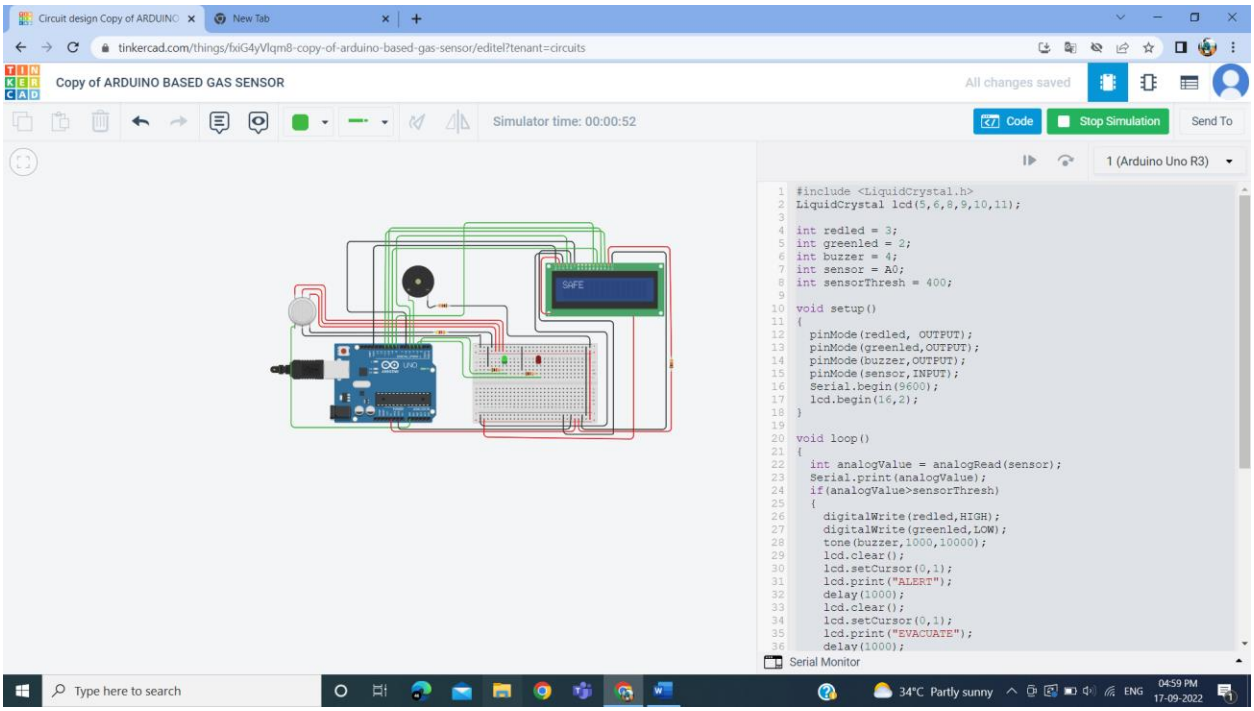


```
#include <LiquidCrystal.h>

LiquidCrystal lcd(5,6,8,9,10,11);


int redled = 3;

int greenled = 2;

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);
  }

}
```