```
#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);
```

```
    }

}
```