

```

1 // Link this source code with his .h file.
2 #include "screen.h"
3
4 void update_screen(struct sonar_status *sonar)
5 {
6     /*
7     update_screen :: *sonar -> void
8
9     Update the screen with the information
10    of the sonar state.
11
12    */
13    char msg [50]; // Variable that will contains
14                    // the string with the information of the sonar.
15
16    switch(sonar->state)
17    {
18        case(ST_SETUP):
19            sprintf(msg, "Sonar mode = Setup");
20            GUI_Text(20,70,(uint8_t *)msg,White,Black); // Puts the info in the screen.
21            break;
22        case(ST_MANUAL):
23            sprintf(msg, "Sonar mode = Manual");
24            GUI_Text(20,70,(uint8_t *)msg,White,Black); // Puts the info in the screen.
25            break;
26        case(ST_AUTOMATIC):
27            sprintf(msg, "Sonar mode = Automatic");
28            GUI_Text(20,70,(uint8_t *)msg,White,Black); // Puts the info in the screen.
29            break;
30    }
31
32    sprintf(msg, "Sonar pose = %d ", // Format the string with the
33    servo pose.
34    sonar->servo_pose); // Puts the info in the screen.
35    GUI_Text(20,100,(uint8_t *)msg,White,Black);
36
37    sprintf(msg, "Measured distance = %3.2f ", // Format the string with the
38    measured distance.
39    sonar->distance); // Puts the info in the screen.
40    GUI_Text(20,130,(uint8_t *)msg,White,Black);
41 }

```