**Day 11 Notes**

Example Circuit

A close-up of a circuit board

Description automatically generated

My Circuit

A circuit board with many wires

Description automatically generated

In the Arduino IDE on Linux, you can load libraries in a few different ways. Here’s how to do it:

### Method 1: Using the Library Manager

1. \*\*Open the Arduino IDE\*\*.

2. Go to \*\*Sketch > Include Library > Manage Libraries…\*\*.

3. The \*\*Library Manager\*\* window will open. Use the search bar to find the library you want.

4. Click on the library and select \*\*Install\*\* to add it to your IDE.

### Method 2: Importing a Library from a Zip File

If you’ve downloaded a `.zip` file of the library:

1. \*\*Go to Sketch > Include Library > Add .ZIP Library…\*\*.

2. Select the `.zip` file from your Downloads or wherever it’s saved.

3. The IDE will automatically add the library to your libraries folder.

### Method 3: Manually Adding the Library

1. \*\*Extract the Library\*\* (if it’s in a zip file).

2. Copy the library’s folder (it should contain files like `libraryName.h` and `libraryName.cpp`).

3. Go to the \*\*Arduino libraries folder\*\*: usually located in your home directory under `~/Arduino/libraries`.

4. Paste the library folder here.

5. Restart the Arduino IDE, and the library should now be available under \*\*Sketch > Include Library\*\*.

After installation, the library can be included in your code by selecting it from the \*\*Sketch > Include Library\*\* menu. Let me know if you run into any issues!