

```

#include<LiquidCrystal.h>

int const gasInput = A1;

int BUZZER = 10;


LiquidCrystal LCD(9,8,4,5,6,7);


void setup()
{
    LCD.begin(16,2);
    serial.begin(9600);
    LCD.print("STARTING");

}


void loop()
{
    int value= analogRead(gasInput);
    value=map(value,300,750,0,100);
    serial.print(value);
    serail.print('/n');

    delay(250);
    LCD.clear();

    if(value>0)
    {
        LCD.print("STATUS : EMERGENCY");
        tone(BUZZER,1000,200);
    }
    else if
    {

```

```
LCD.print("STATUS : WARNING");  
}  
else  
{  
LCD.print("GOOD");  
}  
}
```