

PROJECT DEVELOPMENT DELIVERY OF SPRINT-4

// Full Code

```
#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);  
}  
}
```