

## 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);

}
}
```