

## **1. Additional Project Directory Settings in Keil if your main file is written in C**

Go to Project -> Options for Target and select the C/C++ tab.

In the Include Paths section, add the path to the directory containing **system\_stm32l476xx.h**.

For example, you might add something like

C:\Keil\_v5\ARM\PACK\Keil\STM32L4xx\_DFP\your\_version\Drivers\CMSIS\Device\ST\STM32L4xx\Include

## **2. Add the Required Files in the Correct Directories (Alternative Way)**

The system\_stm32l476xx.h file is typically found in STM32's HAL (Hardware Abstraction Layer) library. If you don't have this file in your project directory, follow these steps:

Download the STM32Cube L4 HAL library from ST's official website or through STM32CubeMX.

In the downloaded library, locate the system\_stm32l476xx.h file, usually found in Drivers\CMSIS\Device\ST\STM32L4xx\Include.

Add this file to the Include folder in your project directory or directly to your project.