SPRINT 4

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```
#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("SAFER");
 delay(1000);
 lcd.clear();
lcd.setCursor(0,1);
lcd.print("ALL CLEARD");
 delay(1000);
}

}
```