

```
#include <LiquidCrystal.h>

LiquidCrystal lcd(5,6,8,9,10,11);

int buzzer = 4;

void setup()

{

    pinMode(buzzer,OUTPUT);
}

void loop()

{

    int analogValue = analogRead(sensor);

    Serial.print(analogValue);

    if(analogValue>sensorThresh)

    {

        tone(buzzer,1000,10000);

    }

    else

    {

        noTone(buzzer);

    }

}
```