

SPRINT 4

TEAM ID :PNT2022TMID44984

```
#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);
  }
}
```

}