

Use instructions of Arduino IDE is shown in the following picture

!!!Note:

If you need to upload the code, you need to remove the WiFi camera module wiring.

1. You need to double-click to open the Arduino software that is installed on the

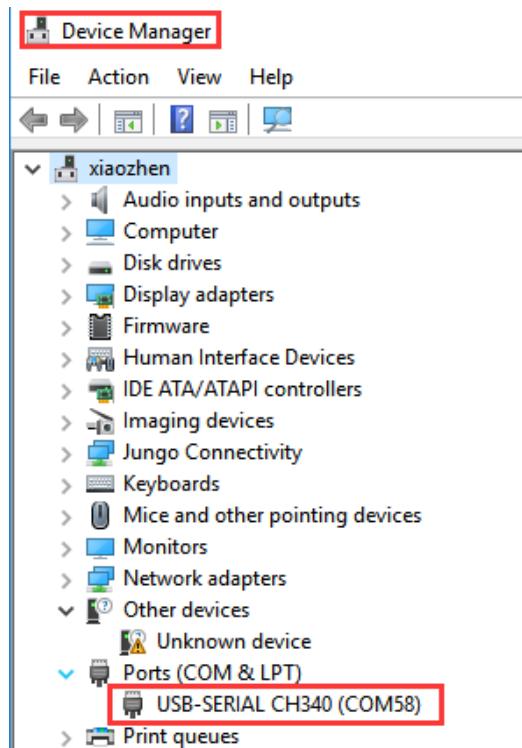


desktop.

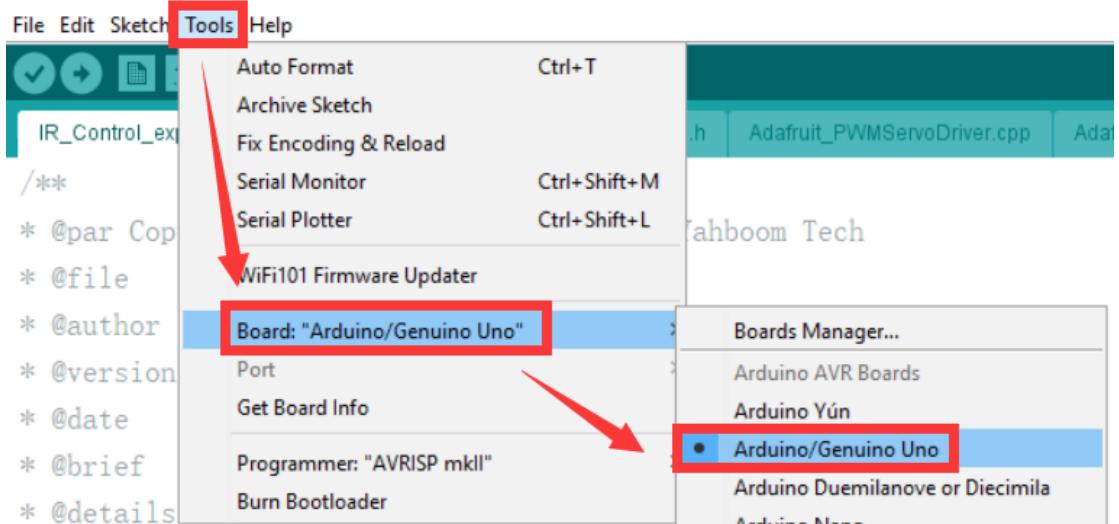
2. You need to connect the Arduino UNO board to the computer with the data cable.

And select “Port” in the device manager of your computer, marked with **CH340 port**. For example:USB-SERIAL CH340(COM58), as shown in the following picture.

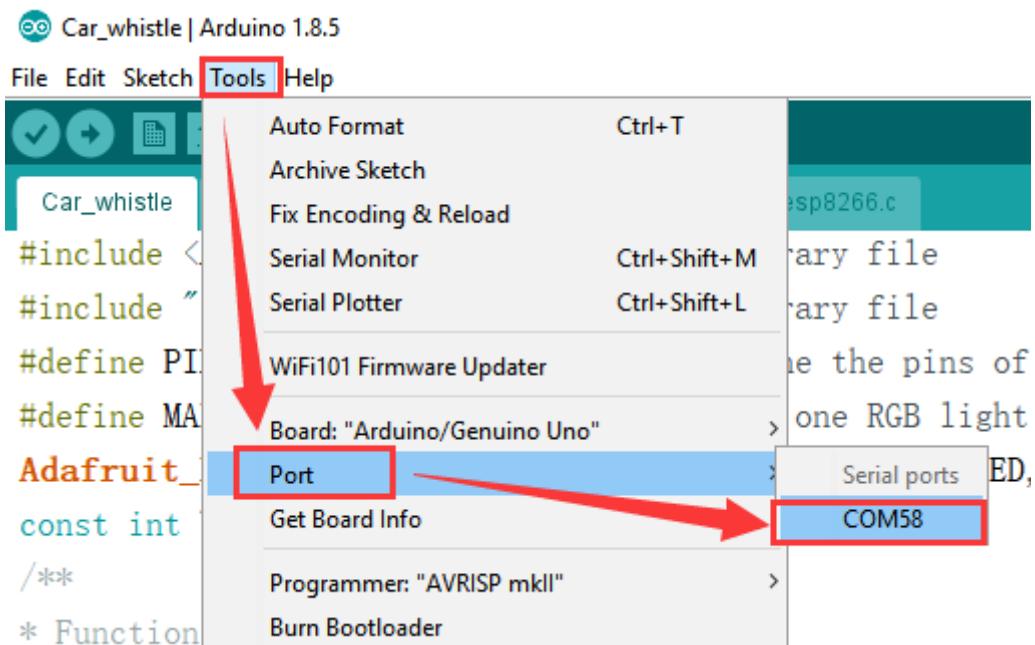
Before this step, please refer to the "Installation of CH340 Driver" file to complete the installation of the CH340 driver. Otherwise, the port will not be recognized.



3. You need to select 【Tool】--【Board】--【Arduino Uno】 in the Arduino IDE menu bar, as shown in the following picture.



4. In the menu bar of Arduino IDE, you can select the 【Tools】---【Port】--- select the port that the serial number displayed by the device manager just now. for example:COM58.



5. You can write codes in the blank area or directly open the file in .ino format, as shown in the following picture.

sketch_aug12a | Arduino 1.8.5

File Edit Sketch Tools Help

sketch_aug12a

```

void setup() {
  // put your setup code here, to run once:

}

void loop() {
  // put your main code here, to run repeatedly:

}

```

bst_abc.ino 2017/11/8 12:15 Arduino Source ... 18 KB

6. After the codes is written, you need to click “√” in the menu bar to compile the program, and wait for the word "**Done compiling**" in the lower right corner, as shown in the figure below.

code-Hello_world | Arduino 1.7.8

File Edit Sketch Tools Help

code-Hello_world

```

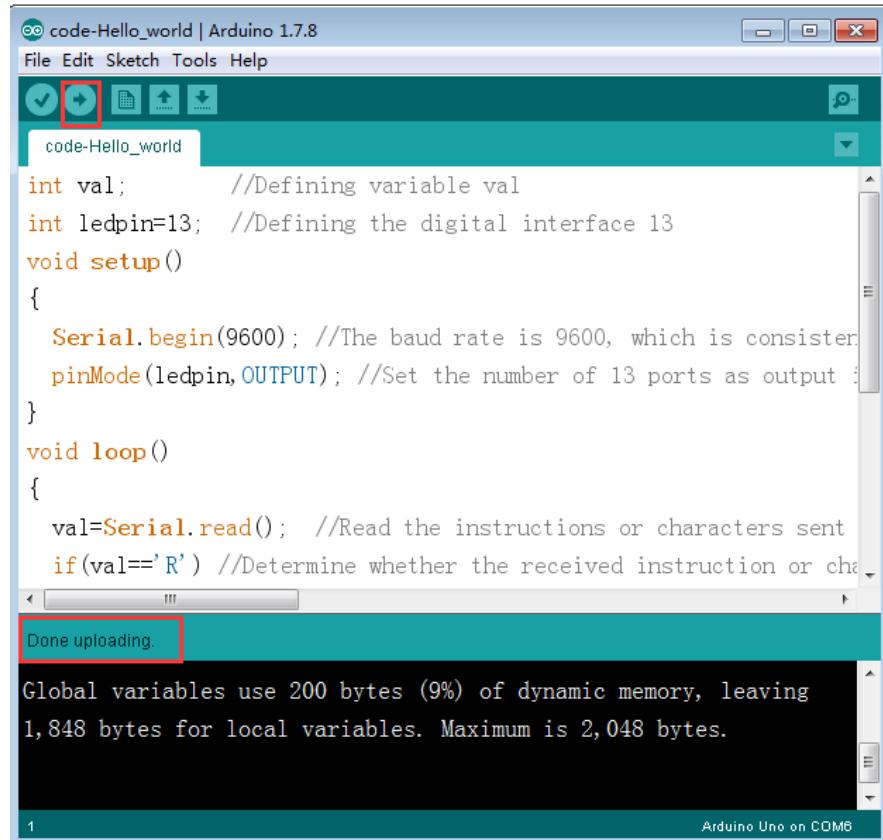
int val;      //Defining variable val
int ledpin=13; //Defining the digital interface 13
void setup()
{
  Serial.begin(9600); //The baud rate is 9600, which is consistent
  pinMode(ledpin,OUTPUT); //Set the number of 13 ports as output
}
void loop()
{
  val=Serial.read(); //Read the instructions or characters sent
  if(val=='R') //Determine whether the received instruction or chara
}

```

Done compiling.

Global variables use 200 bytes (9%) of dynamic memory, leaving
1,848 bytes for local variables. Maximum is 2,048 bytes.

7. You can click “→” under the menu bar to upload the program to the UNO board. When the word “**Done uploading**” appears in the lower left corner, the program has been successfully uploaded to the UNO board, as shown in the figure below.



The screenshot shows the Arduino IDE interface with the title "code-Hello_world | Arduino 1.7.8". The menu bar includes File, Edit, Sketch, Tools, and Help. The toolbar features icons for file operations and a magnifying glass. The code editor contains a sketch named "code-Hello_world" with the following code:

```

int val; //Defining variable val
int ledpin=13; //Defining the digital interface 13
void setup()
{
    Serial.begin(9600); //The baud rate is 9600, which is consistent
    pinMode(ledpin,OUTPUT); //Set the number of 13 ports as output
}
void loop()
{
    val=Serial.read(); //Read the instructions or characters sent
    if(val=='R') //Determine whether the received instruction or chara
}

```

The status bar at the bottom indicates "1" and "Arduino Uno on COM6". A message "Done uploading." is displayed in the status bar, highlighted with a red box. The serial monitor window shows memory usage information: "Global variables use 200 bytes (9%) of dynamic memory, leaving 1,848 bytes for local variables. Maximum is 2,048 bytes."

After these steps, the program is uploaded to the UNO board successfully.