A function named `DrawChar` that draws a character on an SSD1306-based OLED display. The function uses two font sizes (`8x8` and `16x16`) and plots each pixel based on font data. Below is a breakdown of the code.

Iterates over the font array:

- `font[i]`: Accesses each byte in the font array (each byte corresponds to one row of the character).
- `(1 << j)`: Bitwise operation to isolate individual bits in the byte.
- `SSD1306_DrawPixel`: Draws a pixel if the bit is set.

`stdint.h`: Provides fixed-width integer types like `uint8_t` and `uint16_t`.

`fonts.h`: Assumes the header contains definitions of `Font8x8` and `Font16x16` (font arrays for different sizes).

`ssd1306.h`: Assumes it contains OLED display functions such as `SSD1306_DrawPixel`.