SPRINT-3

```
#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);
        }
}
```