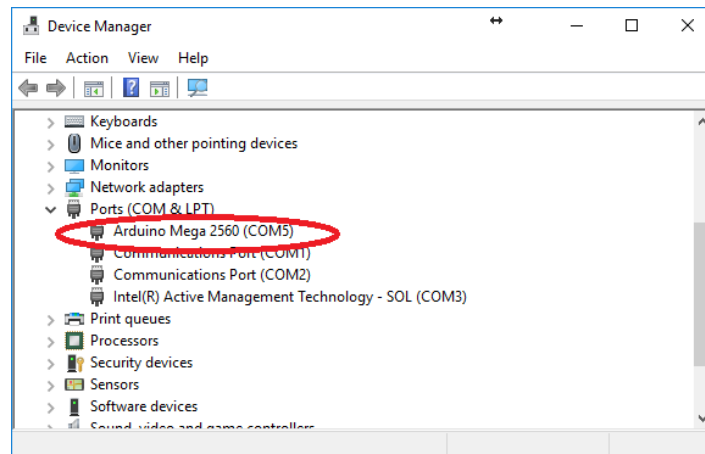


Note that some labels on the board are not correct. Strictly follow the provided wiring guidelines and use the same ports that is mentioned in the lab instructions.

To connect the board to your computer, use the USB Type-B port on the Arduino (left). A green light should be visible on the Arduino board on the back of the development board.

Use the provided cables to make connections from Port C to the LEDs. To connect correctly, none of the wires need to cross over (Connect LED2-LED9 to PC0-PC7 respectively).

To work out which COM port the Arduino is connected to, open Device Manager. You may get a warning about administrator privileges that you can ignore. Scroll down to 'Ports (COM & LPT)'. There should be one item called 'Arduino Mega 2560 (<portname>'. See the example figure below.



Programming

Download the file 'Downloader' from the Lab3 on the course website. Extract the files and open the folder.

Run the batch file 'console.bat' to open up a command prompt. To load the test program, run use the download command:

```
download <comport> test.hex
```

<comport> is the name of the port you found earlier. Eg : COM3 or COM16

If the download is successful and the LEDs are connected correctly, the LEDs should start flashing one by one.

To download a different hex file, replace 'test.hex' with the path to the other file.