```
#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,1);
     digitalWrite(greenled,0);
     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,1);
     digitalWrite(redled,0);
     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);
  }
}
```