

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);
}
}
```