LabC2 – Debug Lab

Relevant Header Files:
    #include "System/system.h"
    #include "System/delay.h"
    #include "oledDriver/oledC.h"
    #include "oledDriver/oledC_colors.h"
    #include "oledDriver/oledC_shapes.h"

Source Files:
    main.c

Relevant API Functions:
    SYSTEM_Initialize();
        Initializes the system and support devices (for example, SPI communications to OLED display)
    BOOL CheckButtonPressed(void)
        Return 0 or 1 (true/false) if button pressed (with debouncing)

Relevant OLED API:
    void oledC_clearScreen(void);
        Clear the display (to the background color)
    void oledC_DrawCharacter(uint8_t x, uint8_t y, uint8_t sx, uint8_t sy, uint8_t ch, uint16_t color)
        Draw character <ch> at coordinate <x>,<y> with size <sx>,<sy> in color <color>
        The OLED is 96X96 pixels. Each character takes a 6X8 pixel rectangle at scale (1x1)
    void oledC_DrawRectangle(uint8_t start_x, uint8_t start_y, uint8_t end_x, uint8_t end_y, uint16_t color)
        Draw a rectangle: upperLeft (start_x, start_y) lowerRight(end_x, end_y) in color <color>