```
 1: unsigned short counterA, counterB, delayLenA, delayLenB;
 2: unsigned short delayLen2A, delayLen2B, countOffset;
 3: unsigned int delayLen_msA, delayLen_msB;
 4:
 5: unsigned short Set_Traffic() {
 6:      counterB = TMR0;        //take counterB's value from Timer0
 7:      counterA = TMR1L;       //also take counterA's value form Timer1
 8:      delayLenA = 3;          //3000ms is the default value of our delays
 9:      delayLenB = 3;
10:
11:
12:      if(counterA>15){       //when counter has counted more than 15 cars...
13:                             //..in less than 3 seconds...
14:                     countOffset = counterA - 15;
15:                     delayLen2A = 2*countOffset;   //add 2 seconds for each
16:                                                   //additional car after 15
17:                     delayLenA += delayLen2A;
18:                     }
19:
20:      if (counterB>15){         //this is identical to the code above,
21:                                //but its meant for counterB
22:                      countOffset = counterB - 15;
23:                     delayLen2B = 2*countOffset;
24:                     delayLenB += delayLen2B;
25:                      }
26:      delayLen_msA = delayLenA*1000;         //change values into milliseconds
27:      delayLen_msB = delayLenB*1000;
28:
29:      TMR0 = 0;               //reset your counters immediately
30:      TMR1L = 0;
31:      return delayLen_msA, delayLen_msB;
32:      }
```