Assignment: 2

Write python code for blinking LED and Traffic lights for Raspberry pi. Only python code is enough, no need to execute in raspberry pi.

```
x = input("Enter value: ")
stop\_light = int(x)
while True:
  if stop_light >= 1 and stop_light < 10:
     print('Green light')
     stop light += 1
  elif stop_light < 20:
     print('Yellow light')
     stop_light += 1
  elif stop_light < 30:
     print("Red light")
     stop_light += 1
  else:
     stop\_light = 0
  break
while True:
  x = input("Enter value: ")
  stop\_light = int(x)
  if stop_light == 30:
     break
  elif stop_light >= 1 and stop_light < 10:
     print('Green light')
     stop\_light += 1
  elif stop_light < 20:
     print('Yellow light')
     stop_light += 1
  elif stop_light < 30:
     print("Red light")
     stop\_light += 1
  else:
     stop\_light = 0
     while True:
     x = input("Enter value: ")
     stop\_light = int(x)
  except ValueError:
     print("Try Again")
  else:
     break
while stop_light <= 30:
```

```
if stop_light >= 1 and stop_light < 10:
     print('Green light')
  elif stop_light < 20:
     print('Yellow light')
  elif stop_light < 30:
     print("Red light")
  stop_light += 1
  Enter value: asdf
Try Again
Enter value: 27
Red light
Red light
Red light
# Breaks and closes the code.
Enter value: 5
Green light
Green light
Green light
Green light
Green light
Yellow light
Red light
# Breaks and closes the code.
  stop\_light = 0
  while True:
  try:
```

```
x = input("Enter value: ")
     stop\_light = int(x)
  except ValueError:
     print("Try Again")
  else:
     while stop_light < 30:
       if stop\_light >= 1 and stop\_light < 10:
          print('Green light')
       elif stop_light < 20:
          print('Yellow light')
       elif stop_light < 30:
          print("Red light")
       stop_light += 1
     if stop_light > 30:
       break
Output:
Enter value: asdf
Try Again
Enter value: 27
Red light
Red light
```

Red light

Enter value: 31

elif stop_light < 30:
 print("Red light")
 stop_light += 1</pre>

Breaks and closes the code.