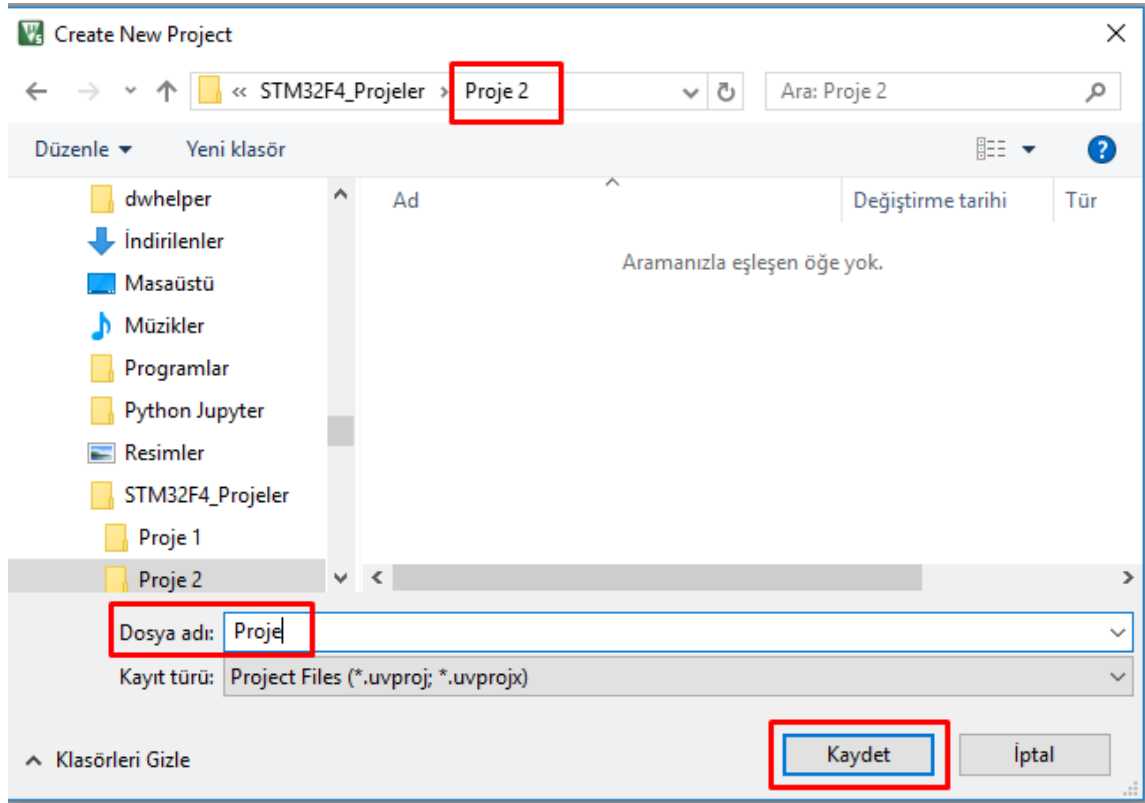
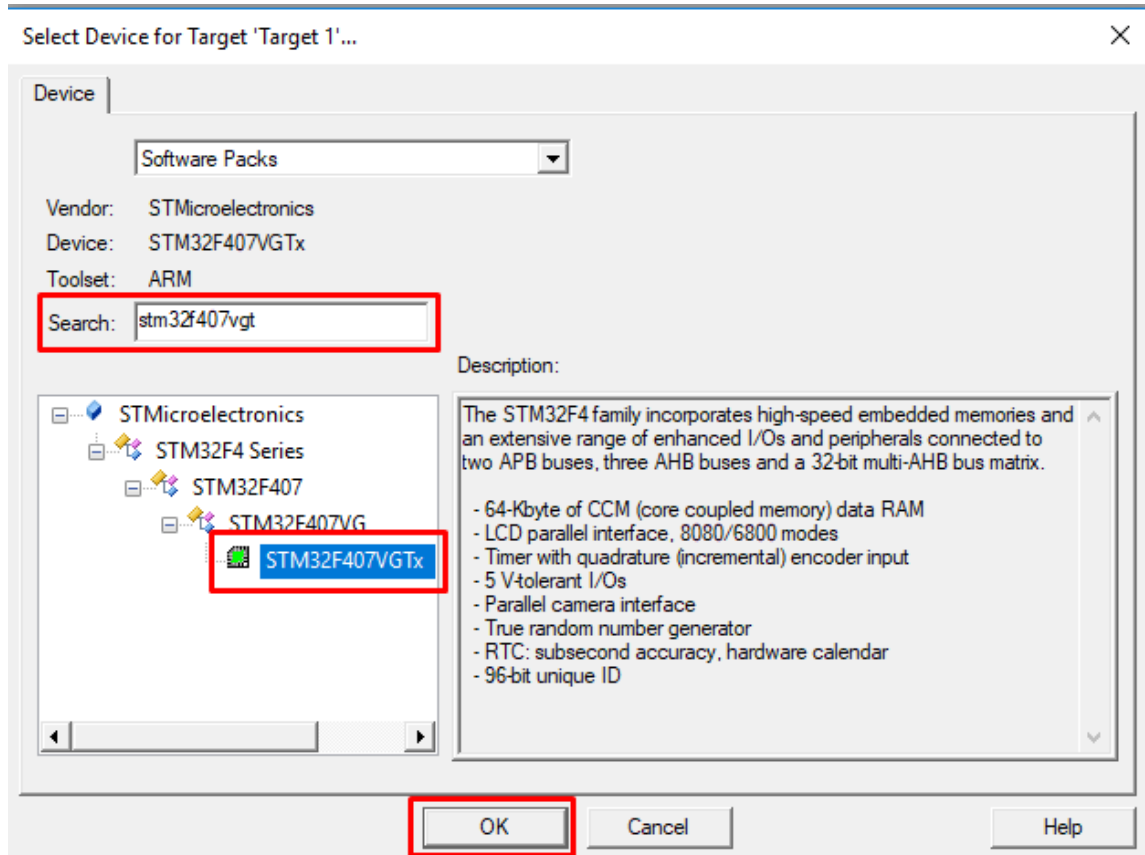
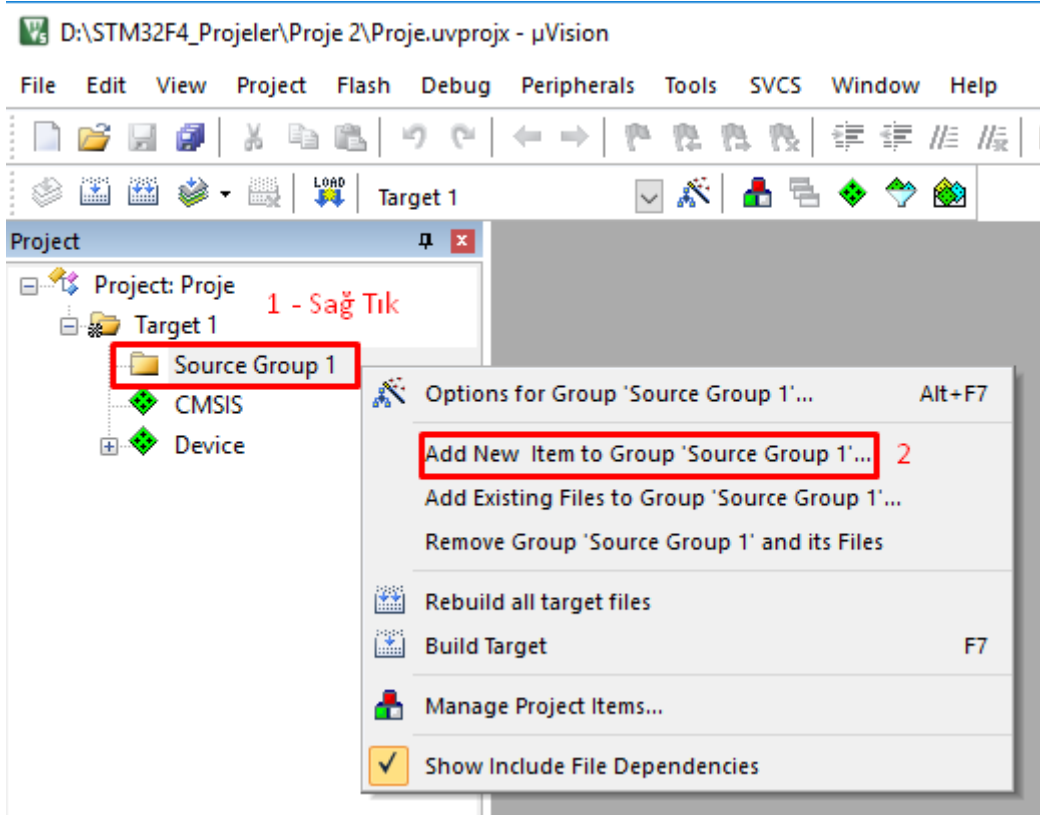
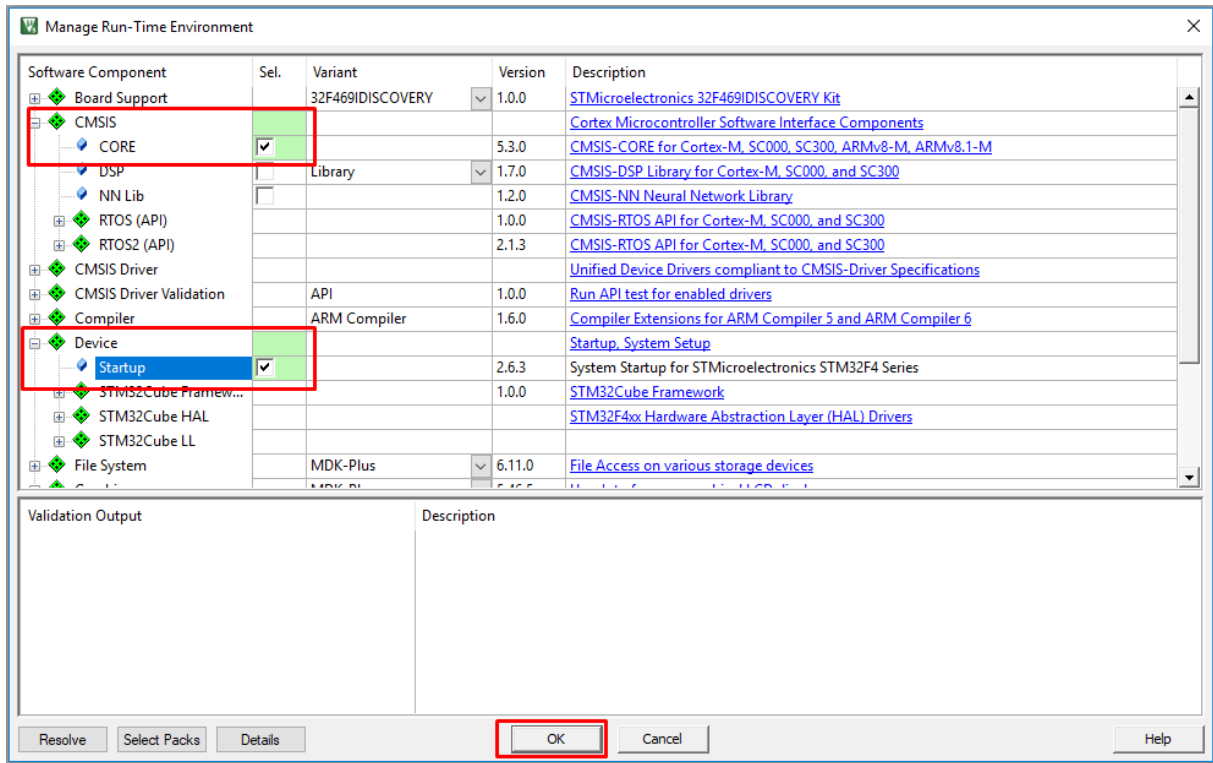


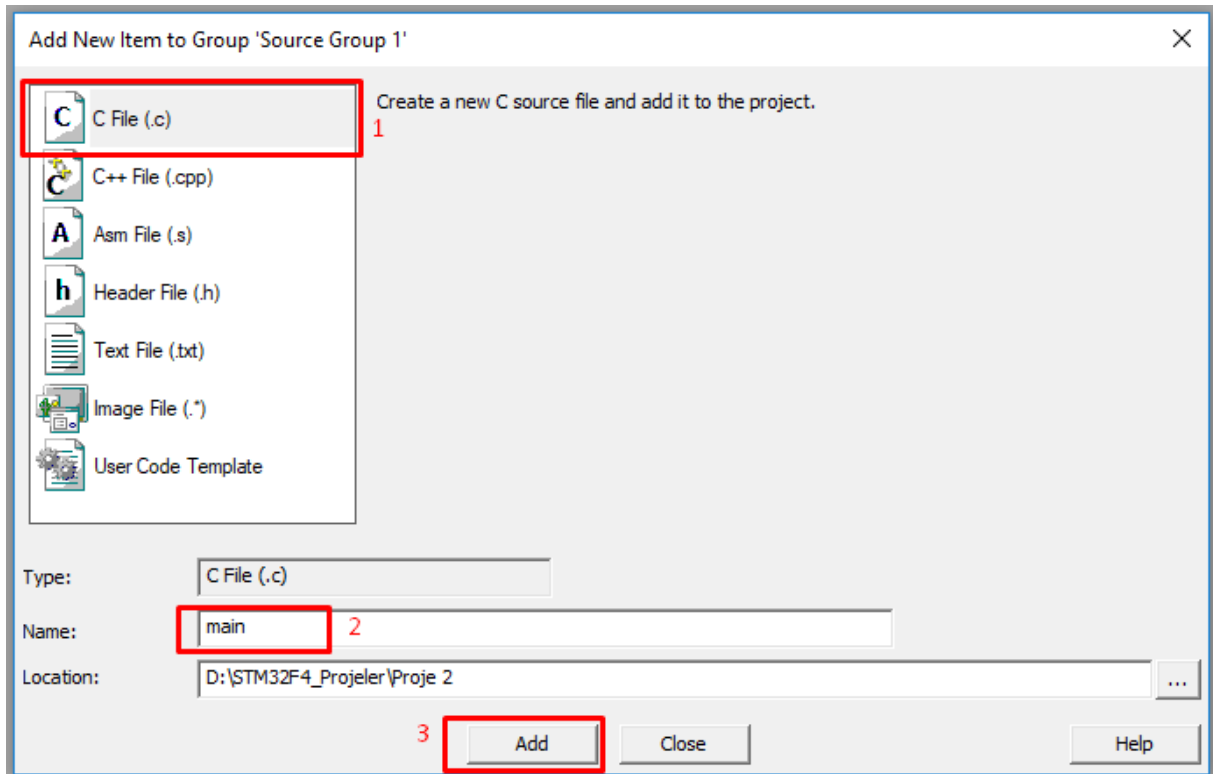
Proje 2 olarak isimlendirebilirsiniz.



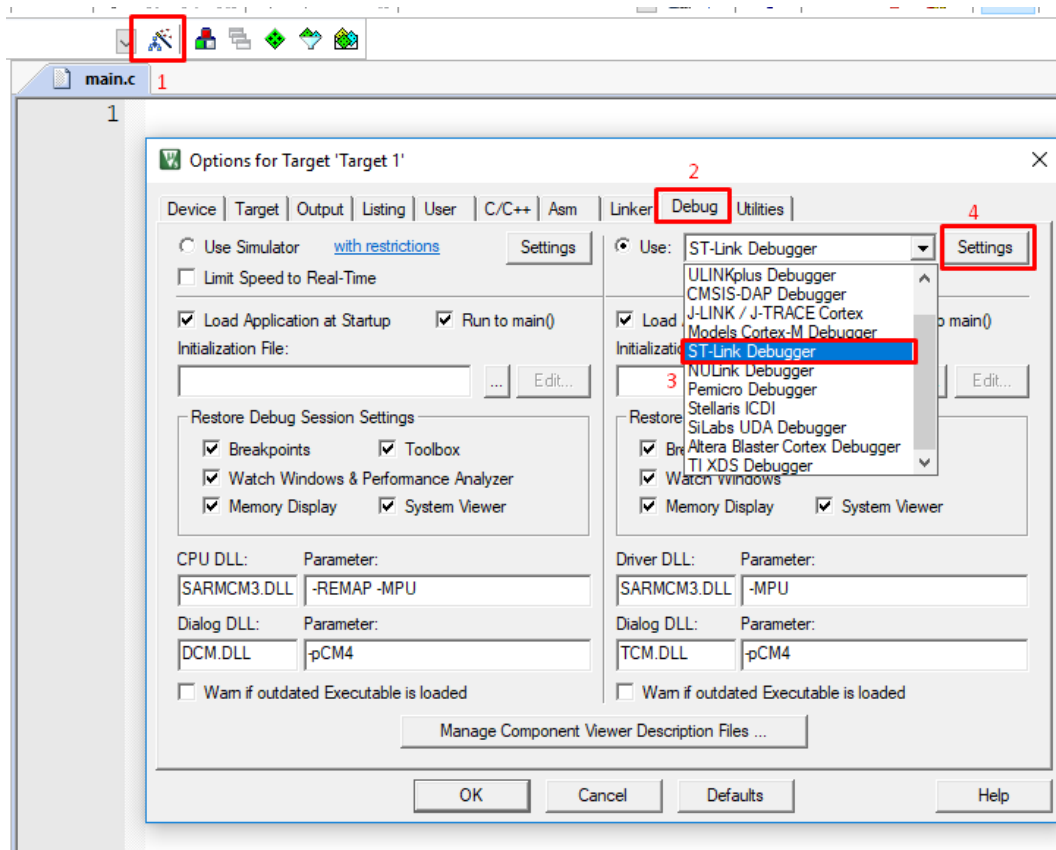
Search kutusuna stm32f407vgt yazdığınızda:

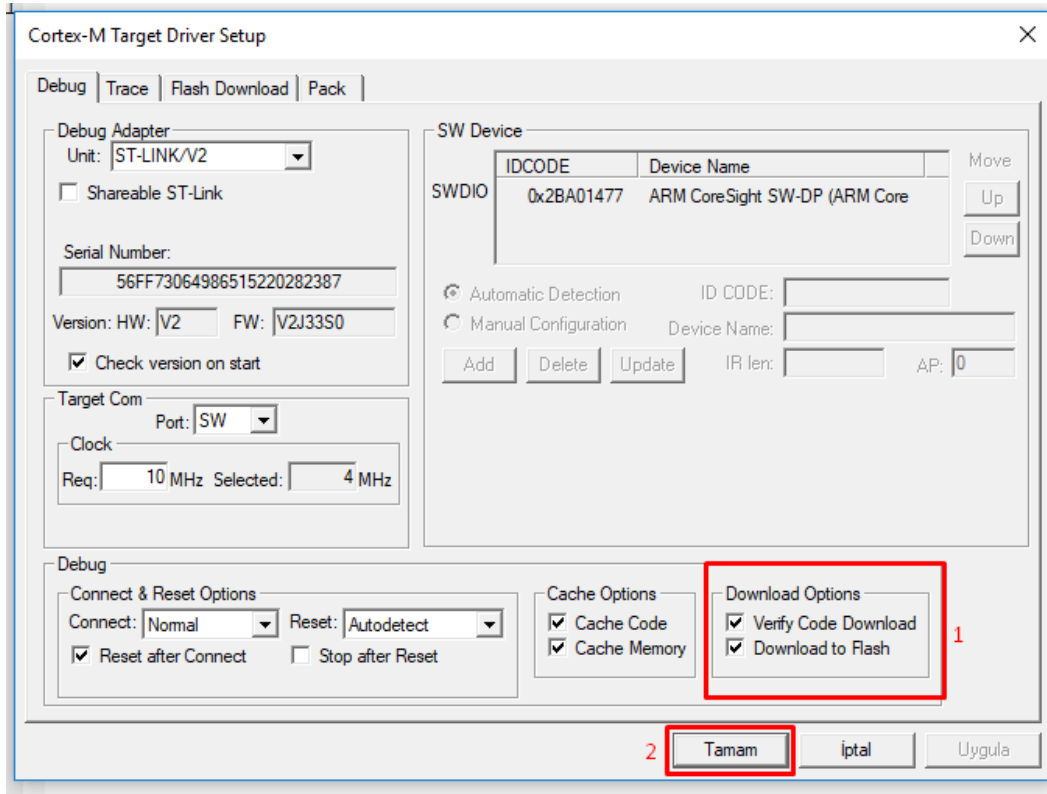






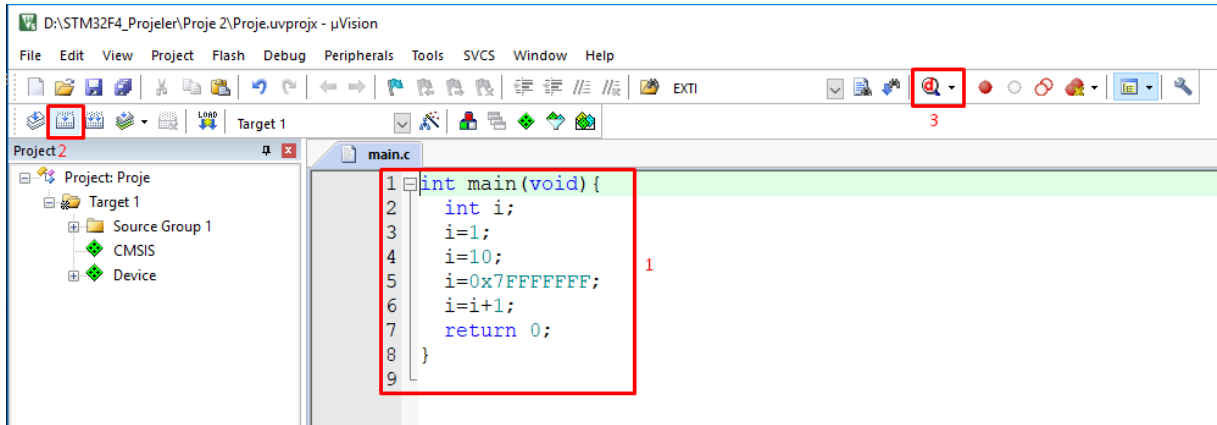
1 numaraya tıklayınca "Options for Target ..." penceresi açılacak.



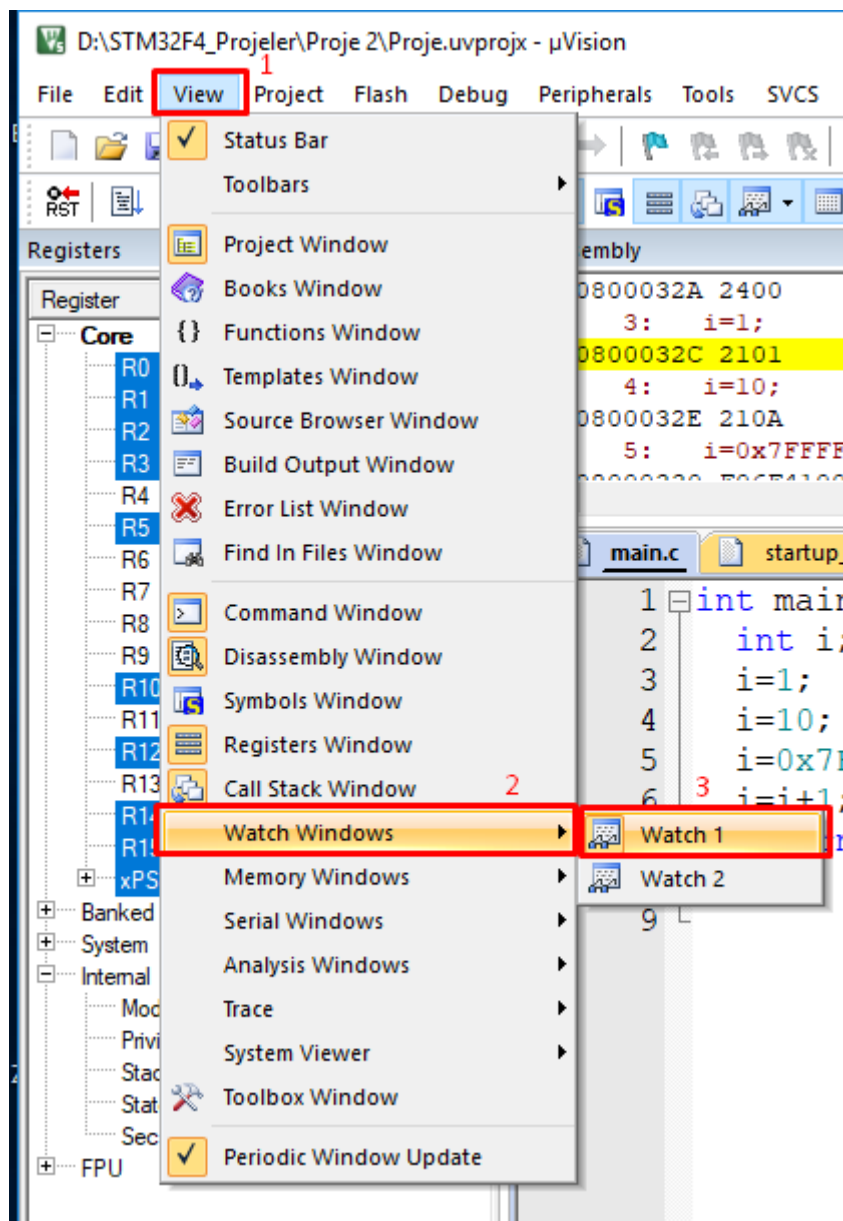


Diğer pencere de OK butonuna tıklanarak kapatılır.

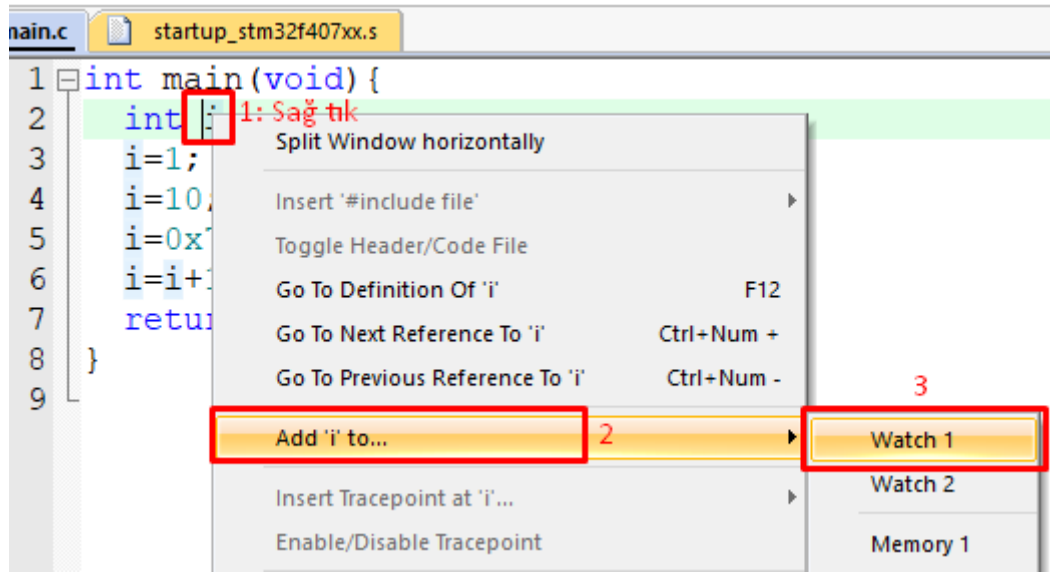
Kodlar yazıldıktan sonra Build ve Debug butonlarına basılmalıdır.



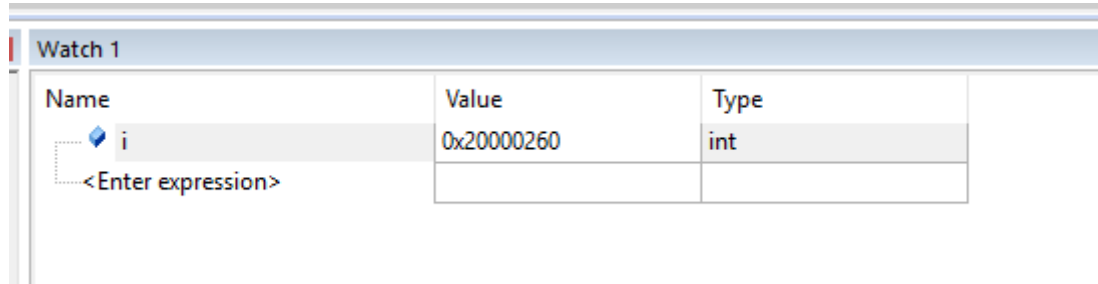
Debug modunda



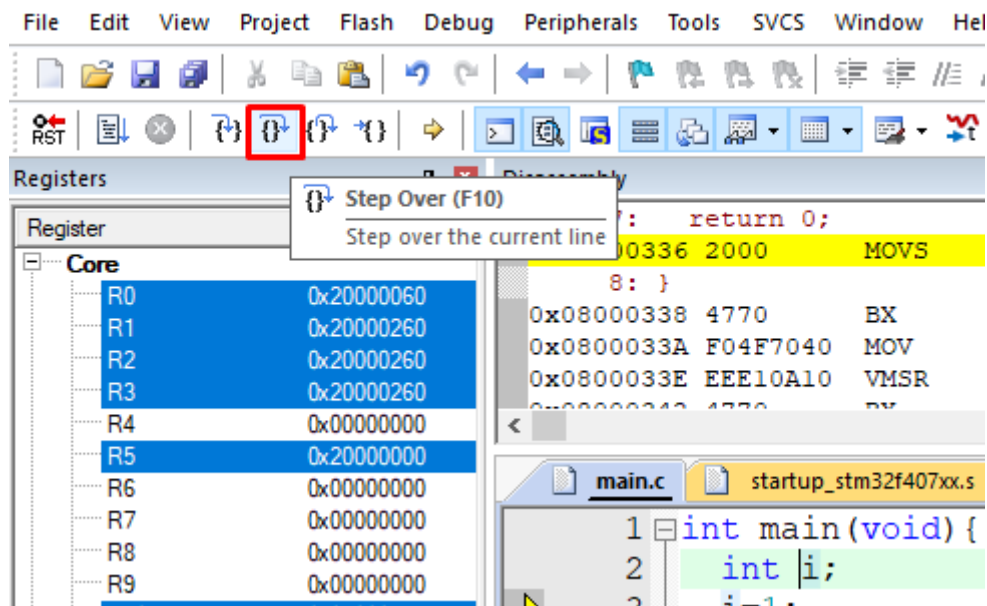
i değişkeninin üzerine sağ tıklayarak



i değişkeni Watch 1 penceresine eklenmelidir.



Step Over butonu ile adım adım çalıştırılarak i değişkeninin değeri Watch penceresinden takip edilebilir.



1

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int main(void) {  
    int i;  
    i=1;  
    i=10;  
    i=0x7FFFFFFF;  
    i=i+1;  
    return 0;  
}


Watch 1


Name	Value	Type
 i	0x7FFFFFFF	int
<Enter expression>		

 Call Stack + Locals

Watch 1

 Trace Exceptions

 Event Counters

 Memory