

```
1  #include "project.h"
2
3  int main(void)
4  {
5      // uint16_t value;
6      clockInit();
7      // usartInit();
8      lcd_IO_init();
9      uint16_t readT1;
10     uint16_t readT2;
11     uint16_t readC1;
12     uint16_t readC2;
13     ADCinit();
14     GPIOA->BSRR |= GPIO_BSRR_BR15;
15     GPIOB->BSRR |= GPIO_BSRR_BR15;
16     while(1)
17     {
18         // for(uint8_t i=0x24;i<0xFF;i++)
19         // {
20         //     transfer(i);
21         //     value = receive();
22         //     printToLCD(value);
23         //     delay(5000000);
24         // }
25         startCDS1(0x3);
26         readC1 = readCDS1();
27         // delay(5000000);
28         if(readC1 > 0x900)
29         {
30             startTemp1(0x1);
31             readT1 = readTemp1();
32             GPIOA->CRH |= GPIO_CRH_MODE15;
33             GPIOA->CRH &= ~GPIO_CRH_CNF15;
34             GPIOA->BSRR |= GPIO_BSRR_BS15;
35             GPIOB->BSRR |= GPIO_BSRR_BS15;
36             // transfer(0x7C);
37             // transfer(0x2D);
38             // transfer(readT1);
39             printToLCD1(readT1);
40             delay(5000000);
41         }
42
43         startCDS2(0x4);
44         readC2 = readCDS2();
45         // delay(5000000);
46         if(readC2 > 0x900)
47         {
48             startTemp2(0x1);
49             readT2 = readTemp2();
50             GPIOA->CRH |= GPIO_CRH_MODE15;
51             GPIOA->CRH &= ~GPIO_CRH_CNF15;
52             GPIOA->BSRR |= GPIO_BSRR_BS15;
53             GPIOB->BSRR |= GPIO_BSRR_BS15;
54
55             printToLCD2(readT2);
56
57             delay(5000000);
58         }
59     }
60 }
61
```