

## Audio

- isI2CReady: bool
- timer: Timer\*
- lic: XlicPs

- + Audio(Timer\*, uint16\_t): Audio
- + ReadBlocking(uint32\_t\*, uint32\_t\*): void
- + ReadNonBlocking(uint32\_t\*, uint32\_t\*): void
- + Write(uint32\_t, uint32\_t): void
- + ReadStatus(): uint32\_t
- + WriteStatus(uint32\_t): void
- + ClearReadyBit(): void
- + EnableOutput(): void
- + DisableOutput(): void
  
- InitAudio(): void
- InitI2C(uint16\_t): void
- AudioWriteToReg(uint8\_t, uint16\_t): void