**Instruction on the process of setting up the Blinky app**

1. Open STM32CubeIDE. Click “Start new STM32 project” and choose STM32f446 in the “Part Number Search” as the microcontroller.
2. Give the project name as intended (Blink).
3. Let the “Pinout & Configuration” and “Clock Configuration” as default settings
4. Click on file>save.
5. Click “Yes” when being prompt to generate Code. The IDE will then automatically generate files.
6. In the “while (1)” which is the forever loop, write the codes “HAL\_GPIOA\_TogglePin(GPIOA, GPIO\_PIN\_5); HAL\_Delay(1000);”
7. Click project>build project.
8. When that completes, click run>Debug As>STM32 Application.
9. When the Debug Configuration tab appears, leave all the settings as default.
10. Then, click the “Play” button to run the program on the Nucleo board.