**The Arduino Process**

Arduino is an open-source platform used for building electronic projects and consists of both a physical programmable circuit board (and some cases a microcontroller) and a piece of software (IDE) where you can write and upload computer code to the physical board. Atmel studio 7 is another development platform for developing and debugging microcontroller applications. In Atmel studio you can import Arduino sketches seamlessly as C++ projects which can also help in debugging.

**Debugging**

To begin debugging you will need a debugger/programmer, an Arduino and the Atmel Studio IDE. To begin you want to make a hardware change to allow ‘debugWire’ to work with the Arduino, also a good thing to keep in mind is that programming the sketch using AtmelStudio will wipe out the Arduino bootloader, so it might be a good idea to recover it if you plan on using it in future projects.

**Loading sketch into Atmel Studio**

Loading a sketch into Atmel studio 7 is easy. You simply open the Atmel Studio IDE, select file then select new project, after that a prompt will popup and you will see at the bottom “create project from Arduino sketch” select it and click ok. Another prompt will popup and all you need to do is click on the ‘…’ in the first box at the top and find the Arduino sketch you wish to load into Atmel Studio.