#ifndef Adafruit\_I2CDevice\_h

#define Adafruit\_I2CDevice\_h

#include <Arduino.h>

#include <Wire.h>

///< The class which defines how we will talk to this device over I2C

class Adafruit\_I2CDevice {

public:

Adafruit\_I2CDevice(uint8\_t addr, TwoWire \*theWire = &Wire);

uint8\_t address(void);

bool begin(bool addr\_detect = true);

void end(void);

bool detected(void);

bool read(uint8\_t \*buffer, size\_t len, bool stop = true);

bool write(const uint8\_t \*buffer, size\_t len, bool stop = true,

const uint8\_t \*prefix\_buffer = nullptr, size\_t prefix\_len = 0);

bool write\_then\_read(const uint8\_t \*write\_buffer, size\_t write\_len,

uint8\_t \*read\_buffer, size\_t read\_len,

bool stop = false);

bool setSpeed(uint32\_t desiredclk);

/\*! @brief How many bytes we can read in a transaction

\* @return The size of the Wire receive/transmit buffer \*/

size\_t maxBufferSize() { return \_maxBufferSize; }

private:

uint8\_t \_addr;

TwoWire \*\_wire;

bool \_begun;

size\_t \_maxBufferSize;

bool \_read(uint8\_t \*buffer, size\_t len, bool stop);

};

#endif // Adafruit\_I2CDevice\_h