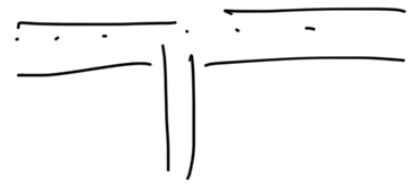
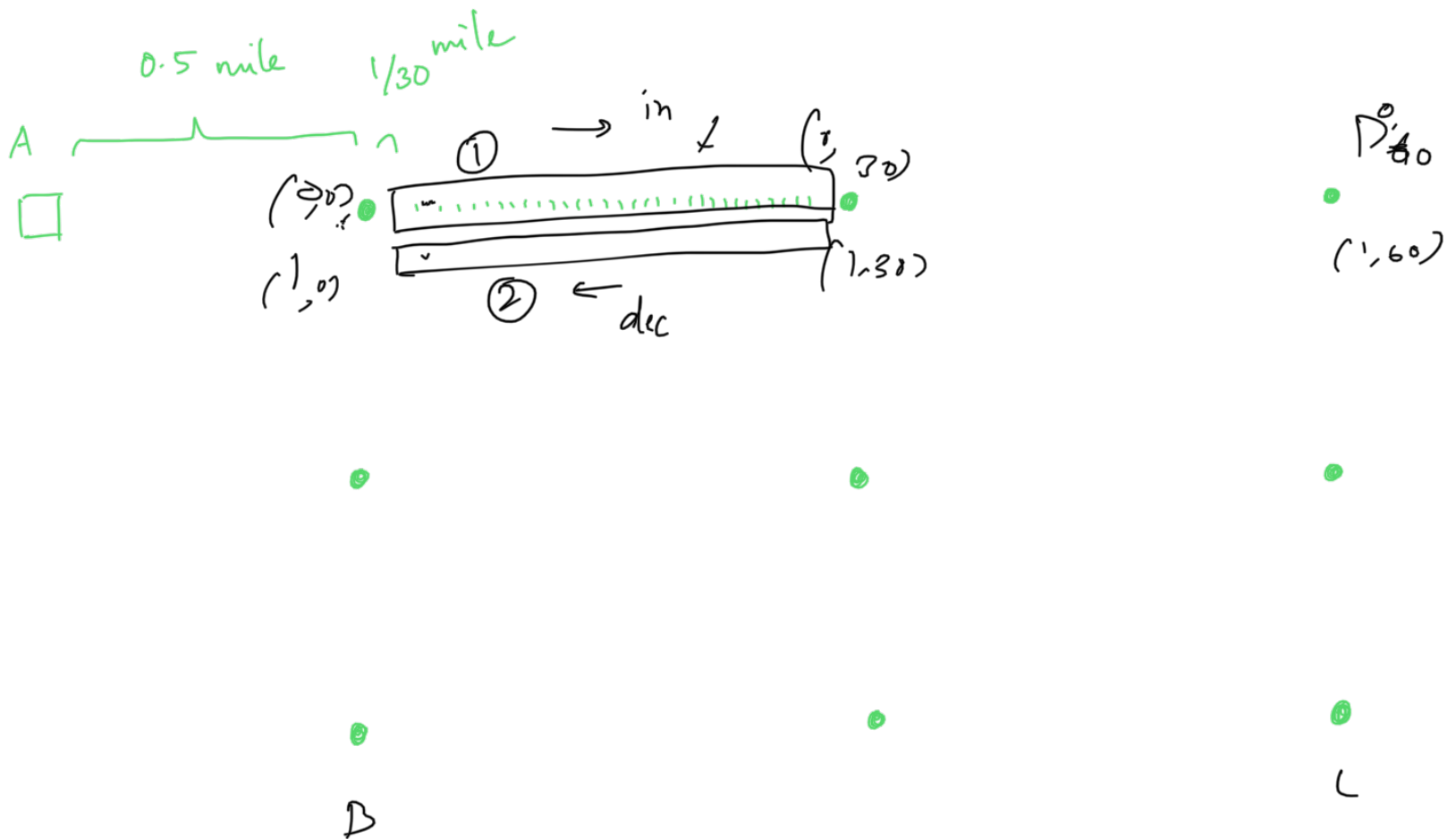


PROJECT



vehicles:



each time step
moves 1 point in a segment.

12 segments . 1 segment = 30 points
x2 (each way)

9 intersection points

Routes = will be combination of segments to cover
respective points and return to A.

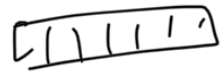
Once the route is picked,

↳ * car follows increment of steps in segments

- one after the other
- * car follows red/green at intersections
- * car follows increment only if no car in future section/segment.

Classes vehicle class

1. car \Rightarrow $\left\{ \begin{array}{l} \text{pos} \\ \text{future pos check} \Rightarrow \\ \text{route} \\ \text{follow light} \Rightarrow \end{array} \right.$

2. segment \Rightarrow 30 slots. 
filled slot info.
 \Rightarrow inc, dec

\Rightarrow new car \Downarrow end section

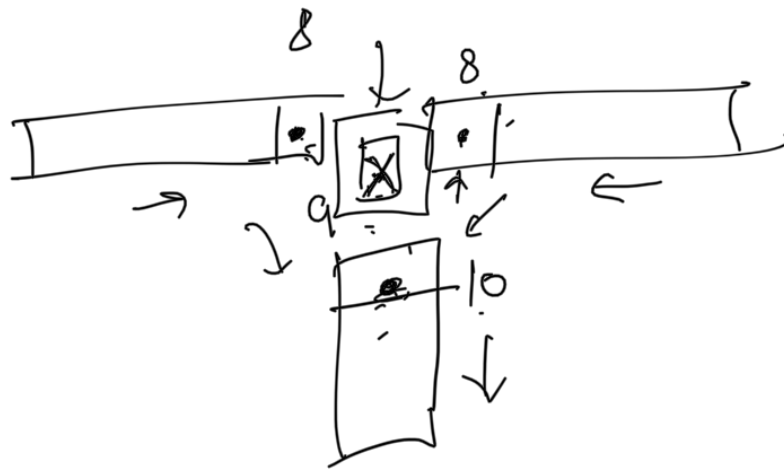


3. signal \rightarrow vehicle info \rightarrow red \rightarrow intersection
 \rightarrow green

4. controller \rightarrow signal (q) \rightarrow H \rightarrow
 \rightarrow scheduling

\rightarrow full matrix + ...


• join maximum number of segments




main ()

{
 $t = 0$

 while (1)

 → 
 $t = t + 1$


 $t = t + 2$

