4. How to Add a Library?

What are Libraries?

Libraries are a collection of code that makes it easy for you to connect to a sensor, display, module, etc.

For example, the built-in LiquidCrystal library helps talk to LCD displays. There are hundreds of additional libraries available on the Internet for download.

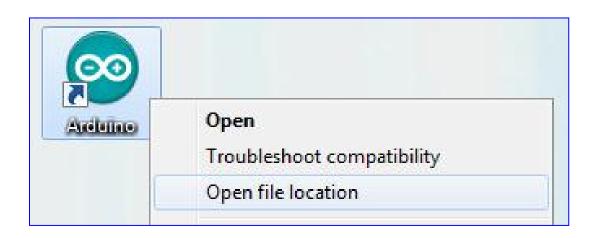
The built-in libraries and some of these additional libraries are listed in the reference.

How to Install a Library?

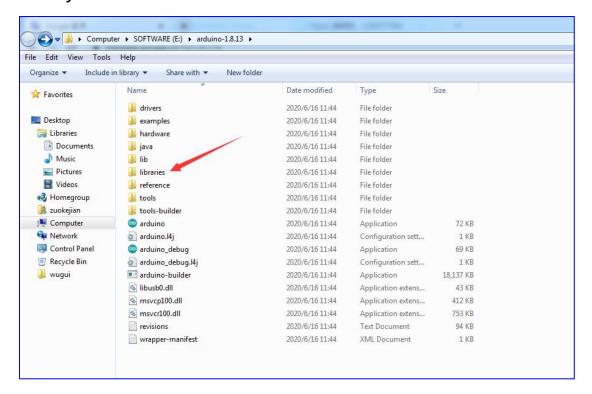
Here we will introduce the most simple way for you to add libraries.

Step 1: After downloading well the Arduino IDE, you can right-click the icon of Arduino IDE.

Find the option "Open file location" shown as below:



Step 2: Enter it to find out libraries folder, this folder is the library file of Arduino.



Step 3: Next to find out the "libraries" folder of this kit(seen in the link: https://fs.keyestudio.com/KS0349), you just need to replicate and paste it into the libraries folder of Arduino IDE.

