SPRINT 4

```
#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);
  }

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