// PROJECT :ADCShieldPremium

//libraries...

//objects...

//data design...

//initialization...

void setup() {}

//configure WDT...

void setupWDT(uint8\_t ps) {}

// WDT Interrupt handler...

ISR(WDT\_vect) {}

//shiftout reading to display

void shiftout(uint8\_t order, uint8\_t value) {}

// data smoothing...

uint16\_t getAverage(uint16\_t newLevel) {}

//conversion from decimal to BCD

void dec2BCD(uint16\_t value) {}

// driver...

void loop() {}