```
#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);

  }

}
```