```
#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);
  }

}
```