#include <SPI.h>

#include <Wire.h>

#include <Adafruit\_GFX.h>

#include <Adafruit\_SSD1306.h>

#define SCREEN\_WIDTH 128 // OLED display width, in pixels

#define SCREEN\_HEIGHT 64 // OLED display height, in pixels

// Declaration for an SSD1306 display connected to I2C (SDA, SCL pins)

#define OLED\_RESET -1 // Reset pin # (or -1 if sharing Arduino reset pin)

Adafruit\_SSD1306 display(SCREEN\_WIDTH, SCREEN\_HEIGHT, &Wire, OLED\_RESET);

#define NUMFLAKES 10 // Number of snowflakes in the animation example

#define LOGO\_HEIGHT 16

#define LOGO\_WIDTH 16

static const unsigned char PROGMEM logo\_bmp[] =

{ B00000000, B11000000,

B00000001, B11000000,

B00000001, B11000000,

B00000011, B11100000,

B11110011, B11100000,

B11111110, B11111000,

B01111110, B11111111,

B00110011, B10011111,

B00011111, B11111100,

B00001101, B01110000,

B00011011, B10100000,

B00111111, B11100000,

B00111111, B11110000,

B01111100, B11110000,

B01110000, B01110000,

B00000000, B00110000 };