

```
int phase = 1;
```

```
void setup() {  
    pinMode(ledHaGr, OUTPUT);  
    pinMode(ledHaGe, OUTPUT);  
    pinMode(ledHaR, OUTPUT);  
    pinMode(ledNaGr, OUTPUT);  
    pinMode(ledNaGe, OUTPUT);  
    pinMode(ledNaR, OUTPUT);  
    pinMode(sensor, INPUT);  
    digitalWrite(ledHaGr, HIGH);  
    digitalWrite(ledNaR, HIGH);  
}
```

```
void loop(){  
    if(digitalRead(sensor)==HIGH || bewegung)  
        if(millis() - lastswitch >= (20 * ms))  
            NebenAmpelTrigger();  
    else  
        bewegung = true;  
}
```

```
void NebenAmpelTrigger(){  
    bewegung = false;  
    lastswitch = millis();  
    HauptAmpelGelb();  
    // using delay until the Nebenampel is Yellow, because registering a  
    // person now does not make sense, because it is getting green already  
    delay(1 * ms);  
    HauptAmpelRot();  
    delay(1 * ms);  
    NebenAmpelGelbRot();  
    delay(1 * ms);  
    NebenAmpelGruen();  
    delay(5 * ms);  
    NebenAmpelGelb();  
    waitAndCheck(1);  
    NebenAmpelRot();  
    waitAndCheck(1);  
    HauptAmpelGelbRot();  
    waitAndCheck(1);  
    HauptAmpelGruen();  
}
```

```
void NebenAmpelGruen(){
    digitalWrite(ledNaGr,HIGH);
    digitalWrite(ledNaGe,LOW);
    digitalWrite(ledNaR,LOW);
}

void NebenAmpelGelb(){
    digitalWrite(ledNaGr,LOW);
    digitalWrite(ledNaGe,HIGH);
    digitalWrite(ledNaR,LOW);
}

void NebenAmpelRot(){
    digitalWrite(ledNaGr,LOW);
    digitalWrite(ledNaGe,LOW);
    digitalWrite(ledNaR,HIGH);
}

void NebenAmpelGelbRot(){
    digitalWrite(ledNaGr,LOW);
    digitalWrite(ledNaGe,HIGH);
    digitalWrite(ledNaR,HIGH);
}

void HauptAmpelGruen(){
    digitalWrite(ledHaGr,HIGH);
    digitalWrite(ledHaGe,LOW);
    digitalWrite(ledHaR,LOW);
}

void HauptAmpelGelb(){
    digitalWrite(ledHaGr,LOW);
    digitalWrite(ledHaGe,HIGH);
    digitalWrite(ledHaR,LOW);
}

void HauptAmpelRot(){
    digitalWrite(ledHaGr,LOW);
    digitalWrite(ledHaGe,LOW);
    digitalWrite(ledHaR,HIGH);
}

void HauptAmpelGelbRot(){
```

