```c
 1: unsigned short counterA, counterB, delayLenA, delayLenB;
 2: unsigned short delayLen2A, delayLen2B, countOffset;
 3: unsigned long delayLen_msA, delayLen_msB;   //long var increases max time to
 4:                                             //4,000,000 seconds!
 5:
 6: unsigned short Set_Traffic() {
 7:         counterB = TMR0;          //take counterB's value from Timer0
 8:         counterA = TMR1L;         //also take counterA's value form Timer1
 9:         delayLenA = 10;            //10s is the default value of our delays
10:         delayLenB = 10;
11:
12:
13:         if(counterA>5){          //when counter has counted more than 5 cars...
14:                          //..in less than 10 seconds...
15:                     countOffset = counterA - 5;
16:                     delayLen2A = 2*countOffset;   //add 2 seconds for each
17:                                                   //additional car after 5s
18:                     delayLenA += delayLen2A;
19:                     }
20:
21:         if (counterB>5){          //this is identical to the code above,
22:                            //but its meant for counterB
23:                      countOffset = counterB - 5;
24:                     delayLen2B = 2*countOffset;
25:                     delayLenB += delayLen2B;
26:                      }
27:         delayLen_msA = delayLenA*1000;       //change values into milliseconds
28:         delayLen_msB = delayLenB*1000;
29:
30:         TMR0 = 0;                  //reset your counters immediately
31:         TMR1L = 0;
32:         return delayLen_msA, delayLen_msB;
33:         }
```