```
        #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);
    }
}
```