

PROJECT DEVELOPMENT PHASE

DELIVERY OF SPRINT 1

```
#include 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);  
}  
}
```