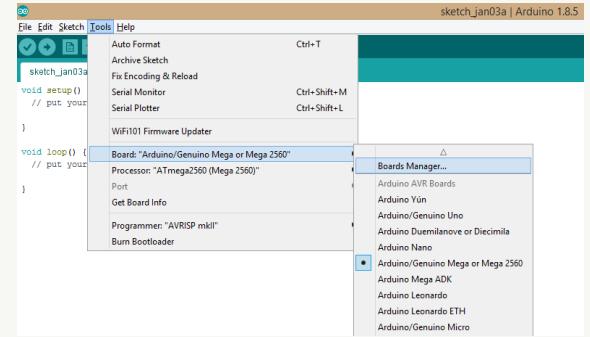
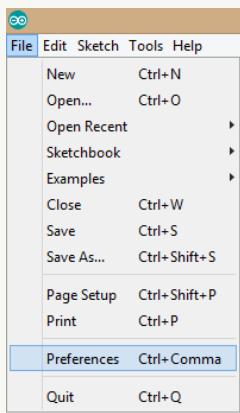


Task 1

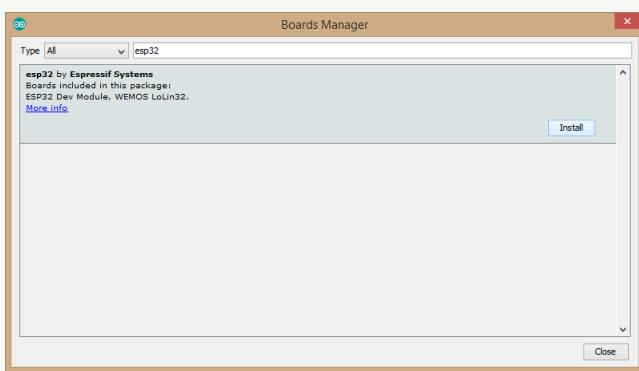
- make sure you have internet access in your computer because further steps will need internet access for installing esp32 board files on Arduino IDE.
- Open Arduino IDE go to “File” in menu bar and open “Preferences”
- As “Preferences” dialog box opens, copy the URL in “Additional Board Manager URLs” box highlighted in image below. After this select “OK”.
- Now go to “Tools>Board>Board Manager”.



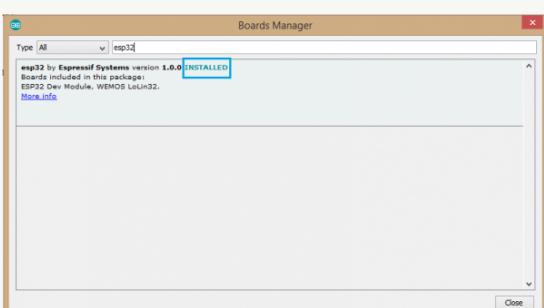
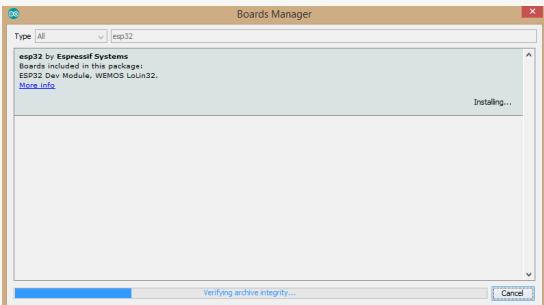
- open Board Manager you can see certain download process going at the bottom of screen. Wait till this process gets completed. Once this process is completed search for “esp32” in search box.



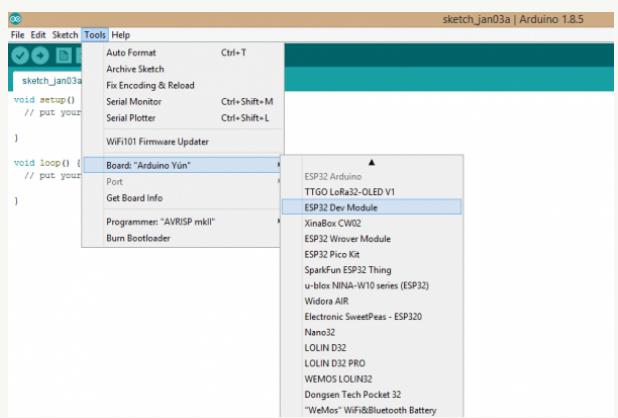
- You can see the esp32 package by Espressif Systems in Board Manager select it and then select “Install”.



- Once installation starts wait for a while till installation process gets completed. As the process is completed you can see “INSTALLED” written beside esp32 board name.



- Now close the Board Manager and goto “Tools>Board” and scroll down, there you can see a complete category of different esp32 boards under the name “ESP32 Arduino” written in grey colored fonts. In that select “ESP32 Dev Module” if you are using standard ESP32 board made by Espressif Systems or select any other depending on which board you are using.



- After selecting esp32 board you can see the board name at the bottom right corner of your Arduino screen changes to board name selected by you. Beside board name you can see certain other parameters, this are mainly parameters related to the code upload process on esp32. You can change them from “Tools” in menu bar.

```
miman_000.Lenovo-PC\Documents\Arduino\libraries\ledstrip
Users\miman_000.Lenovo-PC\Documents\Arduino\libraries\modbus_library
rs\miman_000.Lenovo-PC\Documents\Arduino\libraries\Rtc_Pcf8563
aster: C:\Users\miman_000.Lenovo-PC\Documents\Arduino\libraries\ESP32_BLE_Arduino-master
ESP32 Dev Module. Disabled, Default, QIO, 80MHz, 4MB (32Mb), 921600, None on COM1
```