Assignment 4 : ESP32 and OLED screen

- As usual, create a new folder in the Internship directory, as "assignment-4", Instead of visual studio -> create project, this should be created using "idf.py create-project" in the esp-idf cmd.
- We will be using the u8g2 library and a HAL(Hardware Abstraction Layer) library for esp32 for communicating with the old screen, both should be added as a git submodule.
  - Git Submodule: https://www.freecodecamp.org/news/how-to-use-git-submodules/
  - U8g2 library : https://github.com/mohammedshuhad/u8g2
  - Esp32 HAL : https://github.com/mohammedshuhad/esp32-u8g2-hal
- After creating a project using idf.py, the default language is c, this should be changed to c++.
  - A sample project for reference: https://github.com/mohammedshuhad/sandbox/tree/main