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#include <stdint.h>
#include "stm32f10x.h"

//Commands for Hitachi 44780 compatible LCD controllers
#define LCD_8B2L 0x38 // ; Enable 8 bit data, 2 display lines
#define LCD_DCB 0x0F // ; Enable Display, Cursor, Blink
#define LCD_MCR 0x06 // ; Set Move Cursor Right
#define LCD_CLR 0x01 // ; Home and clear LCD
#define LCD_LN1 0x80 // ;Set DDRAM to start of line 1
#define LCD_LN2 0xC0 // ; Set DDRAM to start of line 2
// Control signal manipulation for LCDs on 352/384/387 board
// PB0:RS PB1:ENA PB5:R/W*
#define LCD_CM_ENA 0x00210002 //
#define LCD_CM_DIS 0x00230000 //
#define LCD_DM_ENA 0x00200003 //
#define LCD_DM_DIS 0x00220001 //

// Initialize the Cortex M3 clock using the RCC registers
void clockInit(void);
void delay(uint32_t);

void transfer(uint8_t);
uint8_t receive(void);
void usartInit(void);

void lcd_IO_init(void);

void printToLCD1(uint16_t);
void printToLCD2(uint16_t);

uint16_t Hex2Ascii(uint8_t);

void commandToLCD(uint8_t);
void dataToLCD(uint8_t);
void stringToLCD(char * message);

void ADCinit(void);

uint16_t readTemp1(void);
void startTemp1(uint16_t);
uint16_t readTemp2(void);
void startTemp2(uint16_t);

uint16_t readCDS1(void);
void startCDS1(uint16_t);
uint16_t readCDS2(void);
void startCDS2(uint16_t);

```