PROJECT DEVELOPMENT DELIVERY OF SPRINT-2

//This program is used for buzzer

```
#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);
 }
}
```