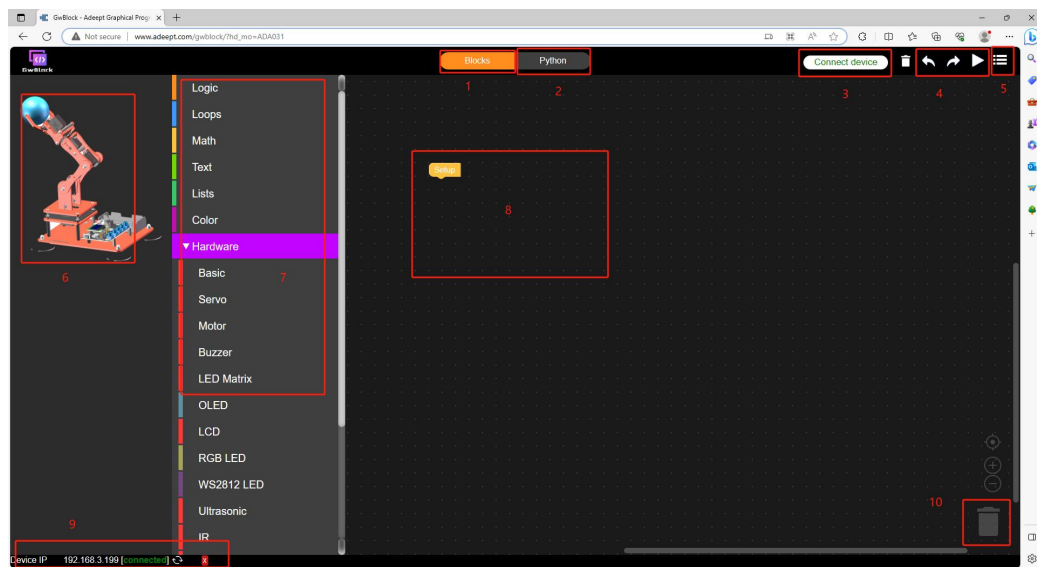


## 2 Introduces Arduino's graphics editor GwBlock

The functions of the buttons on the main interface of the GwBlock editor will be described in detail below according to the function numbers in the picture. As shown below:





**【 1 】** Blocks: Click this button to switch to the programming mode of the graphical code block.


**【 2 】** Python: Click this button to display the edited graphical code block in the form of Python code.


**【 3 】** Connecting device: Click this button to connect to the Arduino development board, which requires you to enter the IP address.

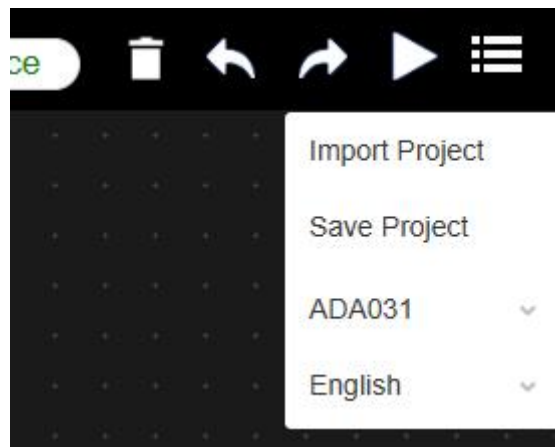
**【 4 】** :

(1)  is the cancel button. Click it to return to the state of the previous operation (cancel this operation).

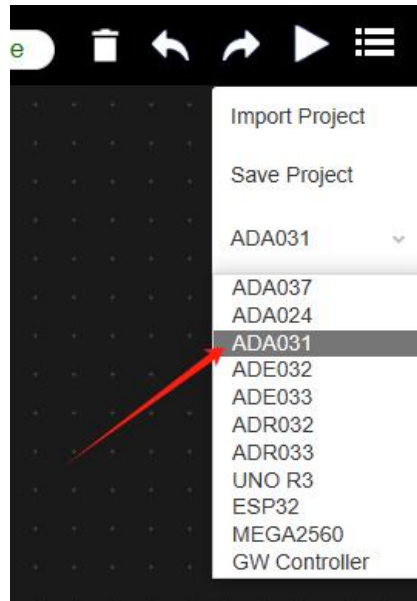
(2)  is the forward button. Click it to advance to the state of the next operation.

(3)  is the button to run the program. Click it to run the correct program we have compiled.

【5】  is a drop-down menu button:



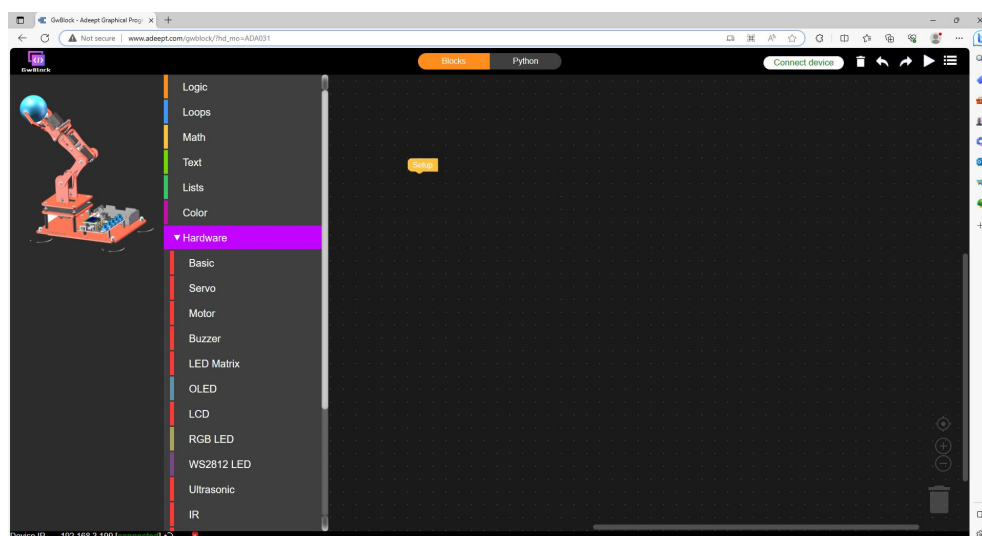
Under the drop-down menu button, you can "Import project file" and "Save project file". In addition, by the drop-down button on the right of ADA031, you can switch to the programming mode of different controllers. We are using ADA031 of the development board in the current course, so we choose ADA031 mode to programmatically control Arduino.



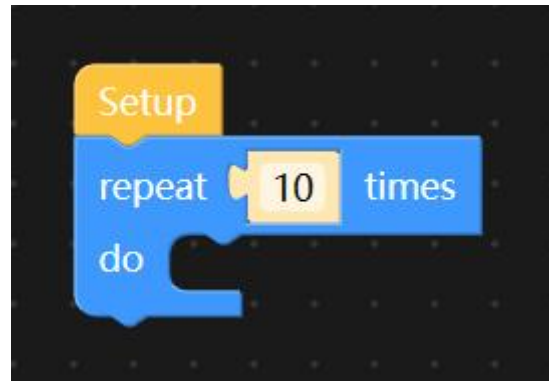
You can also switch the language display mode of the editor by the drop-down button to the right of English. Currently, we only support English and Simplified Chinese.

【6】 This is the picture of the product, indicating that it is currently in Arduino programming mode of this product.

【7】 This is the code instruction module toolbar. You can select the code instruction block you need here.



【8】 This is the editing area (code area or work area), where we edit the code instruction block. Each code instruction block must be placed below.



【9】 This is the connection status of the device. There are two states:

(1) The following is displayed when the device is not connected:



(2) After the device is successfully connected, the display is as follows:



【10】 This is a code trash, you can drag and drop the code instruction block to delete it.