**SPRINT 3**

**#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);**

**}**

**}**