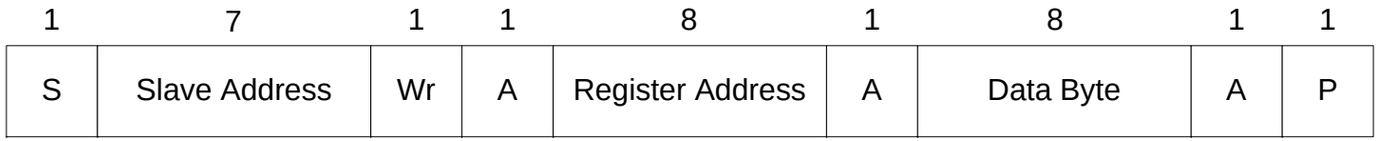
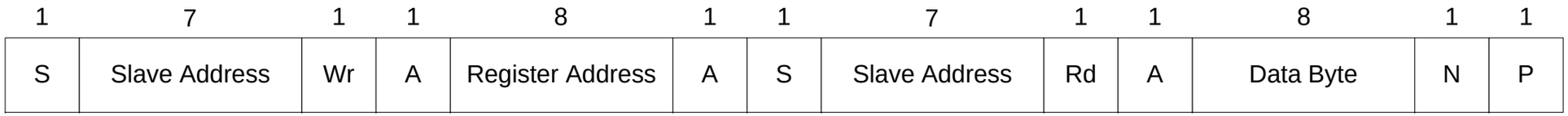
Write Sequence



Read Sequence



Legend

S	Start Condition
Wr	Write Bit (bit value = 0)
Rd	Read Bit (bit value = 1)
A	Acknowledge
N	Not Acknowledge
P	Stop Condition