

```
#include <LiquidCrystal.h>

LiquidCrystal lcd(5,6,8,9,10,11);
```

```
Int redled = 2;

Int greenled = 3;

Int buzzer = 4;

Int sensor = A0;

Int sensorThresh = 400;
```

```
Void setup()

{

pinMode(redled, OUTPUT);

pinMode(greenled,OUTPUT);

pinMode(buzzer,OUTPUT);

pinMode(sensor,INPUT);

Serial.begin(9600);

Lcd.begin(16,2);

}
```

```
Void loop()

{

Int analogValue = analogRead(sensor);

Serial.print(analogValue);

If(analogValue>sensorThresh)

{

digitalWrite(redled,HIGH);

digitalWrite(greenled,LOW);

tone(buzzer,1000,10000);

lcd.clear();

}
```

```
    lcd.setCursor(0,1);  
    lcd.print("ALERT");  
    delay(1000);  
    lcd.clear();  
    lcd.setCursor(0,1);  
    lcd.print("EVACUATE");  
    delay(1000);  
}  
Else  
{  
    digitalWrite(greenled,HIGH);  
    digitalWrite(redled,LOW);  
    noTone(buzzer);  
    lcd.clear();  
    lcd.setCursor(0,0);  
    lcd.print("SAFE");  
    delay(1000);  
    lcd.clear();  
    lcd.setCursor(0,1);  
    lcd.print("ALL CLEAR");  
    delay(1000);  
}
```

```
}
```

Footer

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