How to Add Libraries

(1) 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.

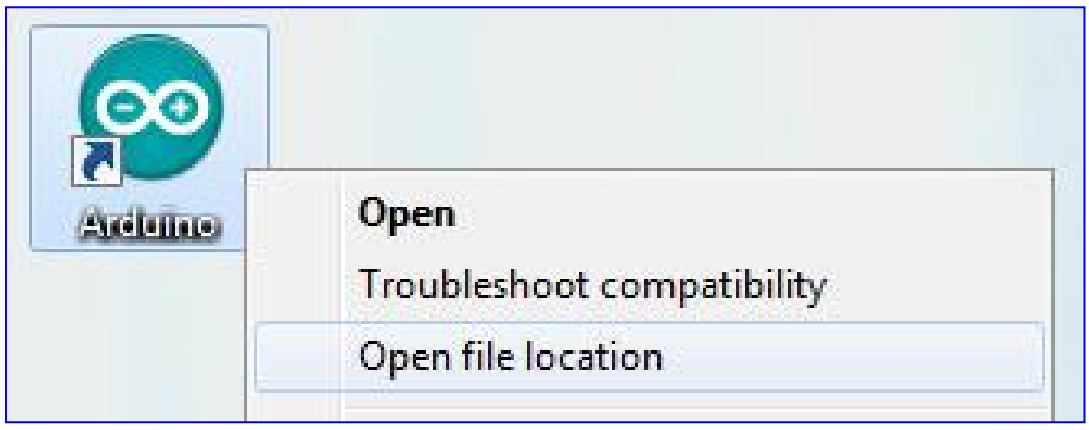
The built-in libraries and some of these additional libraries are listed in the reference.

(2) How to Install a Library ?

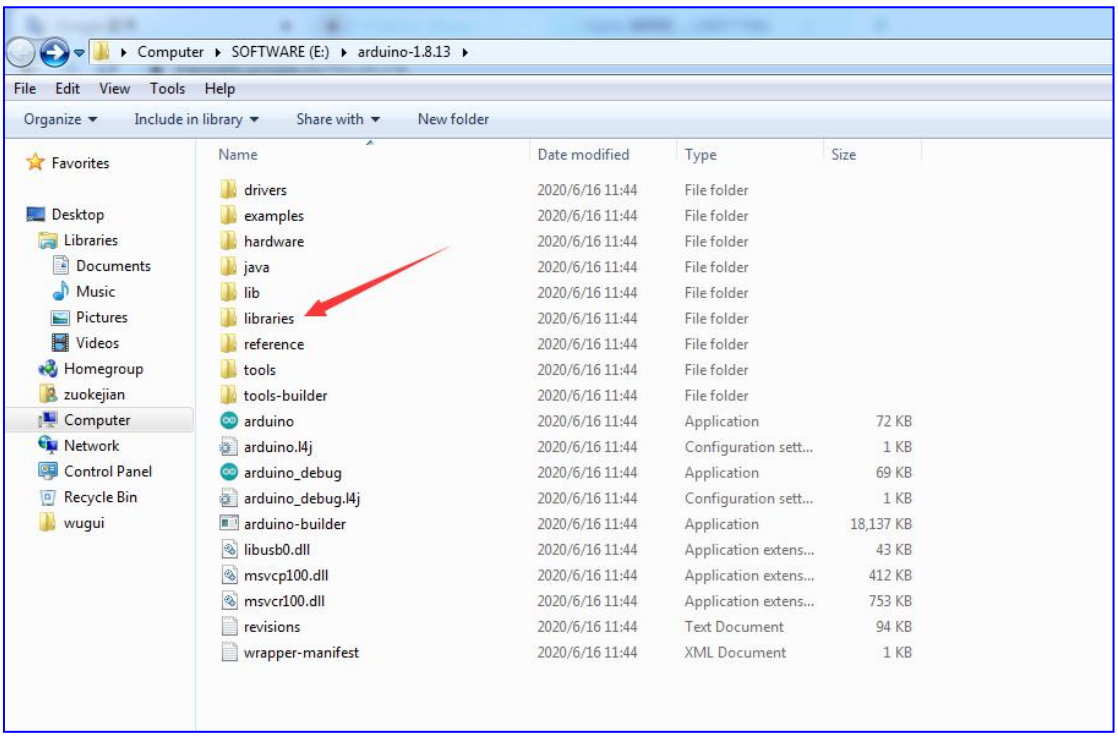
Here we will introduce the most simple way for you to add libraries .

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

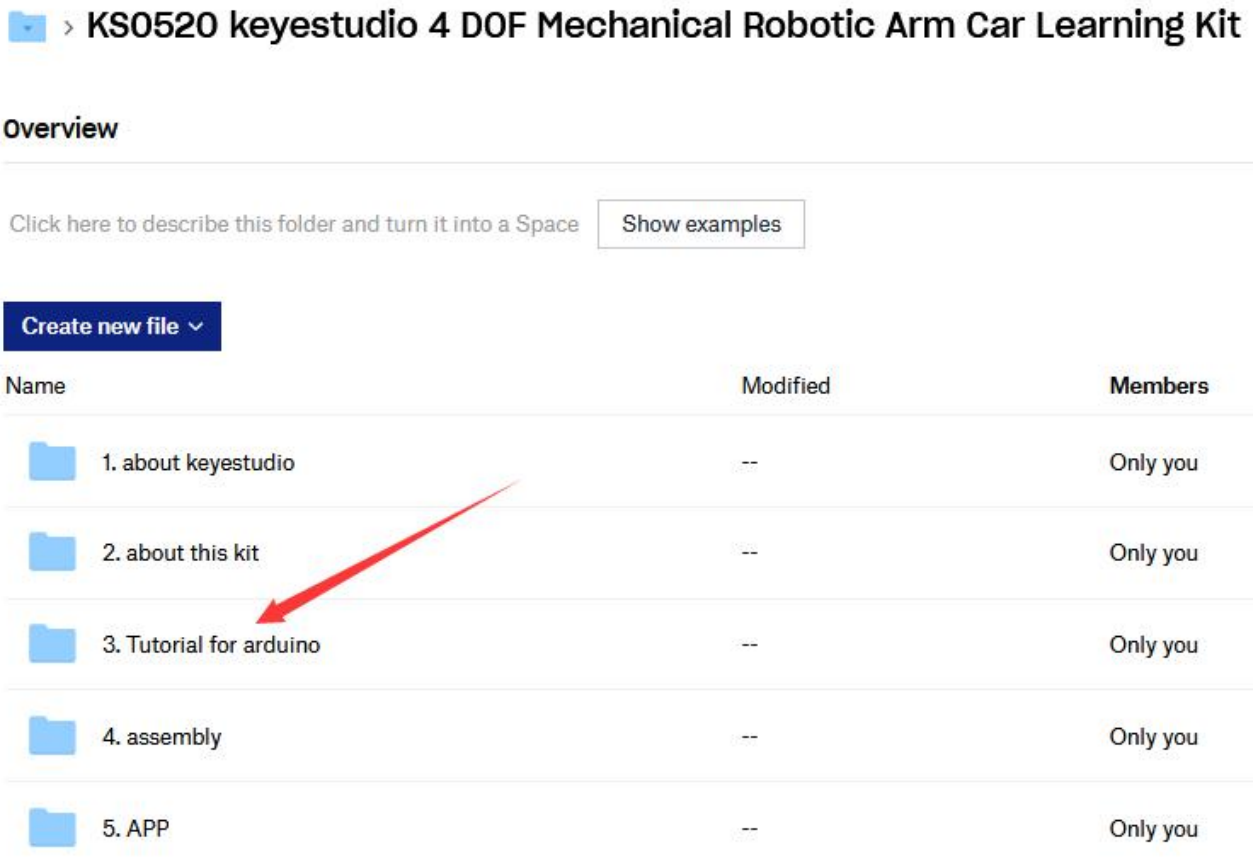
Find the option "Open file location" shown as below:

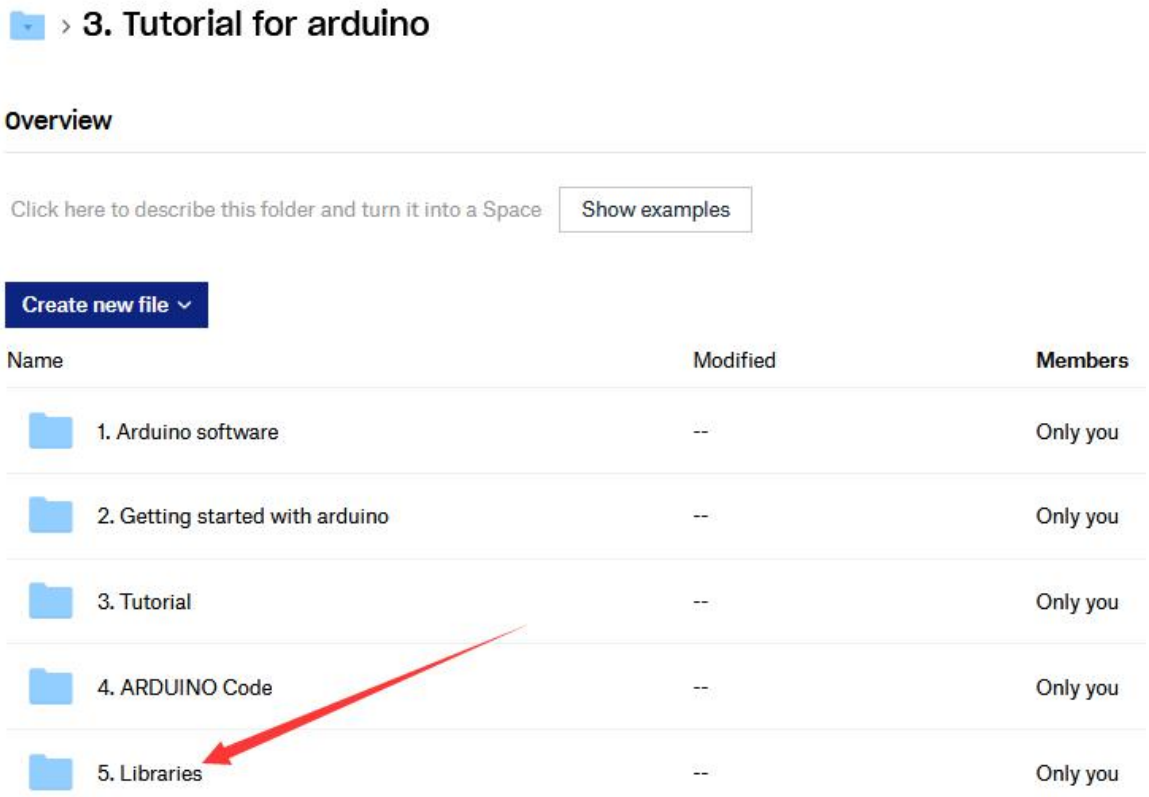


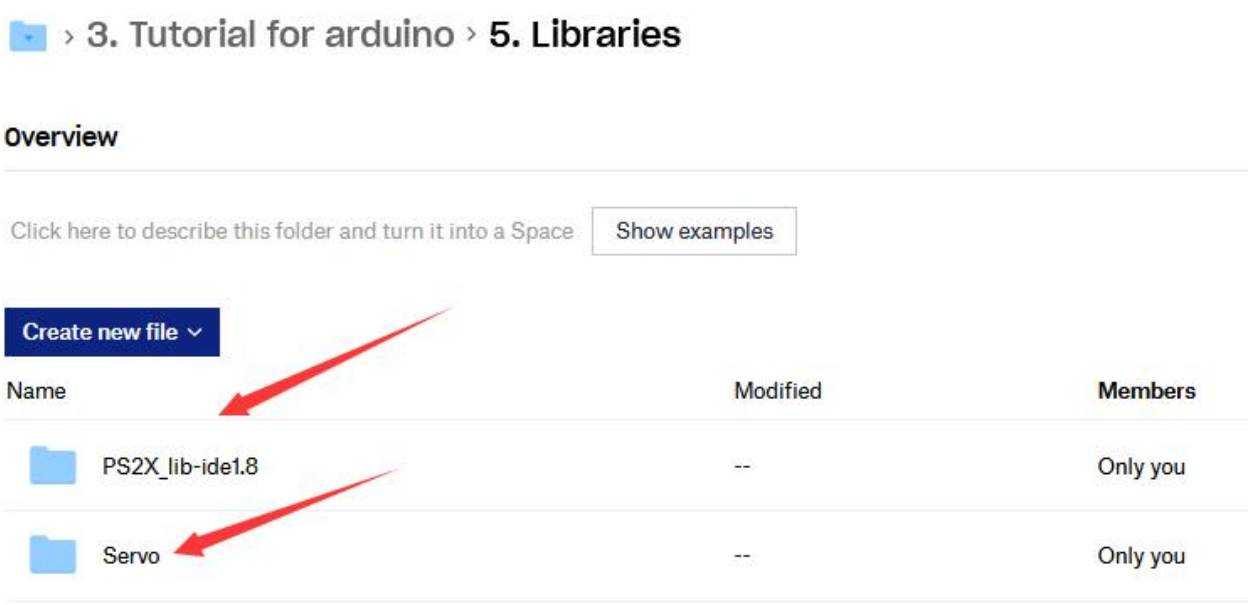
Step 2: Enter it to find out libraries folder, this folder is the library file of Arduino.

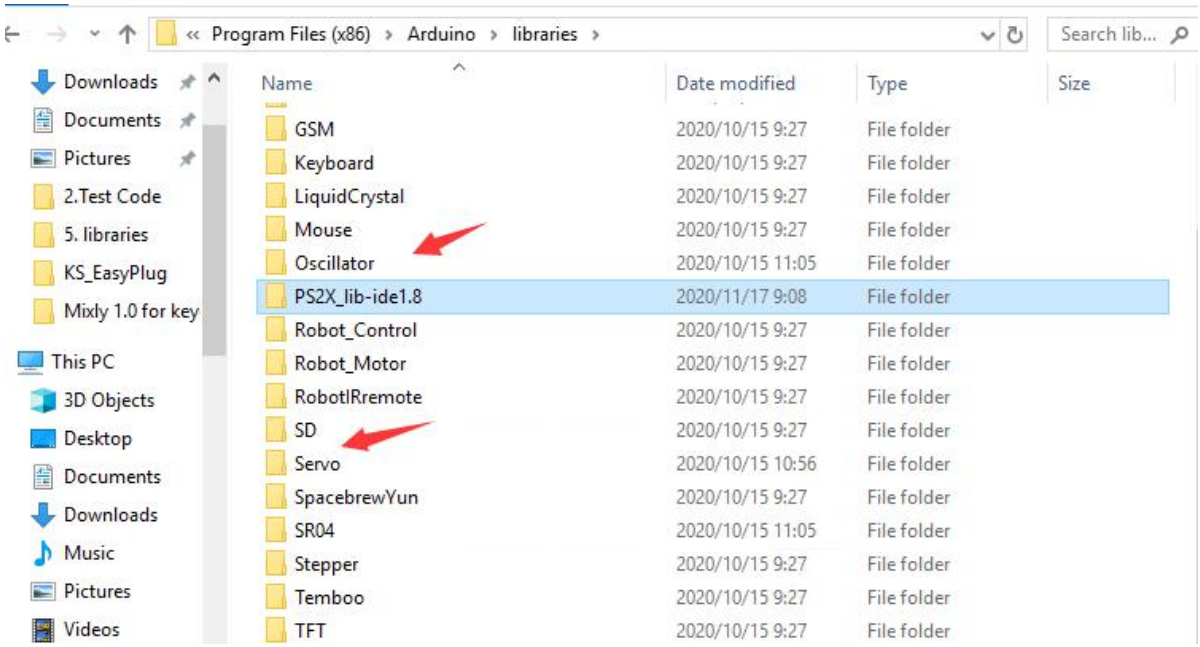


Step 3: Next to find out the "libraries" folder of 4DOF robot arm smart car (seen in the link: https://fs.keyestudiocom/KS0520), you just need to replicate and paste it into the libraries folder of Arduino IDE.


KS0520 keyestudio 4 DOF Mechanical Robotic Arm Car Learning Kit
Overview
Click here to describe this folder and turn it into a Space
Show examples
Create new file
Name
Modified
Members
1. about keyestudio
--
Only you
2. about this kit
--
Only you
3. Tutorial for arduino
--
Only you
4. assembly
--
Only you
5. APP
--
Only you


3. Tutorial for arduino
Overview
Click here to describe this folder and turn it into a Space
Show examples
Create new file
Name
Modified
Members
1. Arduino software
--
Only you
2. Getting started with arduino
--
Only you
3. Tutorial
--
Only you
4. ARDUINO Code
--
Only you
5. Libraries
--
Only you



Copy the above libraries into libraries folder of Arduino.

Then the libraries of robot arm car are installed successfully, as shown below: