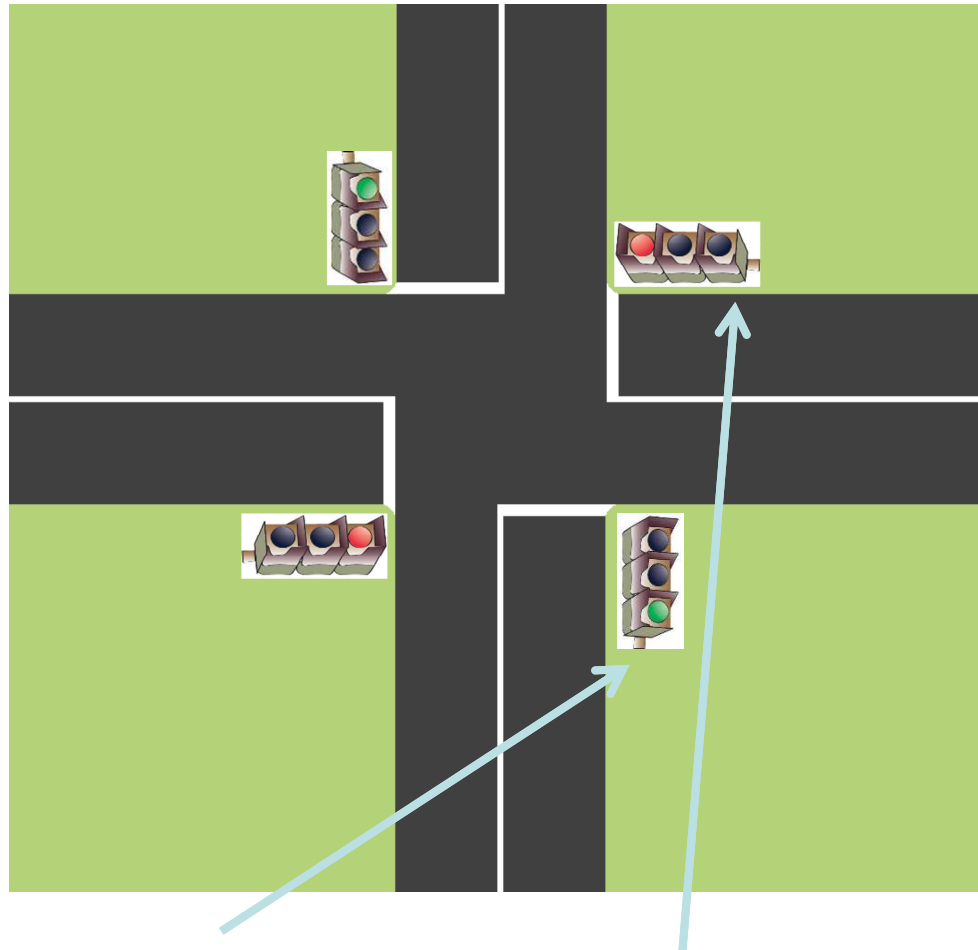


Crossroad lights

Assignment:

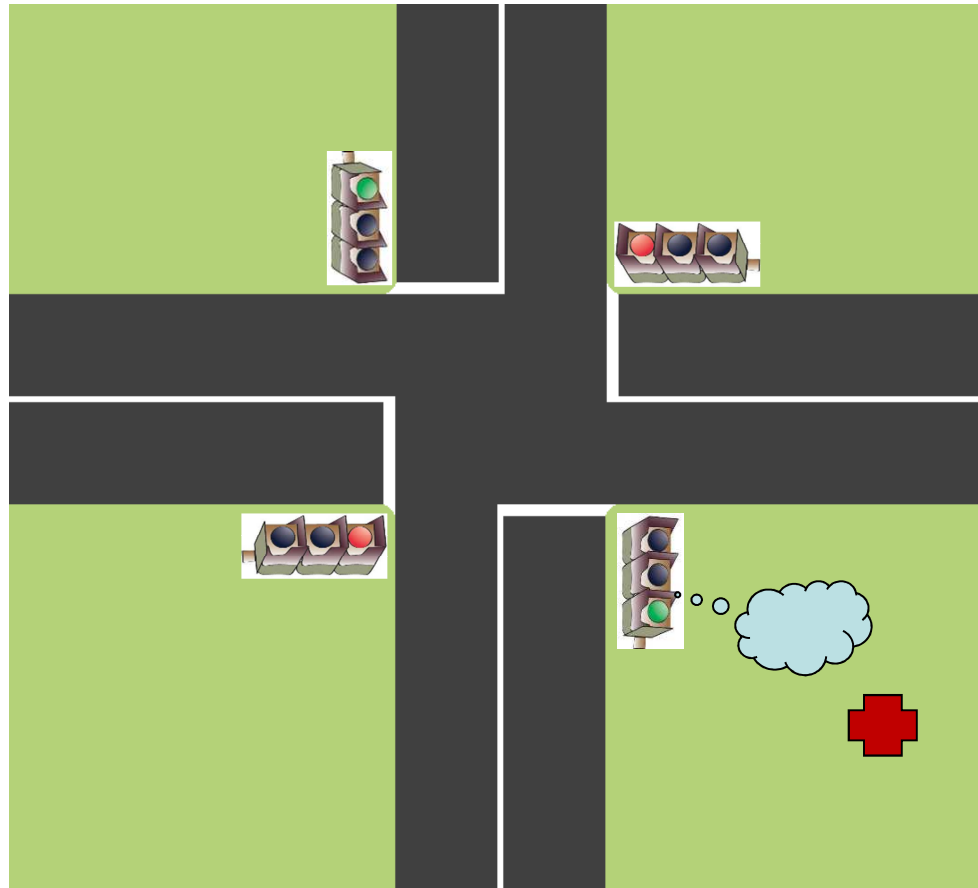
- ***Report***
- **Sources**
- **Deadline (tbd)**

Main and auxiliary lights



- *When main is green, auxiliary is red*
- *When main is yellow, auxiliary is yellow*
- *When main is red, auxiliary is green*
- *When main is off (blinking), auxiliary is blinking*

Failure and recovery



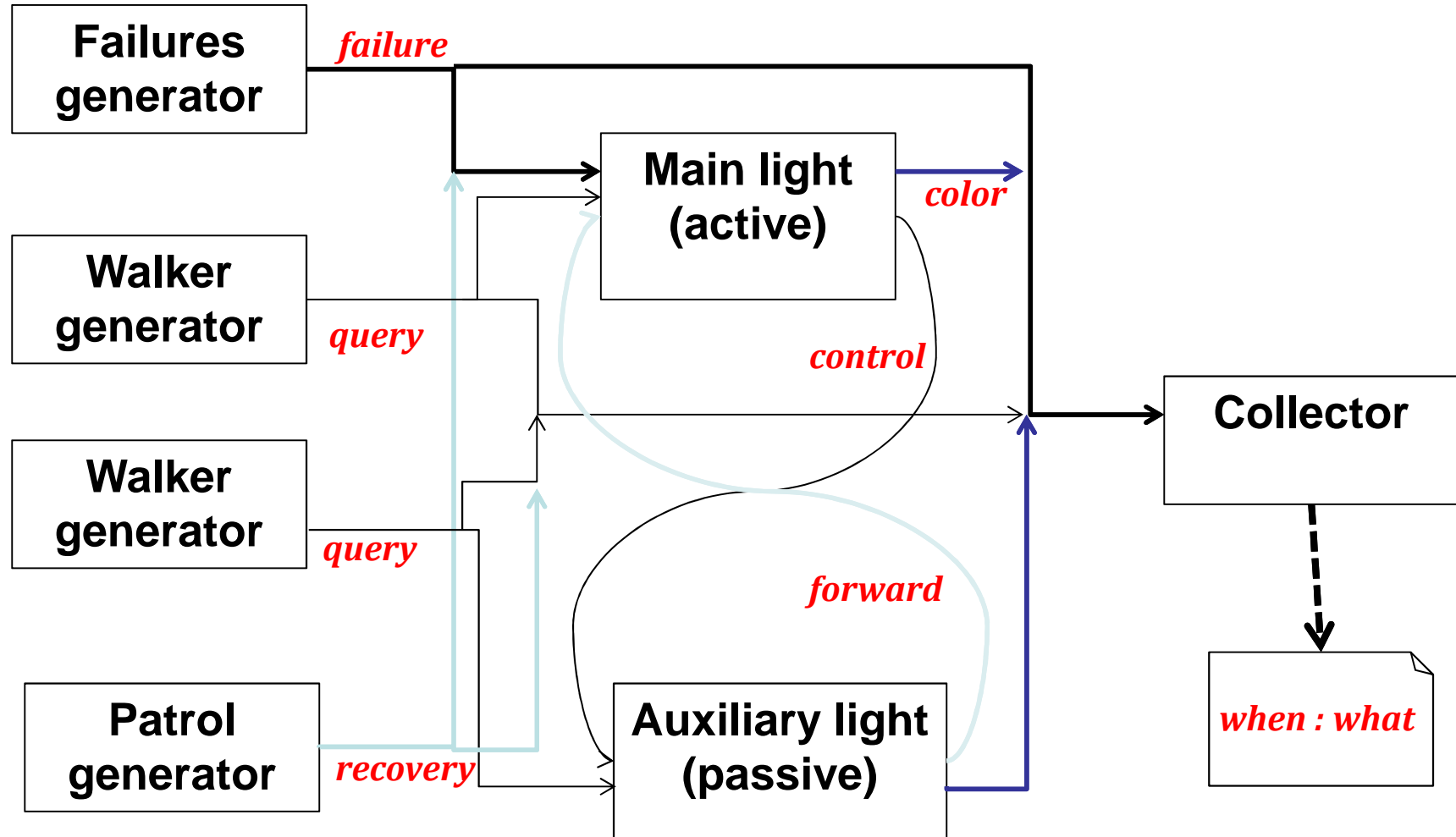
- *Failures occur randomly*
- *A patrol regularly controls the light and recover it if necessary*

Walkers requests and treatment



- *Request can be done to the main or the auxiliary light to get green*
- *The light can quickly switch to green, depending on the # of requests*
- *A request is memorized or not depending on the elapsed time of the light when the request has been done*

Model



GUI

- *Configuration : setting of parameters (durations, random laws, history file...)*
- *Simulation: initializations and run*
- *Visualization: speed, colors...*