SPRINT-2

```
#include <LiquidCrystal.h>
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);
        }
}
```