

<<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