Isaac Angle

Final Task

Stop Sign class

-this class has a few subclasses that are different kinds of stop signs, (4-way, 2-way, etc...)

Light class

* Has a few different subclasses that are different kinds of lights

Statistics class:

* Gets the statistics from the other classes and outputs it in a readable form.

Maybe a car class that contains each car.

Restraints:

1. When a car is driving up to a two-way stop it must wait for there not to be any cars in the intersection before continuing.
2. When a car drives up to a four-way stop there must not be anyone in the intersection for it to continue.

Basic Idea:

1. Cars come into the intersection via a queue that will push them in when they arrive and pop them out once they are heading through the intersection. After that there is a pause that lets the other cars know that there is a car in the intersection and then everything moves on.