

```
#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,1);
      digitalWrite(greenled,0);
      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,1);
    digitalWrite(redled,0);
    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);
}
}
```