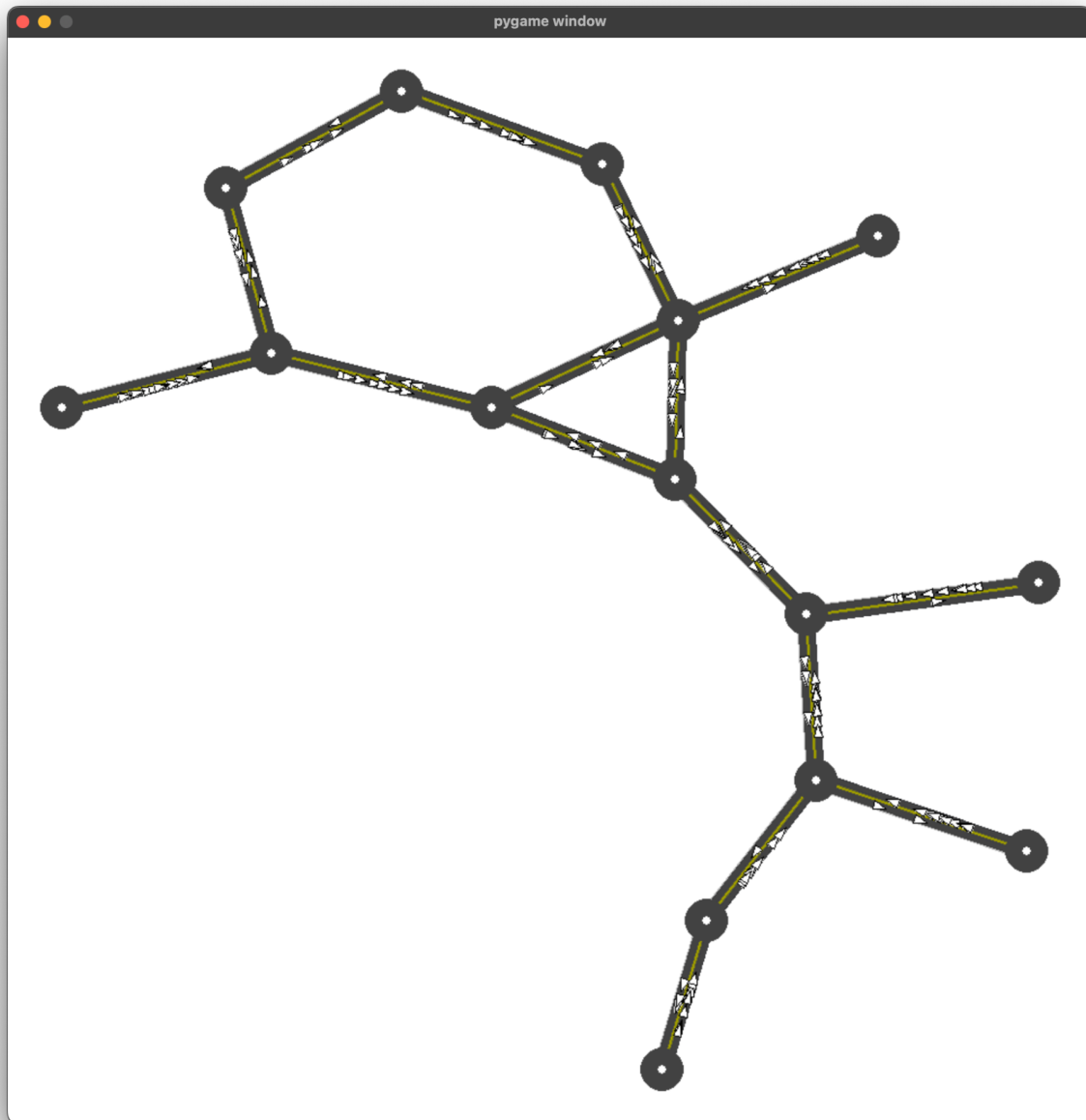


# on-the-road-again



We created a program for simulating automobile traffic. It uses Erlang to simulate the traffic network, and Python to visualize it, by way of the pygame library. The road network, and the cars that run on it, are specified in a TOML configuration file.

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