

```
1  to_7seg#include "mbed.h"
2
3  int8_t to_7seg(uint8_t code){
4      static int8_t seg[]={0x3F, 0x06, 0x5B, 0x4F, 0x66, 0x6D, 0x7D, 0x07, 0x7F, 0x6F };
5      return (code<=9) ? seg[code] : 0;
```