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setup()

[Sketch]

Description

The `setup()` function is called when a sketch starts. Use it to initialize variables, pin modes, start using libraries, etc. The `setup()` function only run once, after each powerup or reset of the Arduino board.

Example Code

```
int buttonPin = 3;

void setup() {
  Serial.begin(9600);
  pinMode(buttonPin, INPUT);
}

void loop() {
  // ...
}
```

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