

<<Domain>>

**i2cDisp**

- statusByte: unsigned char
- i2cStart(): void
- i2cStop(): void
- i2cWriteByte(): void
- i2cGetStatus(): void
- dispInit(): void

- + (\*writeChar)(char \_data): int8\_t
- + (\*writeString)(char \*\_stringPtr): int8\_t
- + (\*writeInt)(uint32\_t \_number): int8\_t
- + (\*curserOn)(): void
- + (\*curserOff)(): void
- + (\*blinkOn)(): void
- + (\*blinkOff)(): void
- + (\*moveCursor)(char \_digit, char \_line): void
- + (\*on)(): void
- + (\*off)(): void
- + (\*clear)(): void
- + (\*clearAC)(): void
- + (\*lightOn)(): void
- + (\*lightOff)(): void
- + (\*resetHigh)():void
- + (\*resetLow)(): void
- + i2cDispInit(struct i2cDisp\* \_disp):void