

**Lab 1: Getting used to the programming environment****Instructor:** Dr. Carl Latino**Teaching Assistant:** Francisco Fernandes**Fall 2019****Goals**

1. Get familiar with the STM32 Cube IDE development environment:
  - a. Create an Assembly project for STM32L4 discovery kit.
  - b. Compile and send the project to the STM32L4 discovery kit.

**Lab assignment**

1. Download the zip-file containing the sample codes for this lab from **Canvas**.
2. Extract the sample codes into your computer. You need the following files in your computer:
  - **main.s;**
  - **setup\_hardware.s;**
  - **stm32l476xx\_constants.s.**
3. Follow ***Tutorial 2 - Creating a New Project from Scratch*** found on **Canvas** to create an Assembly project in the STM32 Cube IDE from scratch.
4. Follow ***Tutorial 3 - Compiling and Deploying*** found on **Canvas** to compile and send the code to the STM32L4 discovery kit. You will need to copy all three files from before in order to compile the project correctly.
5. Try to create the same project a couple of times in order to get used to the software.
6. **Once you are feeling confident, call a T.A., and show him the process of creating a project.**

**Note 1:** Do not leave class without showing the process of creating a project to a T.A.!

**Note 2:** You do not need to write any code for this lab! All needed code are provided!