

```

1  #include <stdio.h>
2  #include "system.h"
3  #include <unistd.h>
4  #include <inttypes.h>
5  #include <stdlib.h>
6  #include "joyStick.h"
7
8  volatile uint32_t *command = (uint32_t*)COMMAND;
9  volatile uint32_t *values1 = (uint32_t*)VALUE_1;
10 volatile uint32_t *values2 = (uint32_t*)VALUE_2;
11 volatile uint32_t *values3 = (uint32_t*)VALUE_3;
12 volatile uint32_t *values4 = (uint32_t*)VALUE_4;
13
14 /**
15  * lcd_init
16  * Purpose: initializes the LCD screen
17  * args:
18  *     nothing
19  * returns:
20  *     nothing
21  */
22 void joyStick_init(){
23     *command |= ENABLE;
24 }
25
26 /**
27  * get_coords
28  * Purpose: initializes the LCD screen
29  * args:
30  *     coords - holds the x and y values
31  *             y is in [0]
32  *             x is in [2]
33  * returns:
34  *     nothing
35  */
36 void get_coords(int* coords){
37
38     // The coords array needs to have 4 elements
39     // because some pins did not work, so I moved
40     // where the joystick hooked up to the board
41     coords[0] = (*values1) & COORD_VALUE;
42     coords[1] = (*values2) & COORD_VALUE;
43     coords[2] = (*values3) & COORD_VALUE;
44     coords[3] = (*values4) & COORD_VALUE;
45
46 }
47
48
49

```