

DELIVERY OF SPRINT-2

```
#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);  
}  
  
}
```