```
#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);
}
```

}