SPRINT 3

```
#include
<LiquidCryst
al.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,OU
                    TPUT);
                    pinMode(buzzer,OUT
                    PUT);
                    pinMode(sensor,INPU
                    T);
                    Serial.begin(9600);
                    lcd.begin(16,2);
                    }

                    void loop()
                    {
                      int analogValue =
                    analogRead(sensor);

                    Serial.print(analogVal
                    ue);

                    if(analogValue>sensor
                    Thresh)
                      {
```

```
digitalWrite(redled,HI
GH);

digitalWrite(greenled,
LOW);

tone(buzzer,1000,100
00);
    lcd.clear();
    lcd.setCursor(0,1);

lcd.print("ALERT");
    delay(1000);
    lcd.clear();
    lcd.setCursor(0,1);

lcd.print("EVACUAT
E");
    delay(1000);
  }
  else
  {

digitalWrite(greenled,
HIGH);

digitalWrite(redled,L
OW);
    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);
  }
```

```
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    delay(1000);
  }
}
```