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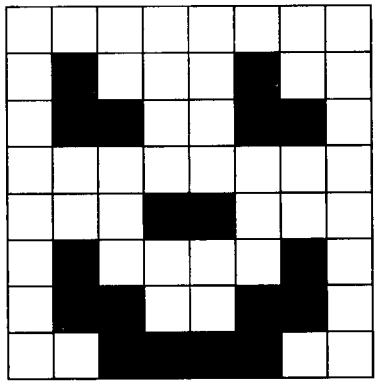
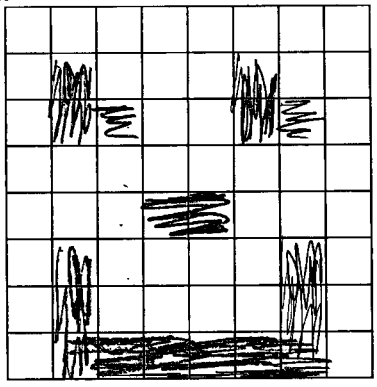
Problem 1 (12 points)

a. Imagine that the "icon" shown below is to be mapped to the OLED as a custom character. Follow the conventions described in ChrFont0.c to create the array that would display the icon as a character on the OLED.



BYTE problem1 = {0x00, 0x66, 0xC4, 90, 90, 0xC6, 0x64, 0x60};

b. Design your own Jack O'Lantern face using the array below. In the space below, write down the BYTE array that defines your face. Modify the file "Glyph_Ex_main.c " to draw this new face, and verify that it is correct. Submit your program with your HW solutions.



BYTE problem1b = {0x00, 0xE6, 0x84, 0x90, 0x90, 0x86, 0xE4, 0x00}

c. Imagine that the character array shown below represents an OLED custom character. Follow the conventions described in ChrFont0.c to show what the icon would look like when displayed on the OLED.

BYTE problem1c = { 0xFA, 0x1C, 0xBF. 0x00, 0xFF, 0x18, 0x18, 0xFF};