* The LCD buffer which is to be refreshed should be updated and then calling this function refreshes the screen
* The user has to pass the LCD image buffer number (got by calling the function refresh_image) to refresh the required LCD image buffer.
* This is a blocking function (i.e.) the function returns only when the line is updated to the LCD display.
* A sample code for updating the whole screen with colour yellow and then in red will look as below:

```
unsigned dst[240];
unsigned indexTbl[2];
unsigned index = 0;
unsigned colorCode = LCD_YELLOW;
indexTbl[1] = register_image(c, 240, 272);
// here 240 is the LCD screen width in words
// 272 is the LCD screen height in lines
indexTbl[2] = register_image(c, 240, 272);
while(1)
{
    for(lcd_row = 0; lcd_row < 272; lcd_row++)
    {
        for(lcd_col = 0; lcd_col < 240;lcd_ col++)
        {
            // the LCD buffer is updated and it
            //managed by the LCD SDRAM manager while committing
            dst[lcd_col] = colorCode;
        }
        // fill the sdram image buffer
        image_write_line_nonblocking(c, lcd_row, indexTbl[index], dst);
    }
```