

```

/**
 * @file lcd.h
 * @brief Useful for interacting with LCD displays. Menus and the like
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 *
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 */

#ifndef CARL_LCD_H_
#define CARL_LCD_H_

#include "sensors.h"
#include "motors.h"
#include "auto.h"
#include "debug.h"

/**
 * @brief The lcd task *function*
 */
Task lcdTask(void *none);

/**
 * The LCD task
 */
extern TaskHandle LCDHandle;

#endif // CARL_LCD_H_

```