

PROJECT DEVELOPMENT PHASE

DELIVERY OF SPRINT-2

CODE:

```
#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);
}
}
```