

```
1: #include "ADC.h"
2:
3: void ADC0_Init(void) {
4:     ATD0CTL2 = 0x80;
5:     ATD0CTL3 = 0x08;
6:     ATD0CTL4 = 0x05;
7: }
8:
9: unsigned short ADC0_In(unsigned char channel) {
10:     unsigned short data;
11:     ATD0CTL5 = channel;
12:     while(!(ATD0STAT1&0x01)) {}
13:     data = ATD0DR0;
14:     return data;
15: }
```