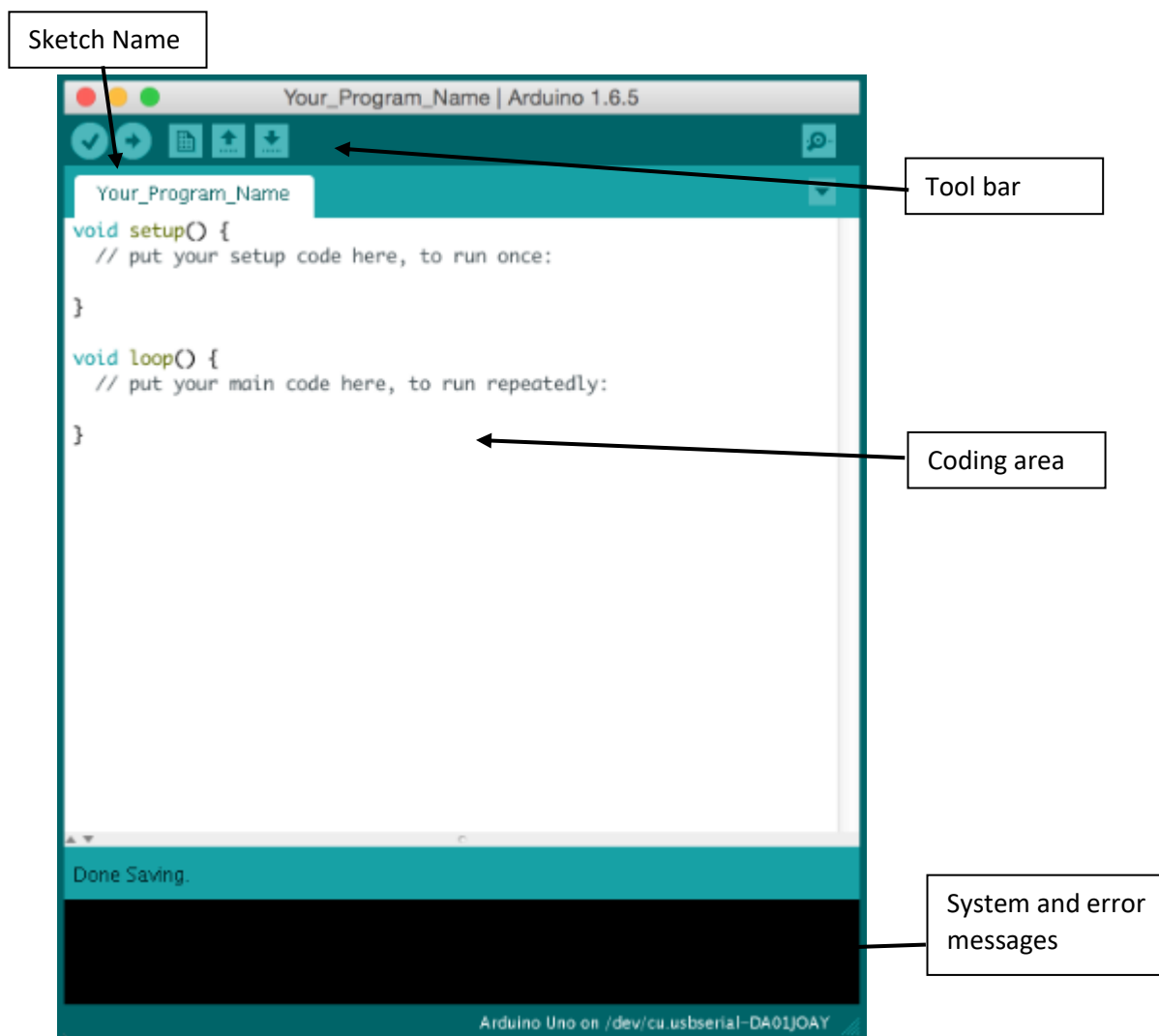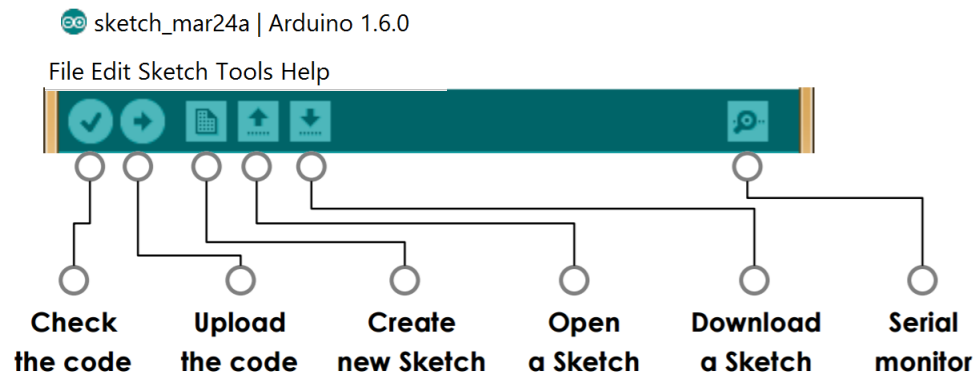## Lesson 1 – Familiarising yourself with Arduino

To get everything ready, you only need a computer running Windows, MAC, or Linux and the Engduino hardware itself. To start coding, you only must follow the following 3 steps:

1. **Make sure you have an Engduino** *(USB extension cable if USB port is hard to access)*
2. **Downloaded the Engduino Software** *(Website:* www.engduino.org*)*
3. **Install the software onto the operating system**

Once the program has installed and opened, you will see a window like this:

Arduino Bar

sketch_mar24a | Arduino 1.6.0

File Edit Sketch Tools Help

| Check the code | Upload the code | Create new Sketch | Open a Sketch | Download a Sketch | Serial monitor |

Enabling communication with the Arduino

To upload code and communicate with the Arduino, you must follow 4 steps:

1. **Turn on the Engduino and plug-in via USB port**
2. **Go to the tools bar -> Select Board - > Select EngduinoV3**
3. **Go to the tools bar -> Select Port -> Choose correct communication port** (Serial Port) **for your computer**
    a. *You might have to select different ports and play around to determine the correct one*
4. **Click on the 'Right arrow' button to upload code**

Summary

Lesson 1 teaches you on how to familiarise yourself with Arduino and its elements. Firstly, we will teach you how to download and install the software. We will then teach you the mechanics of the program and how it is useful. We will also show you how to link or connect the program to your very own Engduino.