



ESP32

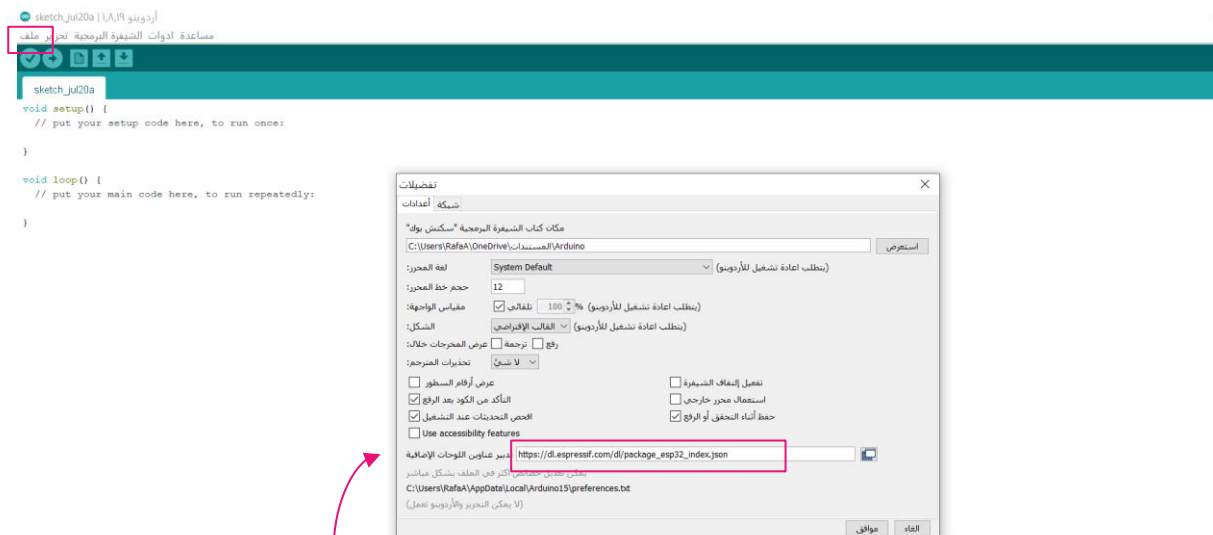
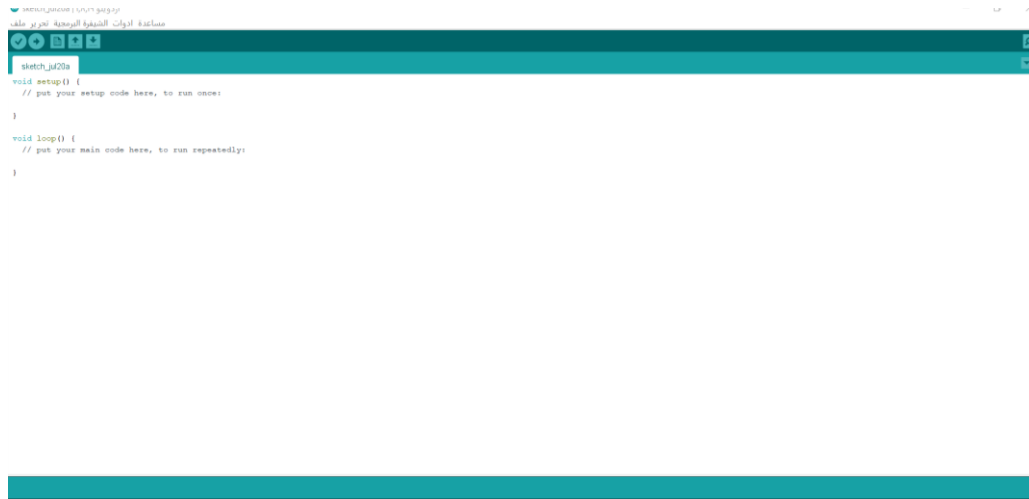
Operation steps OF ESP32

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Step 1

- download Arduino IDE

<https://www.arduino.cc/en/software>

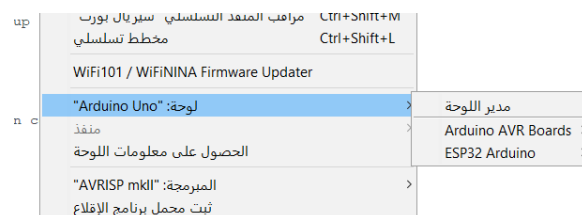
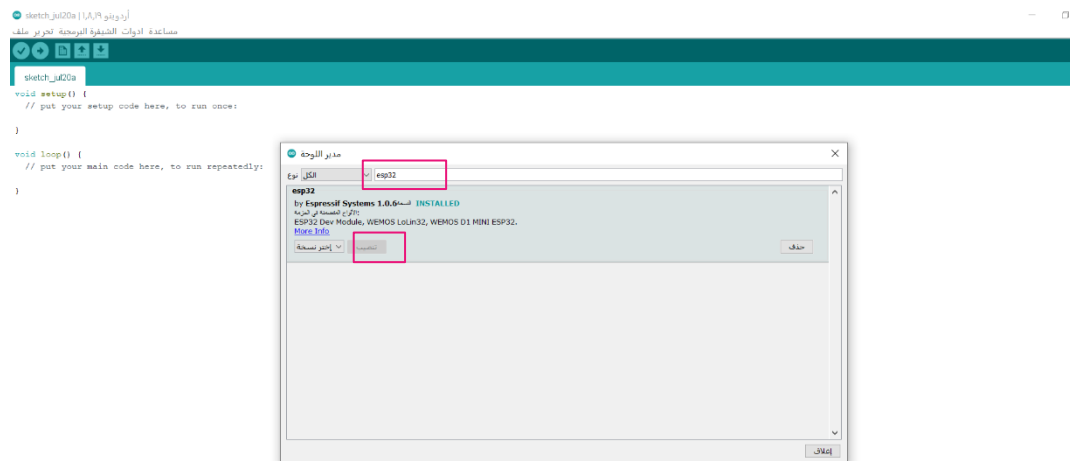


- Step 2

https://dl.espressif.com/dl/package_esp32_index.json

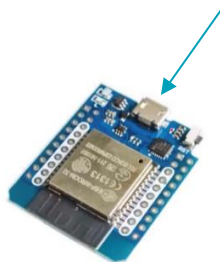
- step 3
- Download Libraries of esp 32
- Tools – Boards manager

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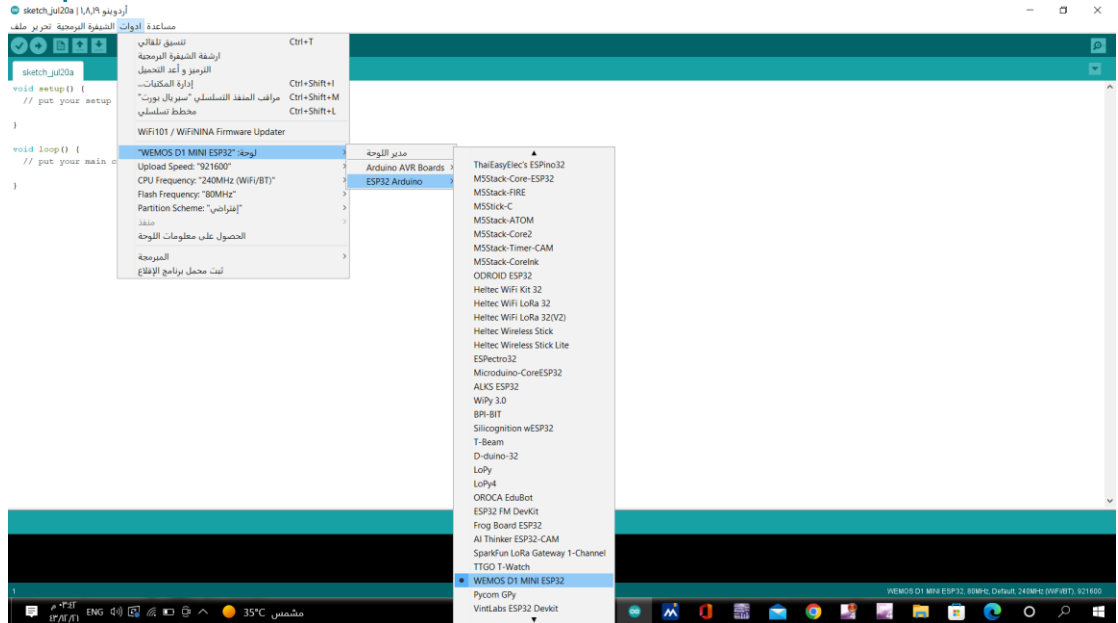


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- Step 4
- Connect the wire USP with a piece of ESP32

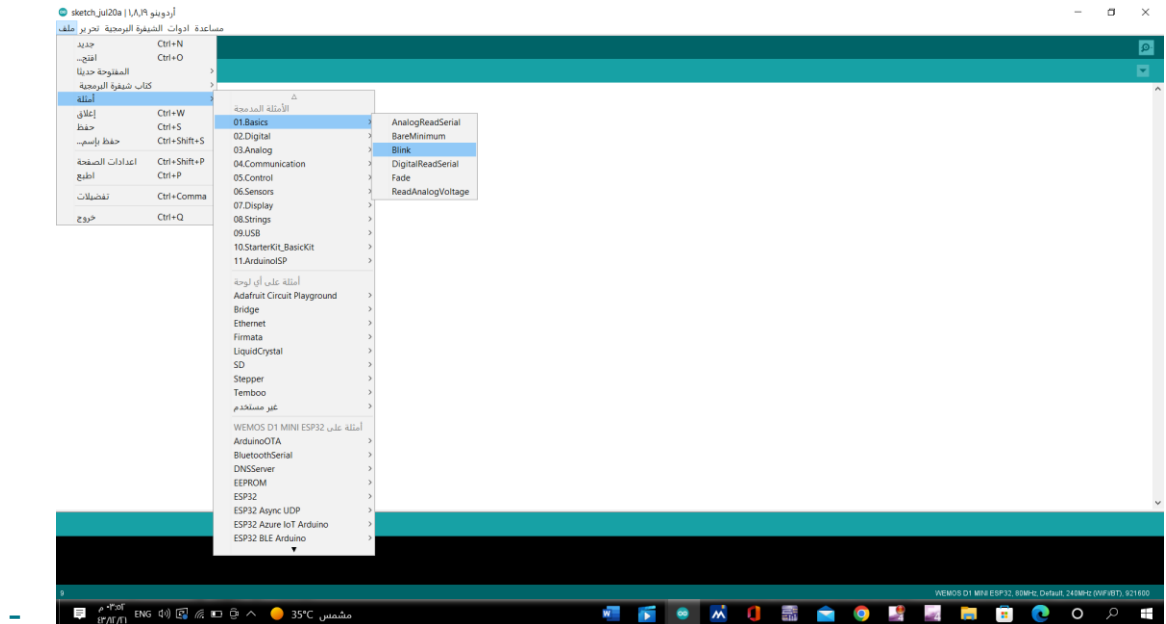


- Step 5



- Step 6

- To ensure that ESP32 is running, the cutting lights are turned on



Code page opens

```
Turns an LED on for one second, then off for one second, repeatedly.

Most Arduinoes have an on-board LED you can control. On the UNO, MEGA and ZERO
it is attached to digital pin 13, on MKR1000 on pin 6. LED_BUILTIN is set to
the correct LED pin independent of which board is used.
If you want to know what pin the on-board LED is connected to on your Arduino
model, check the Technical Specs of your board at:
https://www.arduino.cc/en/Main/Products

modified 3 May 2014
by Scott Fitzgerald
modified 2 Sep 2016
by Arturo Guadalupi
modified 8 Sep 2016
by Colby Newman

This example code is in the public domain.

https://www.arduino.cc/en/Tutorial/BuiltInExamples/Blink
*/

// the setup function runs once when you press reset or power the board
void setup() {
  // initialize digital pin LED_BUILTIN as an output.
  pinMode(LED_BUILTIN, OUTPUT);
}

// the loop function runs over and over again forever
void loop() {
  digitalWrite(LED_BUILTIN, HIGH); // turn the LED on (HIGH is the voltage level)
  delay(1000); // wait for a second
  digitalWrite(LED_BUILTIN, LOW); // turn the LED off by making the voltage LOW
  delay(1000); // wait for a second
}
```



The ESP32 is programmed and turned on