

## DELIVERY OF 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);

}

}
```

Footer

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