

```

#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);
  }
}

```