```c
/* ========================================
 *
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 *
 * ========================================
*/
#include "init.h"
#define default_add 0b00000000

uint8 init(uint8 *RdBuf, uint8 *WrBuf, uint8 BS){
    //essential code:
    Mixer_1_Start();
    Transmitter_Clock_Start();
    Clock_dist_Start();
    Timer_1_Start();
    PGA_1_Start();
    ADC_DelSig_1_Start();
    isr_dist_Start();
    ADC_DelSig_1_StartConvert();
    Opamp_Start();
    Change_I2C_ADD_Start();

    I2C_1_Start();
    I2C_1_EnableInt();                  // Enable I2C Interrupt
    I2C_1_SlaveInitReadBuf(RdBuf,BS);   // Initialize Read Buffer
    I2C_1_SlaveInitWriteBuf(WrBuf,BS);   // Initialize Write Buffer

    uint8 Address = default_add;
    uint8 LSB = I2C_add_LSB_Read();
    uint8 LSB_1 = I2C_add_LSB_1_Read();
    if(LSB)
        Address = 1;
    if(LSB_1)
        Address = 2;
    if(LSB & LSB_1)
        Address = 3;

    I2C_1_SlaveSetAddress(Address);

    LCD_Start();

    LCD_Position(0u, 0u);
    LCD_PrintString("VBTE initialized");
    LCD_Position(1u, 0u);
    LCD_PrintString("I2C Add:");
    LCD_Position(1u, 15u);
    LCD_PrintNumber(Address);
    return 1;
}

/* [] END OF FILE */
```