SPRINT 2

//This program is used for buzzer

```
#include <LiquidCrystal.h>
LiquidCrystal lcd(5,6,8,9,10,11);
int buzzer = 4;
void setup()
{

  pinMode(buzzer,OUTPUT);
}
void loop()
{
  int analogValue = analogRead(sensor);
  Serial.print(analogValue);
  if(analogValue>sensorThresh)
  {

    tone(buzzer,1000,10000);
  }
  else
  {
   noTone(buzzer);
  }
}
```