Final 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);
```

Final code

```
    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);
  }

}
```