```c
/*
* Title: motors.c
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* Date: Apr. 8th, 2020
* Lab: ENEL 387 Project
*/

#include "stm32f10x.h"
#include "motors.h"

void setMotionForward(void)
{
        uint32_t output = 0x00000000;

        output = (GPIOB->ODR & 0xFFFF0FFF); //mask odr to clear PB15-12
        output |= 0x0000C000;
        GPIOB->ODR = output;
}

void stopMotion(void)
{
        uint32_t output = 0x00000000;

        output = (GPIOB->ODR & 0xFFFF0FFF); //mask odr to clear PB15-12
        GPIOB->ODR = output;
}

void turnLeft(void)
{
        uint32_t output = 0x00000000;

        output = (GPIOB->ODR & 0xFFFF0FFF); //mask odr to clear PB15-12
        output |= 0x00006000;
        GPIOB->ODR = output;
}

void turnRight(void)
{
        uint32_t output = 0x00000000;

        output = (GPIOB->ODR & 0xFFFF0FFF); //mask odr to clear PB15-12
        output |= 0x00009000;
        GPIOB->ODR = output;
}
```