SPRINT 3

```
#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);
  }

}
```