```c
/***********************************************************************
 * Name:    LCD.h
 * Description: STM32 LCD display
 * Version: V1.00
 * Authors: Li Pan
 *
 ***********************************************************************/

#include <stdint.h>
#include <math.h>

 #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 line1
 #define LCD_LN2    0xC0 //Set DDRAM to start of line2


 #define LCD_CM_ENA  0x00210002
 #define LCD_CM_DIS  0x00230000
 #define LCD_DM_ENA  0x00200003
 #define LCD_DM_DIS  0x00220001


void LCD_IO_PC(void);

void CMD2LCD(uint8_t data);
void DATA2LCD(uint8_t data);

void INIT_LCD(void);
void STR2LCD(char *message);

uint16_t read_SW(void);
uint16_t SW2ASCII(void);
uint16_t SW2NUM(void);

uint32_t Hex2Ascii(uint32_t hexval);
void Float2LCD(double VAL, int DecLTR);
```