

<<boundary>>  
soilSensor

- adcCalibrate: double
- enableCounter100khz(): void
- disableCounter100khz(): void
- adcGetResult(): uint16\_t

- + getHumidity(uint8\_t\* \_humidity1, uint8\_t\* \_humidity2): void
- + calibrate(): uint8\_t
- + soilSensorInit(struct soilSensor\* \_soilSensor): void