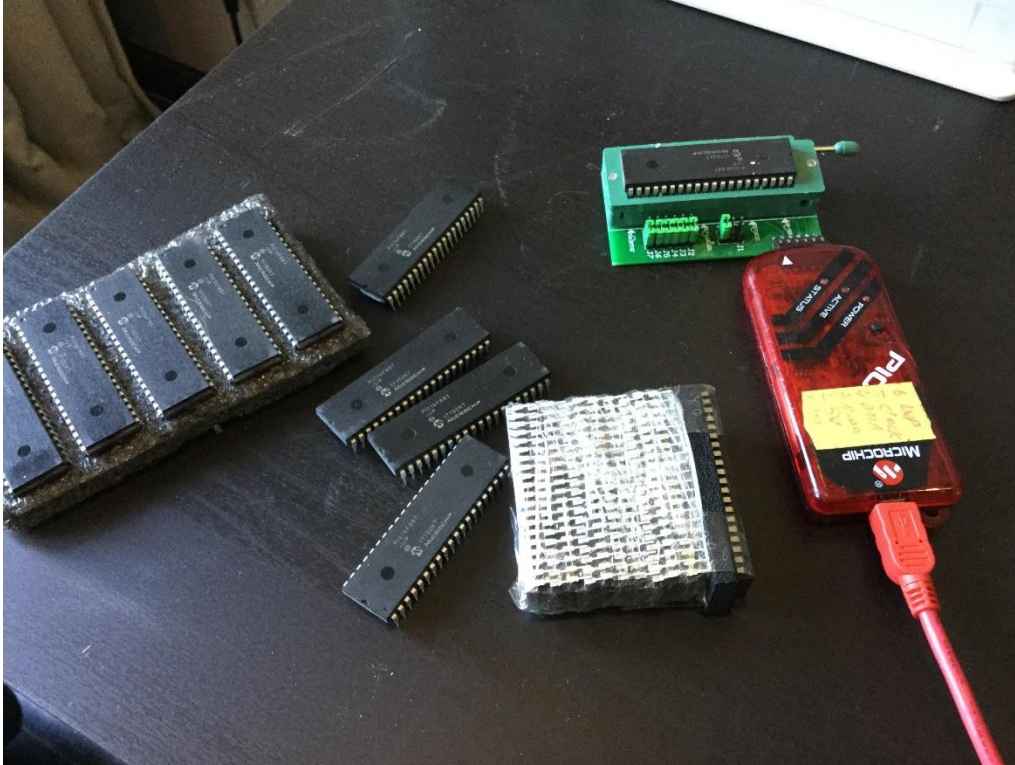


Short description for uploading code to a microcontroller.

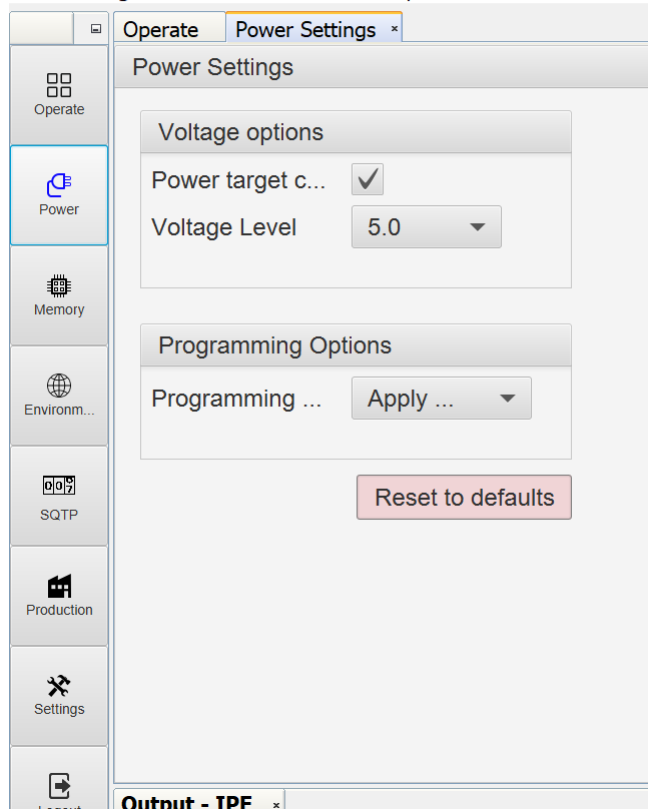
There are several ways to do this, I will describe one of them.



What you need in terms of hardware is a PICKIT from Microchip and an IC socket that you set to the type of microcontroller you want to program. In the photo an IC with 40 pins. You connect the PICKIT to your PC as shown in the picture.



You can download MPLAB X IDE from the Microchip website, and open this program.



Check option 'Power target'

Operate

Power

Memory

Environm...

Operate

Power Settings

Device and Tool Selection

Family: Mid-Range 8-bit MCUs (PIC10/1...

Device: PIC16F887

Tool: PICkit3 S.No : BUR134763493

Apply

Disconnect

Results

CP=OFF Check... 2B31

Checksum: 2B31 82

Pass Co... 3

Fail Count: 8

Total Count: 11

Program

Erase

Read

Verify

Blank Check

Hex File: C:\Users\GGIEB\OneDrive\Microcontrollers\S88...

Hex File: Click on browse to select a SQTP file

Browse Clear...

Browse Clear...

Select device and Hex File to upload. You can then upload the software to the microcontroller by clicking on 'Program'.

Memory Settings

Device and Tool Selection

Family: Mid-Range 8-bit MCUs (PIC10/1...
 Device: PIC16F887
 Tool: PICKit3 S.No : BUR134763493

Results

CP=OFF Check... 2B31
 Checksum: 2B31
 Pass Co... 5
 Fail Count: 8
 Total Count: 13

Program Erase Read Verify Blank Check

Hex File: C:\Users\GGIEB\OneDrive\Microcontrollers\S88...
 SQTP File: Click on browse to select a SQTP file

Output - IPE

```

program memory: start address = 0x0, end address = 0x2e7
configuration memory
Programming/Verify complete
2021-04-03 16:54:09 +0200 - Programming complete
2021-04-03 16:54:31 +0200 - Programming...

Device Erased...

Programming...

The following memory area(s) will be programmed:
program memory: start address = 0x0, end address = 0x2e7
configuration memory
Programming/Verify complete
2021-04-03 16:54:35 +0200 - Programming complete
  
```

If the upload was successful,
you will be notified:
'Programming completed'