

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.

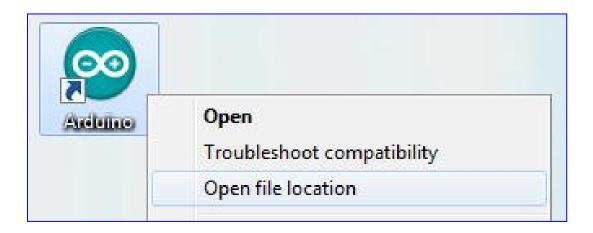
How to Install a Library?

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

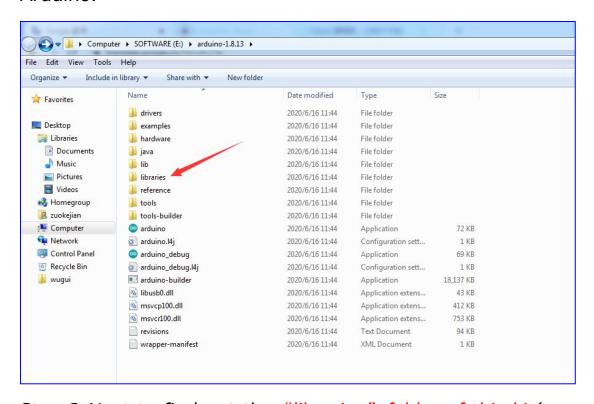
Step 1After downloading well the Arduino IDE, you can right-click the icon of Arduino IDE.

Find the option "Open file location" shown as below



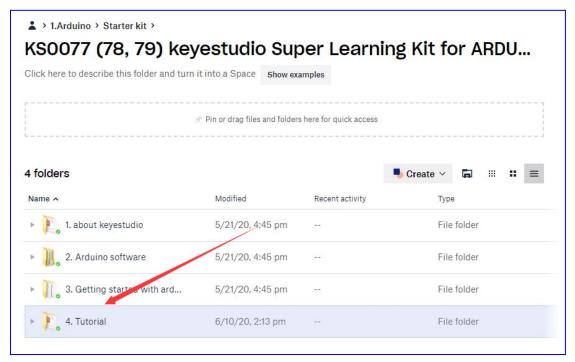


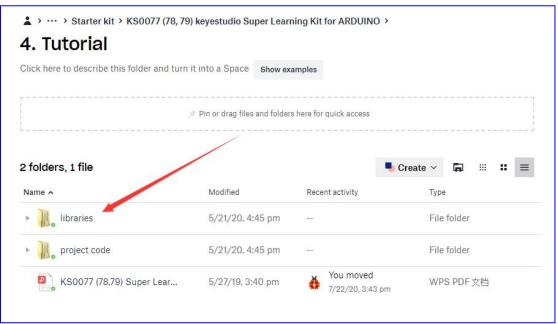
Step 2 Enter it to find out libraries folder, this folder is the library file of Arduino.



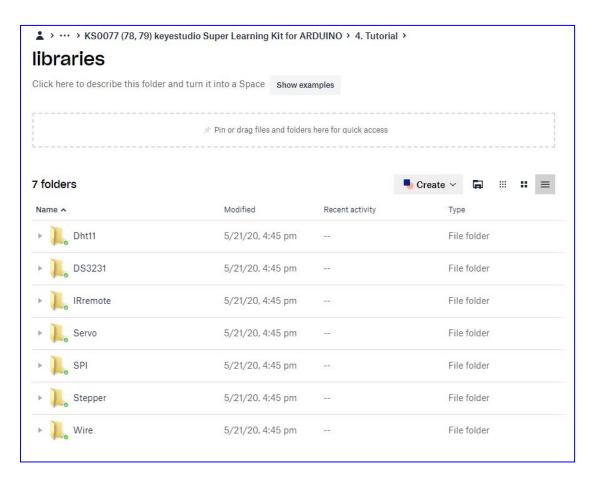
Step 3 Next to find out the "libraries" folder of this kit(seen in the link https://fs.keyestudio.com/KS0077-78-79)











You just need to replicate and paste above libraries into the libraries folder of Arduino IDE.

Then the libraries of this kit are installed successfully, as shown below



Note the Arduino software download and the driver installation of keyetudio Mega 2560 R3 board is similar to arduino V4.0 board.