```
#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);
    }

}
```