distremt type Andurno tramily components. Anduino uno microcontroller is one of them.
- ·Alter that, we know the basic knowledge working principle of tinker and software.
- •At trinst we need to open tinker cod online southware to implement the given consciult. Then we select distrement type of components to implement it.
- · Next we write the code to reun treatie
- in the bread board and connect this experiment in the hardware.

2

#### **Source code:**

```
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```

Figure 1.1: Source code for Traffic Control System

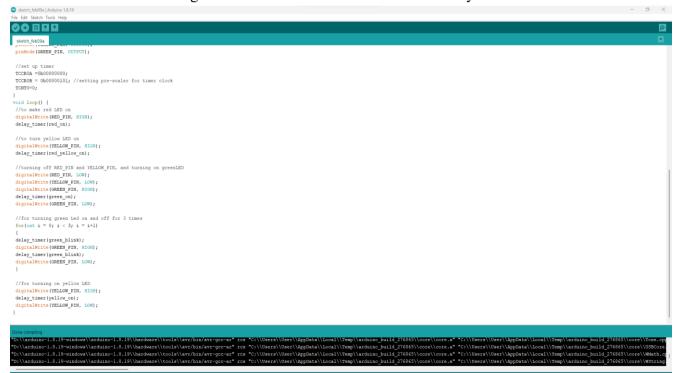


Figure 1.2: Source code for Traffic Control System

## **Hardware Implementation:**

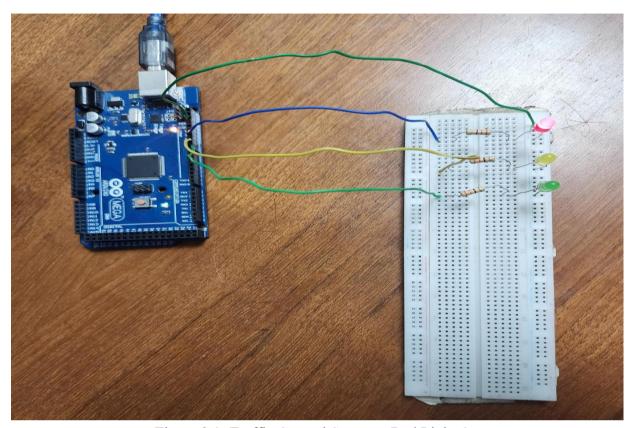


Figure 2.1: Traffic Control System - Red Light On

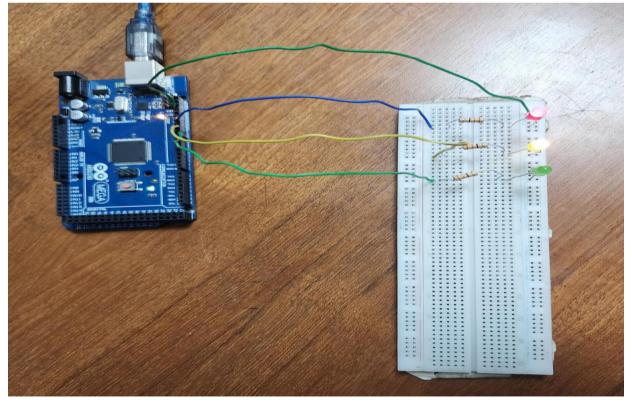


Figure 2.2: Traffic Control System – Red and Yellow Light On

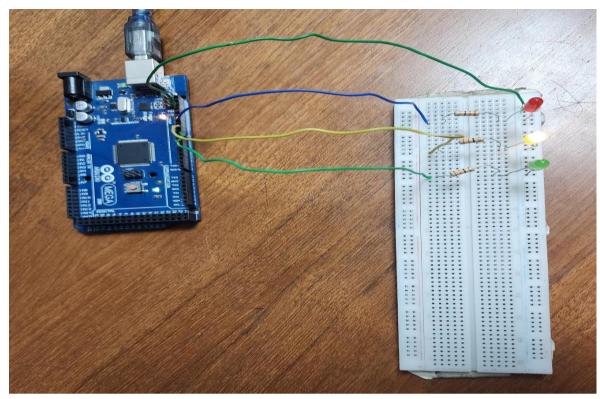


Figure 2.3: Traffic Control System - Yellow Light On

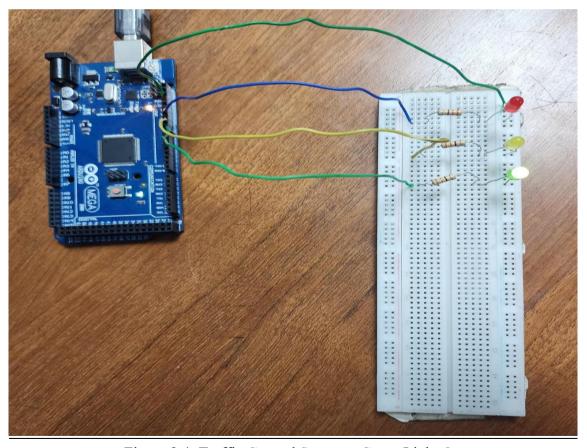


Figure 2.4: Traffic Control System - Green Light On

## **Simulation:**

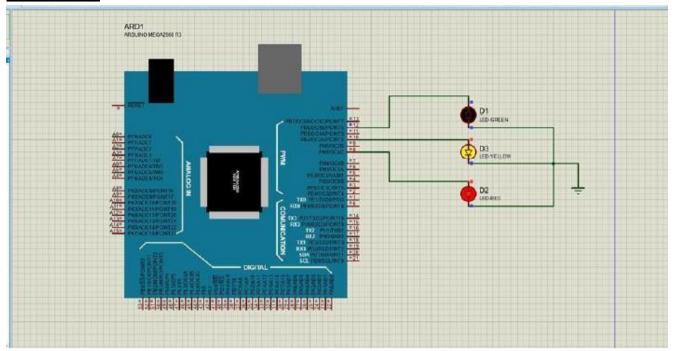


Figure 3.1: Traffic Control System – Red and Yellow Light On

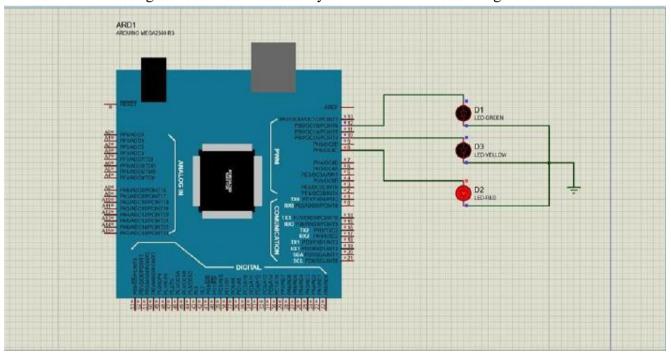


Figure 3.2: Traffic Control System - Red Light On

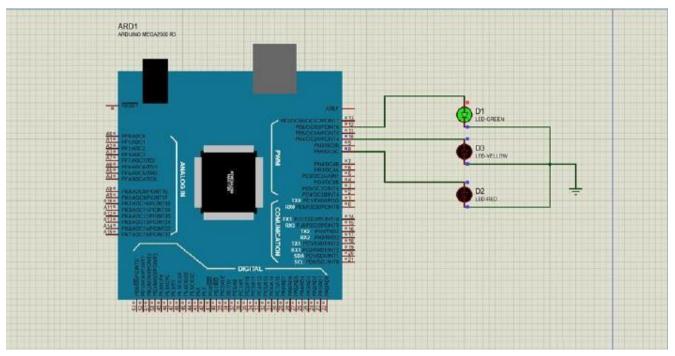


Figure 3.3: Traffic Control System - Green Light On

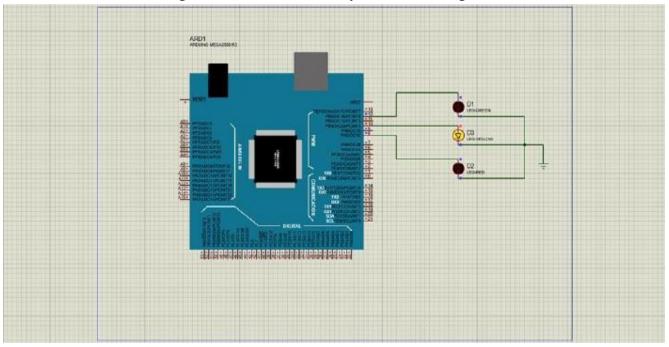


Figure 3.4: Traffic Control System - Yellow Light On

#### Report:

All codes, scripts and proteus simulation of the blink program and traffic light system is attached above.

8. Discressions: Two methods were used to conduct this experiment. The trathic control system was first built using an Areduino board, three distreent Colotred animated LED lights (Red. yellow. green), three resistors on a breadboard and connecting cables. Ports 8,10. and 12 were then linked to the red, yellow and green LED ligts. Then, using the Arduino IDE and timens, some code ton the trathic control system was whethen. Following the Andrino board's connection to the computer, the code was executed to determine the outcome of the trabbie signal Thès experiment was also carried out with the aid out tinker cal sattware. Some problems arose as this experiment was being conducted. Both coding Haws and in connect & pin contigurations were the traffe problems. However, a lab manual and the internet were used to tind the answers to the problems. The to tradic system's desired outcome apuld be attained in both cases.

# o. conclusions:

mierrocontrollers were learned while working on this experiment, and at Arduino uno traticic control system was developed. Our course is instructor explained the entire procedure and guided us through it so that we could properly trun this code. Working with Arduino work the birest time was distructed at birst but it became easier with time. However, with the assistance of out tutor, the eader work the eventually properly executed. As a tresult, we were able to sinish our report