SPRINT 4

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```cpp
#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);
   }

}
```