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LOTLAG

Batch - 1

2) Traffic Lights:

int GREEN = 2; int YELLOW = 3; int RED = 4; int DELAY\_GREEN = 5000; int DELAY\_YELLOW = 3000; int DELAY\_RED = 7000;

voil sctup()

pin Mode (GREEN, OUTPUT);
pin Mode (YELLOW, OUTPUT);
pin Mode (RED, OUTPUT);

y

void (oop())

green\_Light(); delag(DELAZ\_GREEN);

Reft.

```
yellow-light ();
  delay (DELAY_YELLOW);
  red-light();
  Jelay (DELAY_RED);
void green-light()
    digital Write (GREEN, HIGH)
    digital Write (YELLOW, LOW);
    digital Write (RED, LOW);
void yellow. Light()
      digital write (GREEN, LOW)
     digital Write (Yellow, HIGH)
     digital Write (RED, LOW);
 Void red-light()
     digital Write (GREEN, LOW);
     ligital Write ( YELLOW, LOW);
    digital Write (RED, HIGH);
```