

```
int ledPin1 = 2;

int ledPin2 = 3;

int ledPin3 = 8;

int ledPin4 = 7;

int buzzerPin = 4;

int sensorPin = A0;

int sensorValue=0;

int delayTime = 1000;

int buzzerFrequency = 1000;

float gasvalue;
```

```
void setup() {

  pinMode(ledPin1, OUTPUT);

  pinMode(ledPin2, OUTPUT);

  pinMode(ledPin3, OUTPUT);

  pinMode(ledPin4, OUTPUT);

  pinMode(buzzerPin, OUTPUT);

  pinMode(sensorPin, INPUT);

  Serial.begin(9600);

}
```

```
void loop() {

  int sensorValue = analogRead(sensorPin);

  Serial.println(sensorValue);
```

```
  if (sensorValue > 150) {

    digitalWrite(ledPin1, HIGH);

    tone(buzzerPin, buzzerFrequency);
```

```
delay(delayTime);

digitalWrite(ledPin1, LOW);

noTone(buzzerPin);

digitalWrite(ledPin2, HIGH);

tone(buzzerPin, buzzerFrequency);

delay(delayTime);

digitalWrite(ledPin2, LOW);

noTone(buzzerPin);
```

```
digitalWrite(ledPin3, HIGH);

tone(buzzerPin, buzzerFrequency);

delay(delayTime);

digitalWrite(ledPin3, LOW);

noTone(buzzerPin);
```

```
digitalWrite(ledPin4, HIGH);

tone(buzzerPin, buzzerFrequency);

delay(delayTime);

digitalWrite(ledPin4, LOW);

noTone(buzzerPin);
```

```
delayTime = delayTime - 100;

buzzerFrequency = buzzerFrequency + 50;

if (delayTime < 100) {

  delayTime = 1000;

  buzzerFrequency = 1000;

}
```

```
else {  
    digitalWrite(ledPin1, LOW);  
    digitalWrite(ledPin2, LOW);  
    digitalWrite(ledPin3, LOW);  
    digitalWrite(ledPin4, LOW);  
    noTone(buzzerPin);  
}  
}
```





