

```
#define F_CPU 1000000UL
```

```
#include <avr/io.h>
```

```
#include <util/delay.h>
```

```
#include <stdlib.h>
```

```
#include <avr/interrupt.h>
```

```
#define del 10
```

```
#define ped 20
```

```
int interr = 0;
```

```
ISR(PORTF_PORT_vect){
```

```
    int intflags = PORTF.INTFLAGS;
```

```
    PORTF.INTFLAGS = intflags;           //breakpoint
```

```
    interr = 1;
```

```
}
```

```
ISR(TCA0_CMP0_vect){
```

```
    TCA0_SINGLE_CTRLA = 0;
```

```
    int intflags = TCA0.SINGLE.INTFLAGS;
```

```
    TCA0.SINGLE.INTFLAGS = intflags; //breakpoint
```

```
    interr = 0;
```

```
}
```

```
int main()
```

```
{
```

```
    while(1){
```

```
        int sensor = random() % 9 + 0; //small road sensor
```

```
        PORTD_DIR |= PIN0_bm; //big road traffic lights
```

```

PORTD_DIR |= PIN1_bm; //small road traffic lights
PORTD_DIR |= PIN2_bm; //pedestrian traffic lights
PORTD_OUTCLR |= PIN0_bm; //on
PORTD_OUT |= PIN1_bm; //off
PORTD_OUT |= PIN2_bm; //off

//pullup enable and Interrupt enabled with sense on both edges
PORTF.PIN5CTRL |= PORT_PULLUPEN_bm | PORT_ISC_BOTHEDGES_gc;

sei(); //enable interrupts

//the sensor realizes that there is car on the small road
while(sensor==0 || sensor==5 || sensor==8){ //breakpoint
    PORTD.OUT |= PIN0_bm;
    PORTD_OUTCLR = PIN1_bm;
    PORTD_OUTCLR = PIN2_bm;

    sensor = random() % 9 + 0;
}

PORTD_OUTCLR = PIN0_bm; //on
PORTD_OUT |= PIN1_bm; //off
PORTD_OUT |= PIN2_bm; //off

//when interr = 1, pedestrian presses switch, so it gets out of the while loop
while (interr==0){
}

PORTD.OUT = PIN0_bm;
PORTD_OUTCLR = PIN1_bm;

```

```
PORTD_OUTCLR = PIN2_bm;
```

```
TCA0.SINGLE.CNT = 0;
```

```
TCA0.SINGLE.CTRLB = 0;
```

```
TCA0.SINGLE.CMP0 = ped;
```

```
TCA0.SINGLE.CTRLA = TCA_SINGLE_CLKSEL_DIV1024_gc;
```

```
TCA0.SINGLE.CTRLA |= 1;
```

```
TCA0.SINGLE.INTCTRL = TCA_SINGLE_CMP0_bm;
```

```
while (interr==1){
```

```
}
```

```
PORTD.OUTCLR = PIN0_bm;
```

```
PORTD_OUT |= PIN1_bm;
```

```
PORTD_OUT |= PIN2_bm;
```

```
cli();
```

```
}
```

```
}
```