```
#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);
  }
}
```