Add libraries

Ⅰ.Install Arduino libraries

As you become familiar with the Arduino software and the built-in features, you may want to extend the Arduino functionality with other libraries.
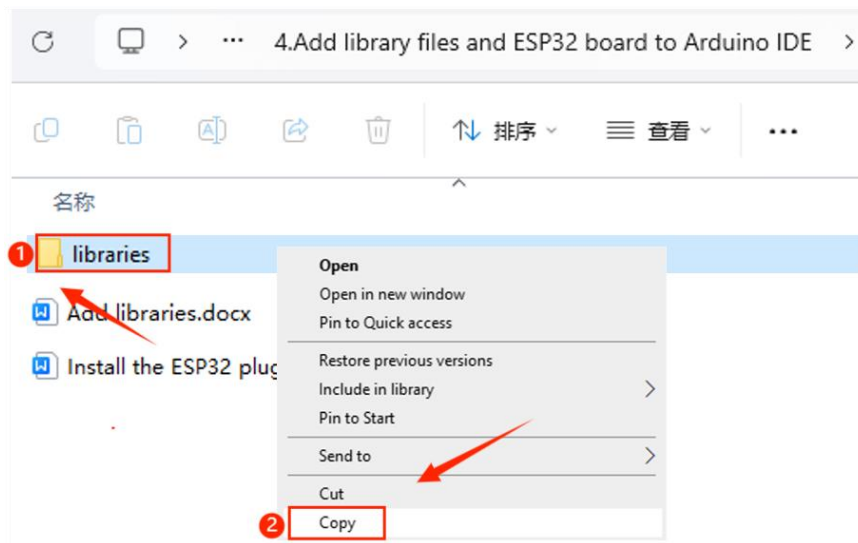
Ⅱ.What are libraries?

For example, the built-in LiquidCrystal library lets you easily talk to character LCD displays. There are hundreds of additional libraries available for download on the Internet. The built-in libraries and some of these additional libraries are listed in Resources, and to use the additional libraries, you need to install them.
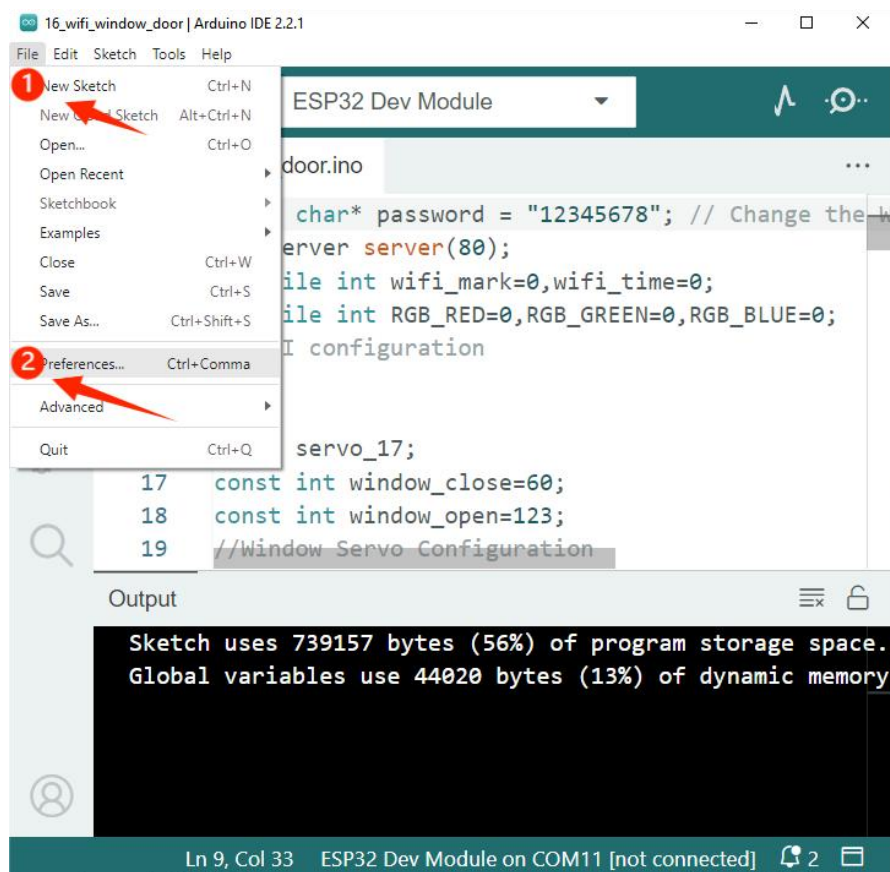
Ⅲ.How to install Libraries

1.The easiest way to add a library

We have provided all the libraries that you may need in this course in the libraries folder. Just copy the libraries folder to your Arduino installation path, do the following:
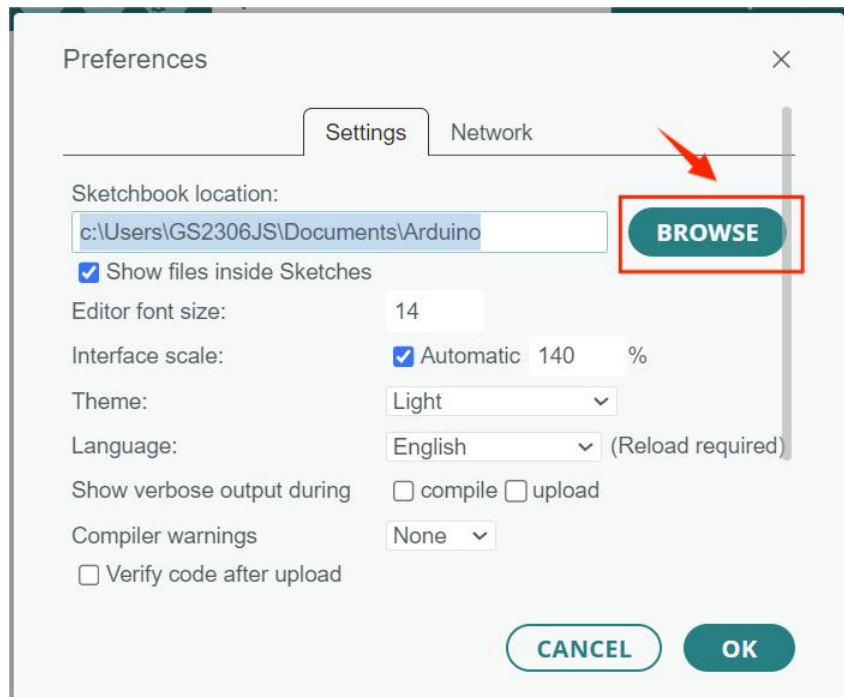
Copy the "libraries" folder.

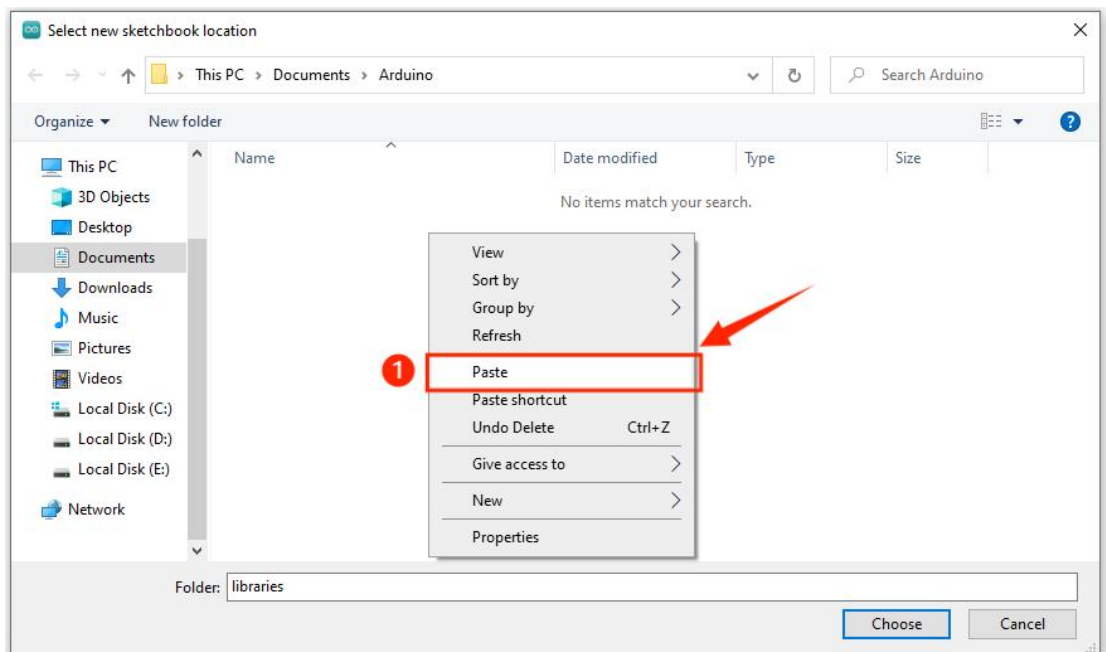Open the Arduino IDE and find Preferences in File.
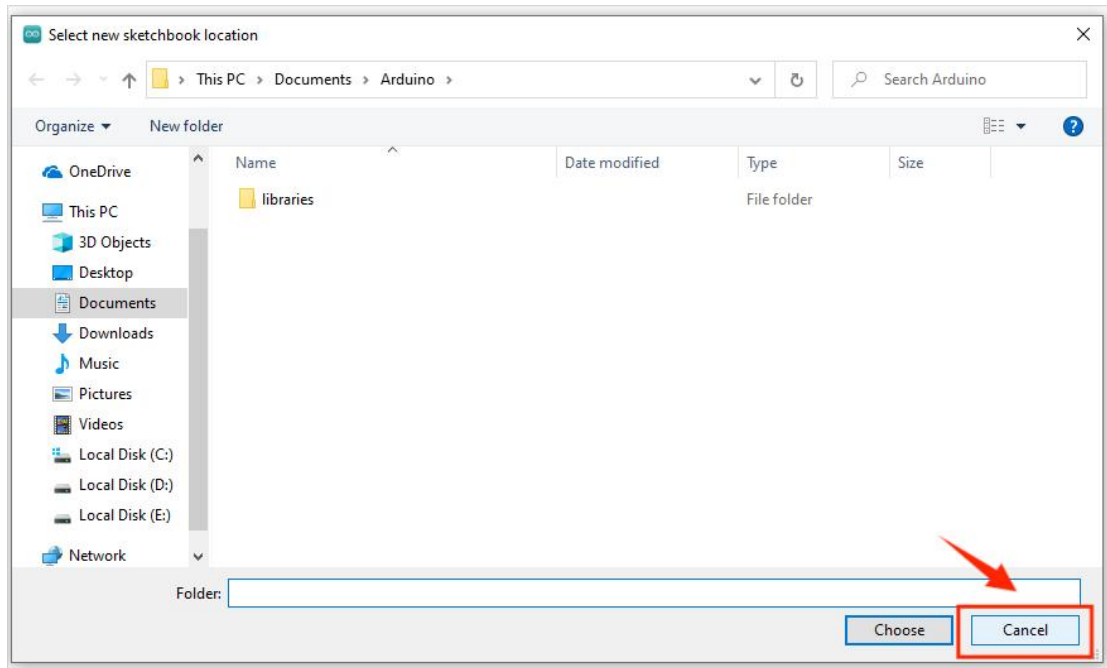

Find the Sketchbook location and click "BROWSE".

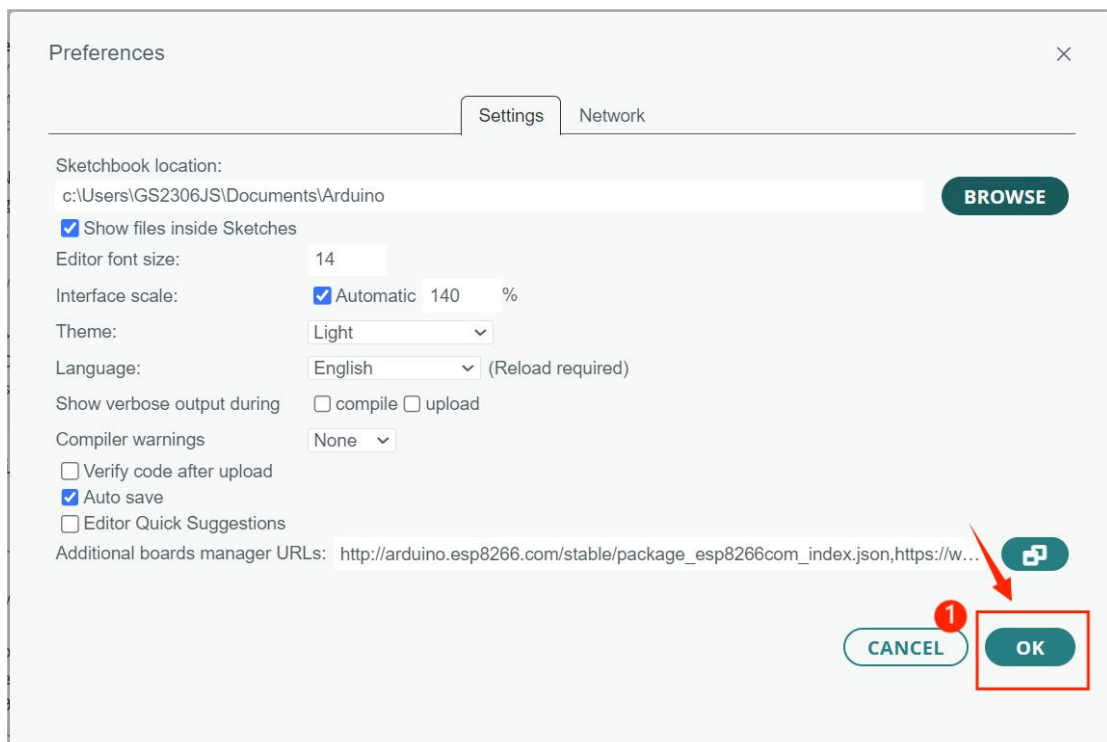Note: Do not change the path where the Sketchbook location is stored.

Go to the location and paste "libraries" in there, as shown in the figure, and the libraries are in place.(usually This PC - Documents - Arduino)
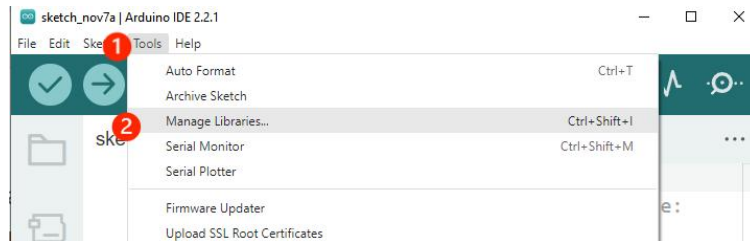

Once you're done, click "Cancel".

Finally, click "OK". If the library is fully added, your program will compile or upload smoothly.

2.Use a library manager

To install a new library in the Arduino IDE, you can use the manager libraries.

Open the Arduino IDE and click"Tools>Manage Libraries".

Find the library you want in the search bar and click Install. For example, if you need the library Servo, you can search for it in the search bar, find it, and click Install.