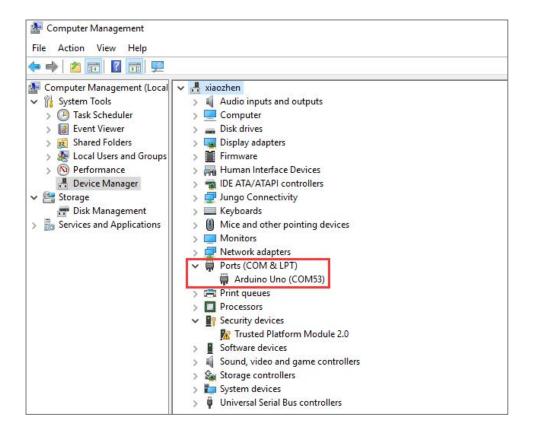
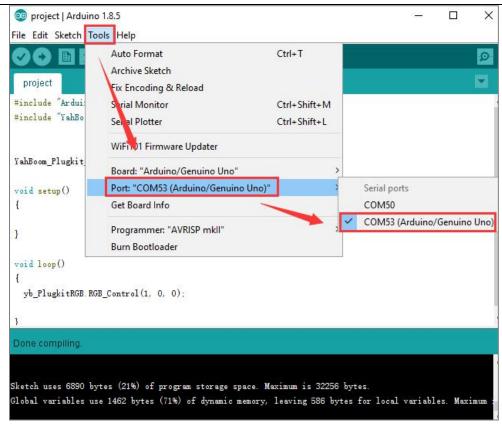
a. Double click to open the Arduino software shortcut

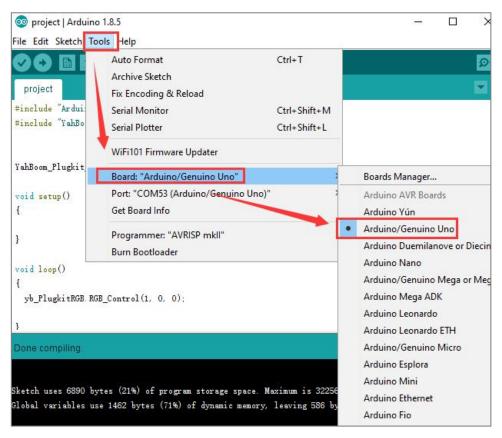
Arduino on the desktop. If there is no shortcut on the desktop, you can send arduino.exe to the desktop under the installation path of arduino. Connect the UNO board to the computer through the USB data cable. Right-click [My Computer] --- [Properties] --- [Device Manager] --- [Ports (COM & LPT)], and check Arduino Uno the port number.



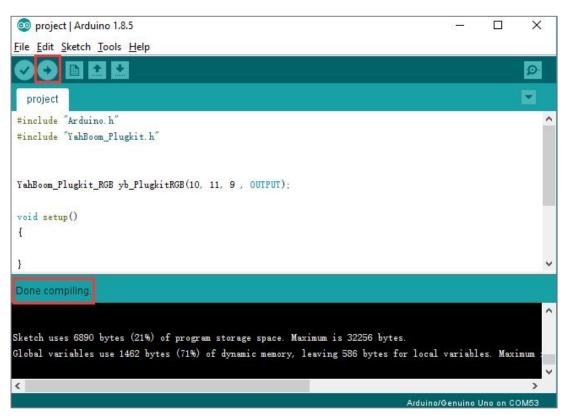
b. In the menu bar of the Arduino IDE, select [Tools] --- [Port], and select the port number displayed by the device manager just now, as shown in the figure below.



c. In the menu bar of the Arduino IDE, select [Tools] --- [Board], and select the model of the development board we use. Here we need to select "Arduino / Genuino Uno", as shown in the figure below.



d. Then, you can write a program in a blank area or directly open the program with the extension .ino. After selecting the correct port number and development board model, click the upload button to upload the program to the Arduino. When the "Done uploading" appear in the lower left corner, it means that the program has been uploaded to the Arduino development board. As shown below.



e. Click the compile button to compile the program. As shown below.

```
project | Arduino 1.8.5

File Edit Sketch Tools Help

project

include "Arduino.h"

include "YahBoom_Plugkit.h"

YahBoom_Plugkit_RGB yb_PlugkitRGB(10, 11, 9, OUTPUT):

void setup()
{
}

Done uploading.

Sketch uses 6890 bytes (21%) of program storage space. Maximum is 32256 bytes.
Global variables use 1462 bytes (71%) of dynamic memory, leaving 586 bytes for local variables. Maximum
```