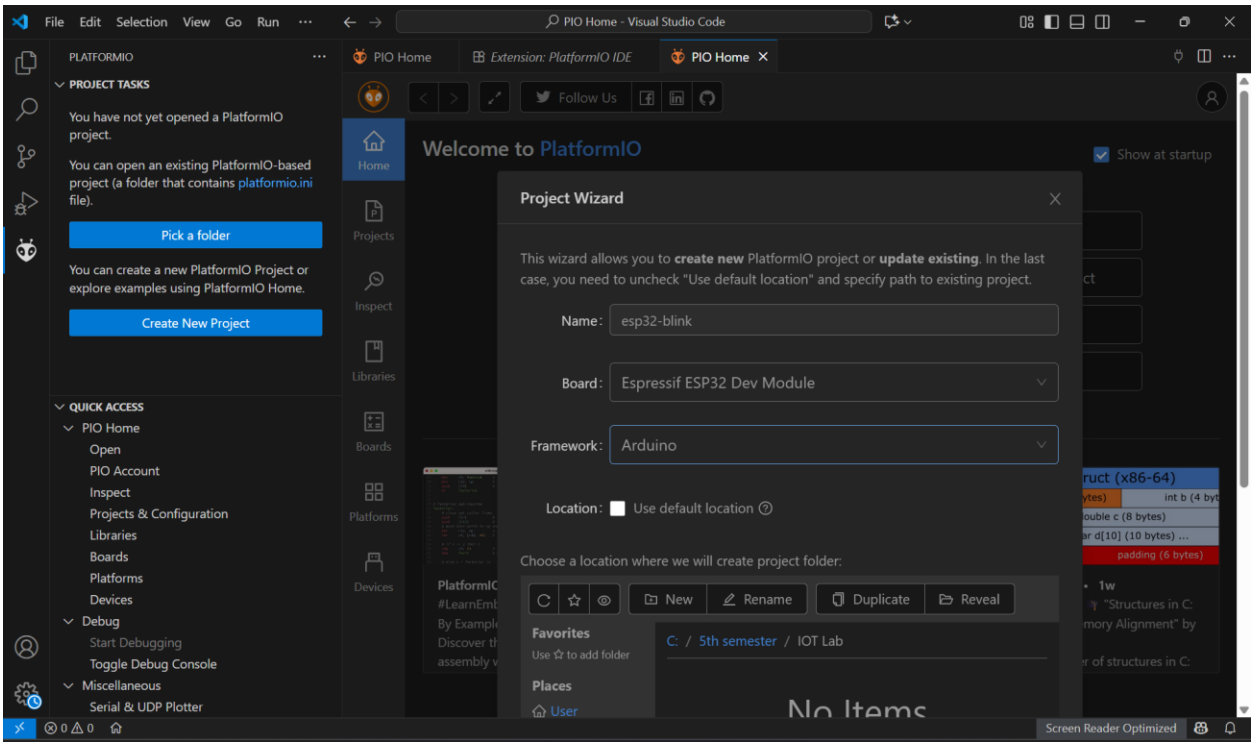
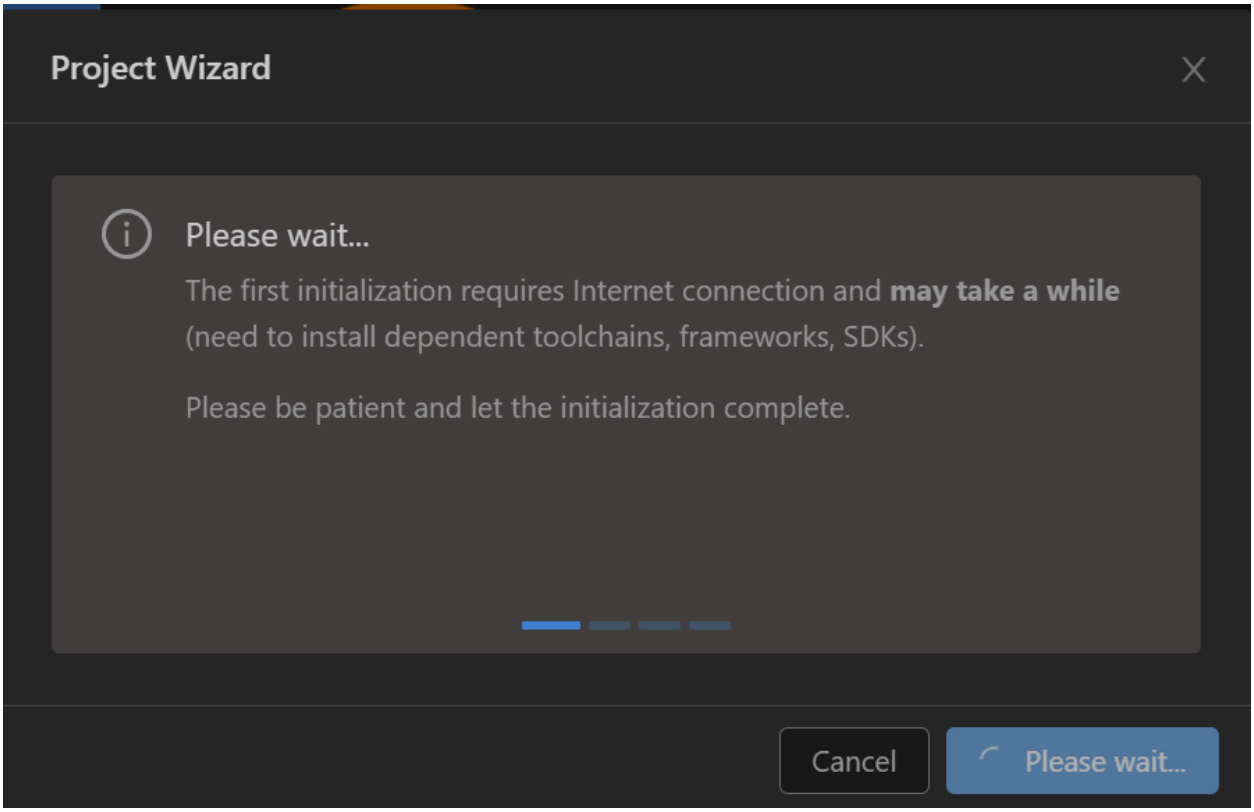
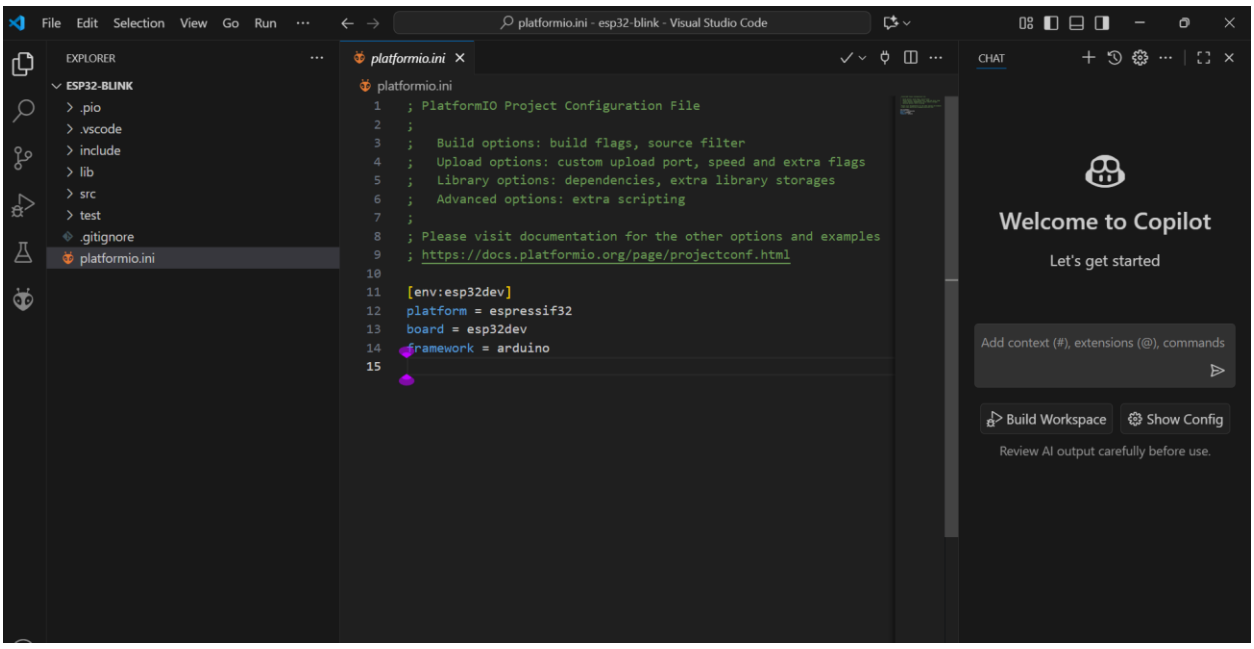
NAME: LAIBA FATIMA

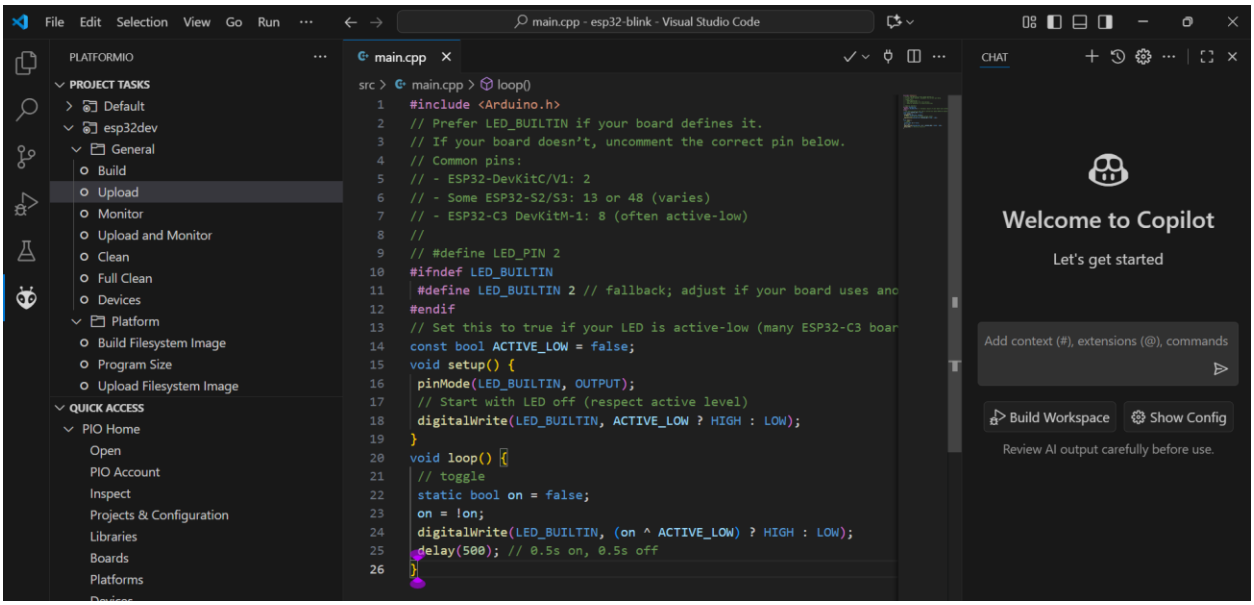
REGISTRATION# 23-NTU-CS-1257

BSAI-5TH




Project Wizard
Please wait...
The first initialization requires Internet connection and **may take a while** (need to install dependent toolchains, frameworks, SDKs).
Please be patient and let the initialization complete.
Cancel
Please wait...


File Edit Selection View Go Run
platformio.ini - esp32-blink - Visual Studio Code
EXPLORER
ESP32-BLINK
.pio
.vscode
include
lib
src
test
.gitignore
platformio.ini
platformio.ini
; PlatformIO Project Configuration File
; Build options: build flags, source filter
; Upload options: custom upload port, speed and extra flags
; Library options: dependencies, extra library storages
; Advanced options: extra scripting
; Please visit documentation for the other options and examples
; https://docs.platformio.org/page/projectconf.html
[env:esp32dev]
platform = espressif32
board = esp32dev
framework = arduino
CHAT
Welcome to Copilot
Let's get started
Add context (#), extensions (@), commands
Build Workspace
Show Config
Review AI output carefully before use.


File Edit Selection View Go Run
main.cpp - esp32-blink - Visual Studio Code
PLATFORMIO
PROJECT TASKS
Default
esp32dev
General
Build
Upload
Monitor
Upload and Monitor
Clean
Full Clean
Devices
Platform
Build Filesystem Image
Program Size
Upload Filesystem Image
QUICK ACCESS
PIO Home
Open
PIO Account
Inspect
Projects & Configuration
Libraries
Boards
Platforms
main.cpp
src > main.cpp > loop()
#include <Arduino.h>
// Prefer LED_BUILTIN if your board defines it.
// If your board doesn't, uncomment the correct pin below.
// Common pins:
// - ESP32-DevKitC/V1: 2
// - Some ESP32-S2/S3: 13 or 48 (varies)
// - ESP32-C3 DevKitM-1: 8 (often active-low)
//
// #define LED_PIN 2
#ifndef LED_BUILTIN
#define LED_BUILTIN 2 // fallback; adjust if your board uses anc
#endif
// Set this to true if your LED is active-low (many ESP32-C3 boar
const bool ACTIVE_LOW = false;
void setup() {
pinMode(LED_BUILTIN, OUTPUT);
// Start with LED off (respect active level)
digitalWrite(LED_BUILTIN, ACTIVE_LOW ? HIGH : LOW);
}
void loop() {
// toggle
static bool on = false;
on = !on;
digitalWrite(LED_BUILTIN, (on ^ ACTIVE_LOW) ? HIGH : LOW);
delay(500); // 0.5s on, 0.5s off
}
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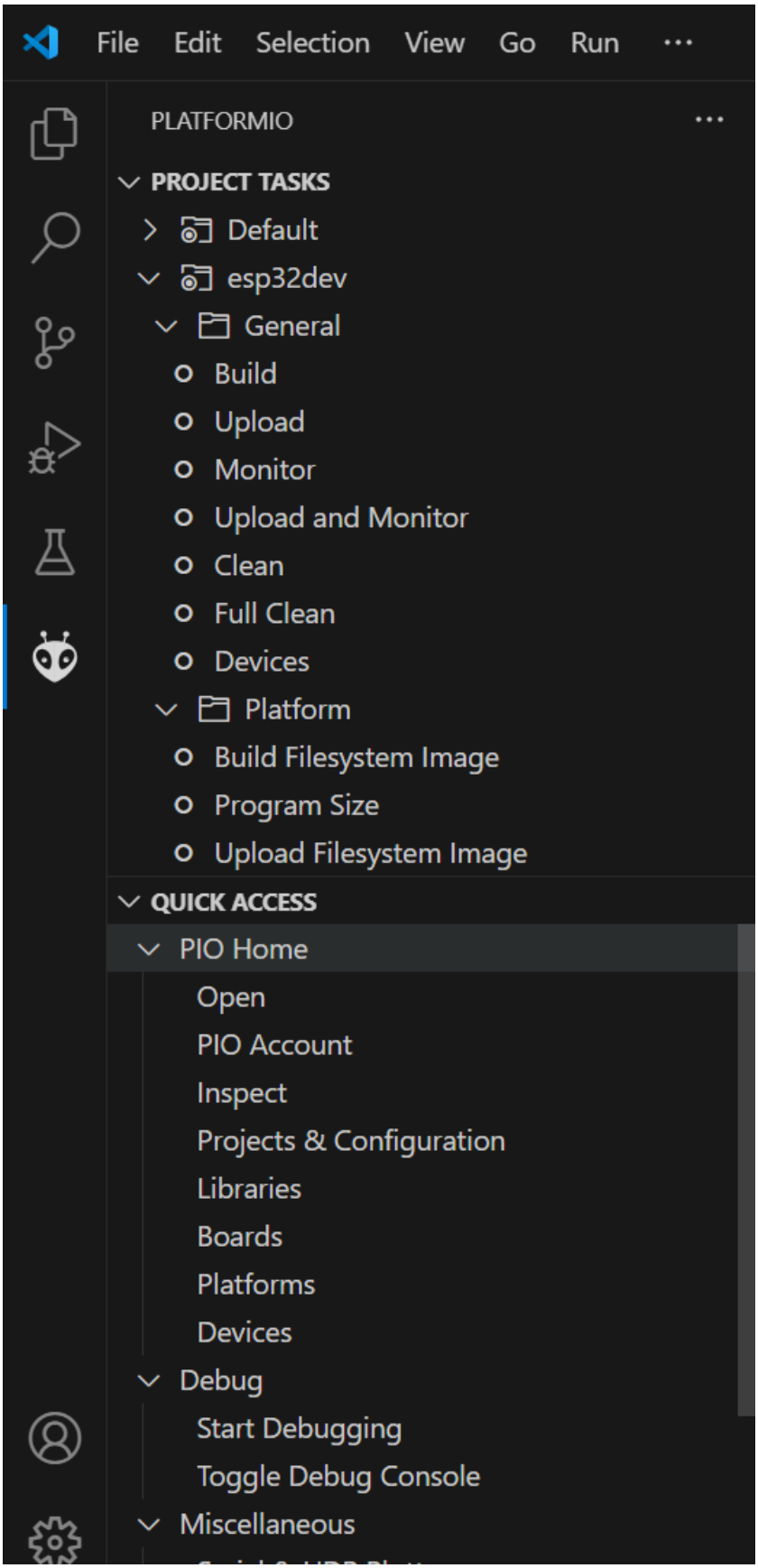
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Selection
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Go
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PLATFORMIO
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Default
esp32dev
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Full Clean
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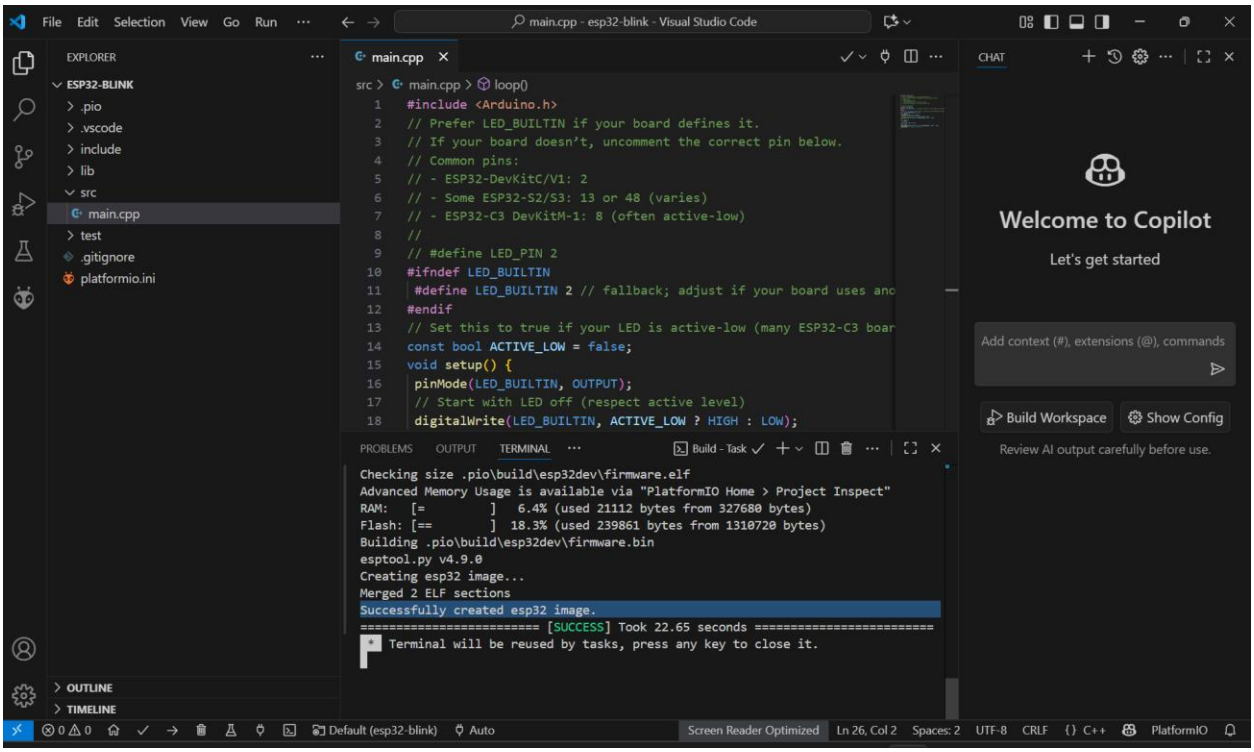
Libraries
Boards
Platforms
Devices
Debug
Start Debugging
Toggle Debug Console
Miscellaneous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main.cpp - esp32-blink - Visual Studio Code
EXPLORER
ESP32-BLINK
.pio
.vscode
include
lib
src
main.cpp
test
.gitignore
platformio.ini
OUTLINE
TIMELINE
main.cpp
src > main.cpp > loop()
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// Start with LED off (respect active level)
digitalWrite(LED_BUILTIN, ACTIVE_LOW ? HIGH : LOW);
PROBLEMS OUTPUT TERMINAL
Build - Task
Checking size .pio\build\esp32dev\firmware.elf
Advanced Memory Usage is available via "PlatformIO Home > Project Inspect"
RAM: [=] 6.4% (used 21112 bytes from 327680 bytes)
Flash: [==] 18.3% (used 239861 bytes from 1310720 bytes)
Building .pio\build\esp32dev\firmware.bin
esptool.py v4.9.0
Creating esp32 image...
Merged 2 ELF sections
Successfully created esp32 image.
========== [SUCCESS] Took 22.65 seconds ==========
Terminal will be reused by tasks, press any key to close it.
CHAT
Welcome to Copilot
Let's get started
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Build Workspace
Show Config
Review AI output carefully before use.
Default (esp32-blink)
Auto
Screen Reader Optimized
Ln 26, Col 2
Spaces: 2
UTF-8
CRLF
C++
PlatformIO