

























**C Code:**

#include<reg51.h>

sbit east\_red=P1^7;

sbit east\_yellow=P1^6;

sbit east\_green=P1^5;

//ease side//

sbit west\_red=P1^4;

sbit west\_yellow=P1^3;

sbit west\_green=P1^2;

//west side//

sbit north\_red=P1^1;

sbit north\_yellow=P1^0;

sbit north\_green=P0^0;

//north side//

sbit south\_red=P0^1;

sbit south\_yellow=P0^2;

sbit south\_green=P0^3;

//south side//

void delay(unsigned int i)

{

unsigned int j,k;

for(j=0;j<i;j++);

    {

    for(k=0;k<25000;k++);

    }

}

void main()

{

P2=P3=0x00;

    while(1)

    { east\_green=west\_red=south\_red=north\_red=1;

        delay(20);

        east\_green=north\_red=0;

        east\_yellow=north\_yellow=1;

        delay(10);

        east\_yellow=north\_yellow=0;

        east\_yellow=north\_green=1;

        delay(20);

        north\_green=west\_red=0;

        north\_yellow=west\_yellow=1;

        delay(10);

        north\_yellow=west\_yellow=0;

        north\_red=west\_green=1;

        delay(20);

        west\_green=south\_red=0;

        west\_yellow=south\_yellow=1;

        delay(10);

        west\_yellow=south\_yellow=0;

        west\_red=south\_green=1;

        delay(30);

        south\_green=east\_red=0;

 south\_yellow=east\_yellow=1;

        delay(10);

        south\_yellow=east\_yellow=0;

    }

}











