

```

1  #include "to_7seg.h"
2
3  // converts to seven segment (active high, GFEDCBA)
4  // input codes from 0 to 15 give signals:
5  // {0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, -, r, n, E, F}
6  // other inputs give a blank display
7  int8_t to_7seg (uint8_t code) {
8      // complete the code for this function  ++++++
9
10     int8_t sseg[]={0x3F, 0x06, 0x5B, 0x4F, 0x66, 0x6D, 0x7D, 0x07, 0x7F, 0x6F, 0x77, 0x40,
11     0x50, 0x54, 0x79, 0x71 }; // ASCENDENTE 0 AL F
12     //const int8_t sseg[]={0x6F, 0x7F, 0x07, 0x7D, 0x6D, 0x66, 0x4F, 0x5B, 0x06, 0x3F };
13     DESCENDENTE 9 AL 0
14     return (code<=15) ? sseg[code] : 0;
15 }
16

```