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/*
 * Title: coolCrap.c
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 * Date: Jan. 25th, 2020
 * Lab: ENEL 387-091
 */

#include "stm32f10x.h"
#include "coolCrap.h"

void delay(uint32_t count)
{
    for(int i=0; i < count; ++i) { }
}

uint32_t flipFourBits(uint32_t input)
{
    uint32_t B1 = input & 0x00000001;
    uint32_t B2 = input & 0x00000002;
    uint32_t B3 = input & 0x00000004;
    uint32_t B4 = input & 0x00000008;

    return (B4 >> 3) | (B3 >> 1) | (B2 << 1) | (B1 << 3);
}

uint8_t hexToLCDCharCode(uint32_t input)
{
    input &= 0x0000000F;

    if (input < 0xA)
    {
        return 0x30 | input;
    }
    else
    {
        return 0x40 | (input - 9);
    }
}

```