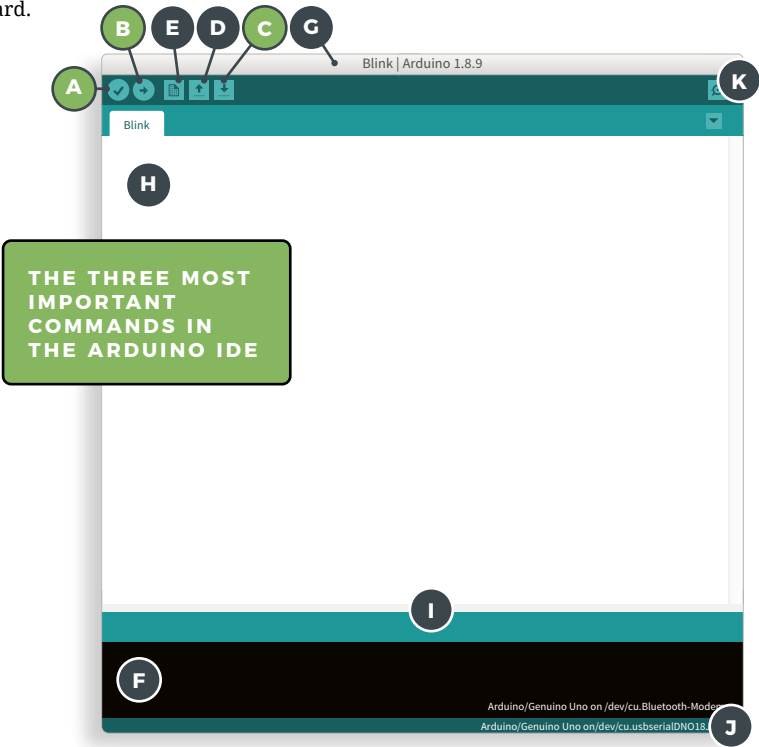## 5. OPEN THE ARDUINO IDE:

Open the Arduino IDE software on your computer. Poke around and get to know the interface. We aren't going to code right away; this step is to set your IDE to identify your RedBoard.

THE THREE MOST IMPORTANT COMMANDS IN THE ARDUINO IDE

GRAPHICAL USER INTERFACE (GUI)		
A	VERIFY	Compiles and approves your code. It will catch errors in syntax (like missing semicolons or parentheses).
B	UPLOAD	Sends your code to the RedBoard. When you click it, you should see the lights on your board blink rapidly.
C	SAVE	Saves the currently active sketch.
D	OPEN	Opens an existing sketch.
E	NEW	Opens up a new code window tab.
F	DEBUG WINDOW	Displays any errors generated by your sketch.
G	SKETCH NAME	Displays the name of the sketch you are currently working on.
H	CODE AREA	Where you compose or edit the code for your sketch.
I	MESSAGE AREA	Indicates if the code is compiling, uploading or has errors.
J	CONNECTION AREA	Displays the board and serial port currently selected.
K	SERIAL MONITOR	Opens a window that displays any serial information your RedBoard is transmitting (useful for debugging).