TEAM ID:PNT2022TMID13705

SPRINT-I

#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);

}

}