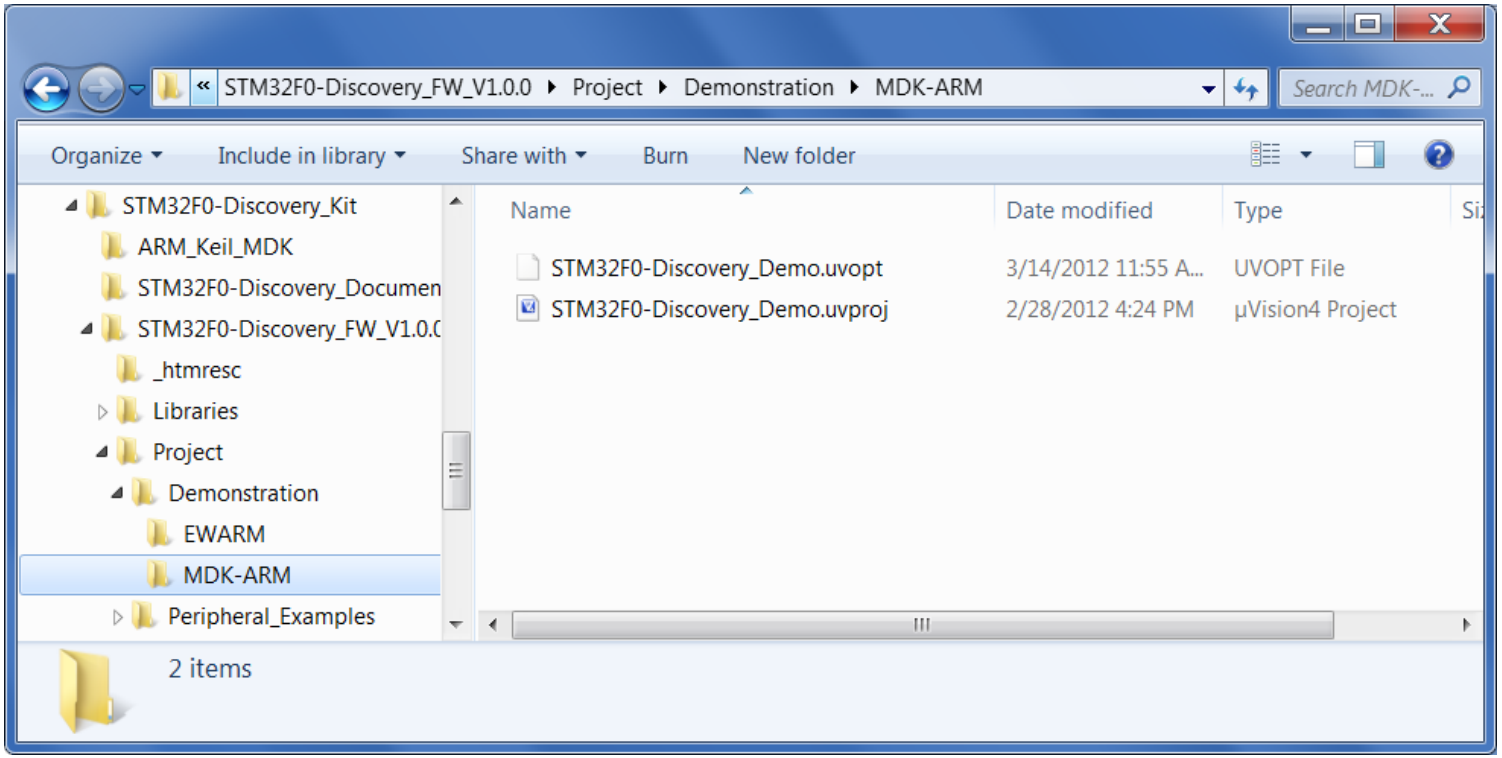
Step #1
Open FW demo project with Keil uVision

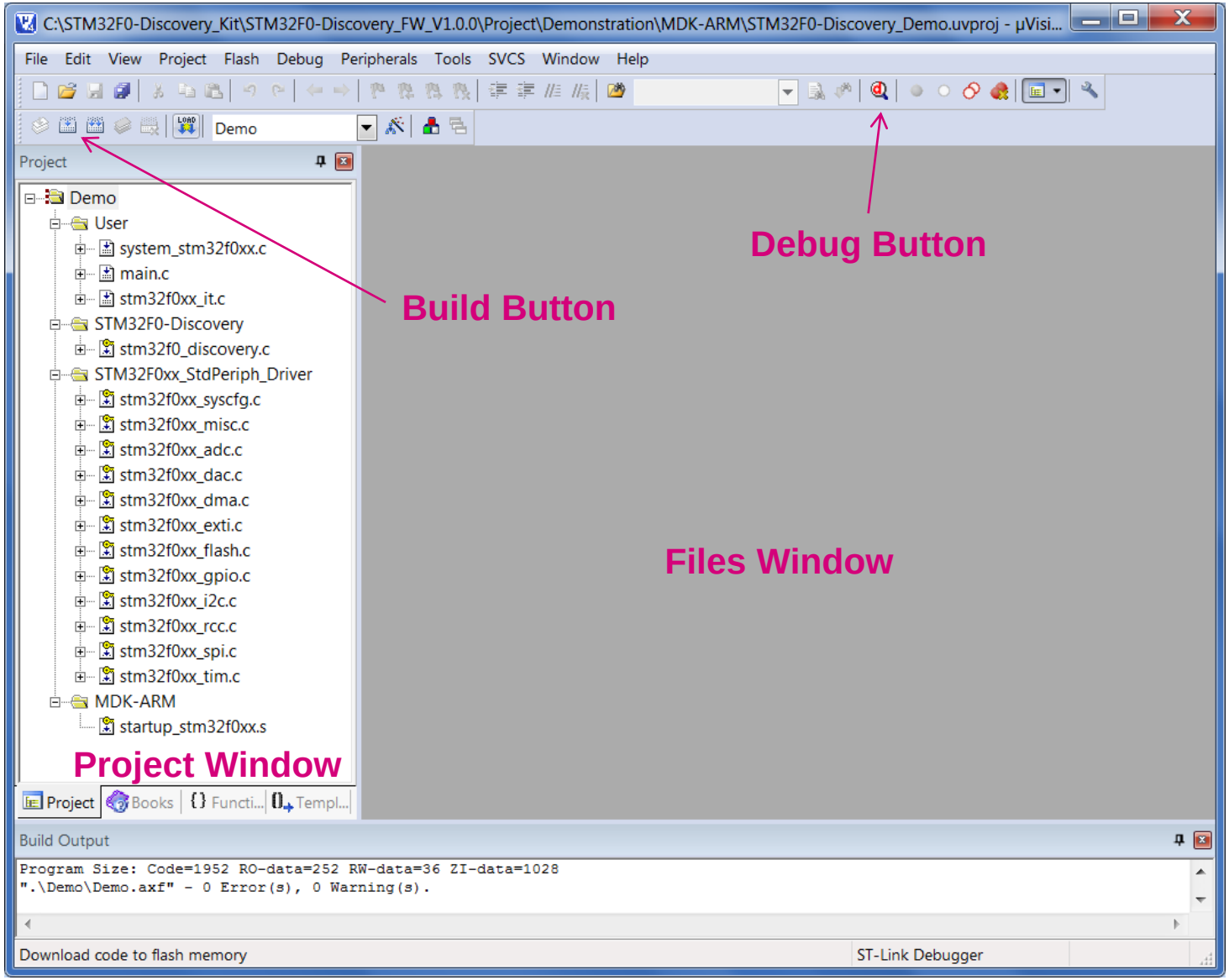
- Using explorer, go to the directory:

  C:\STM32F0-Discovery_Kit\STM32F0-Discovery_FW_V1.0.0\Project\Demonstration\MDK-ARM

- Double-click on the STM32F0-Discovery_Demo.uvproj file



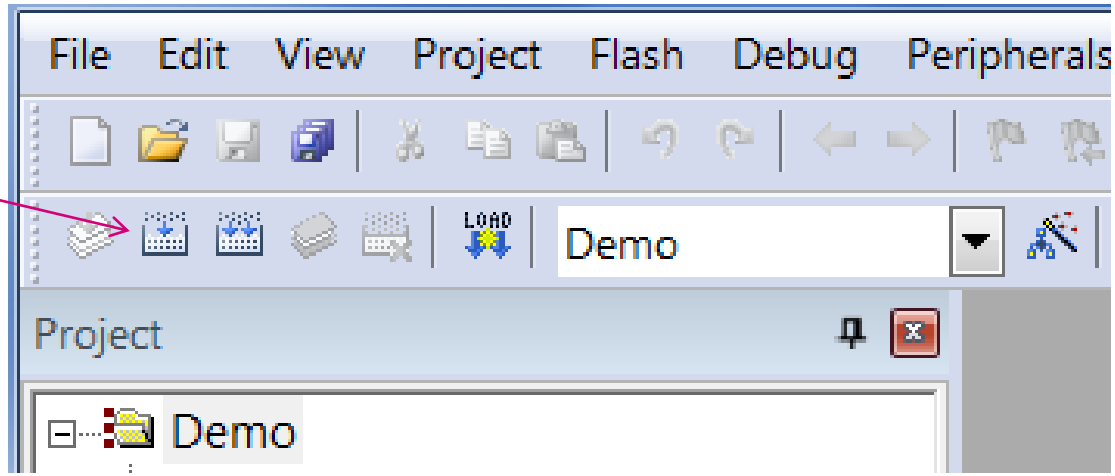
Step #1 - Inside Keil uVision



Step #2 - Compile

- Click on the Build button or Menu::Project::Build Target

Build Button



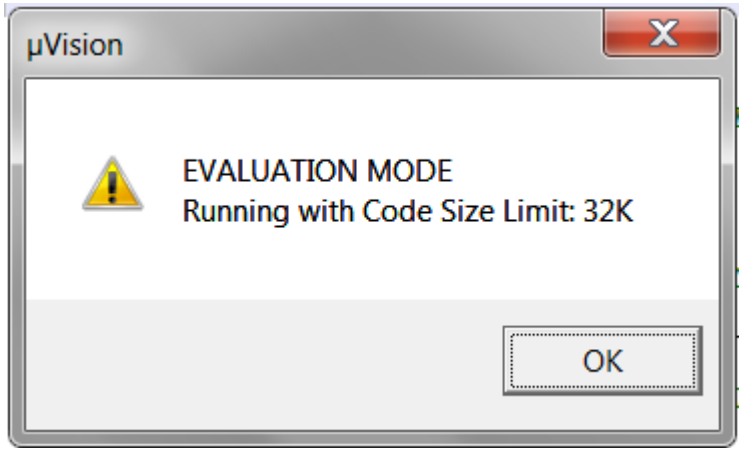
- The project should compile without errors

```
Build Output
compiling stm32f0xx_rcc.c...
compiling stm32f0xx_spi.c...
compiling stm32f0xx_tim.c...
assembling startup_stm32f0xx.s...
linking...
Program Size: Code=1952 RO-data=252 RW-data=36 ZI-data=1028
".\Demo\Demo.axf" - 0 Error(s), 0 Warning(s).
```

Step #3 - Debug

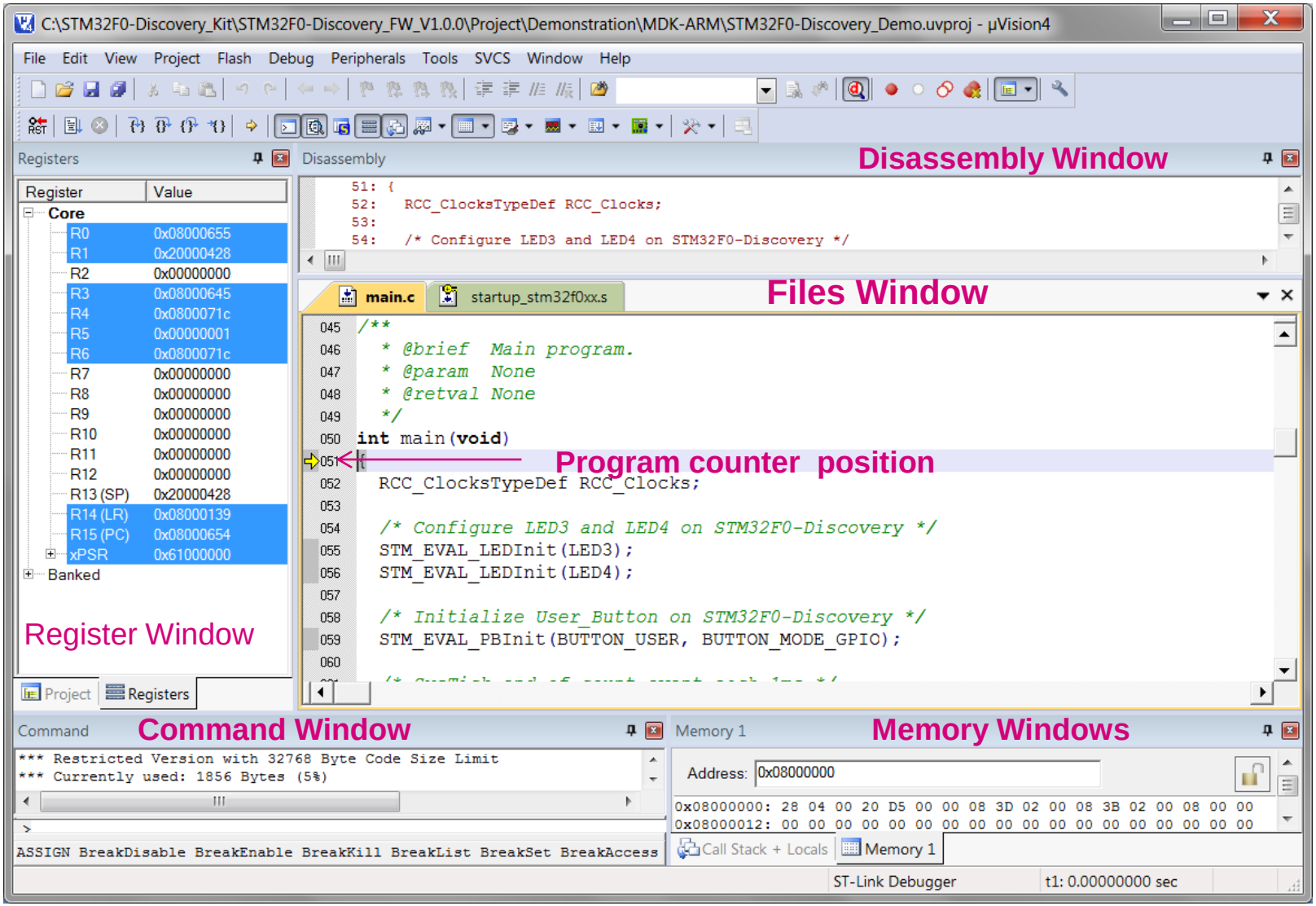
- Click on the Start/Stop Debug Session button or Menu: Start/Stop Debug Session

Debug Button



- You should receive a warning message. Click “OK”

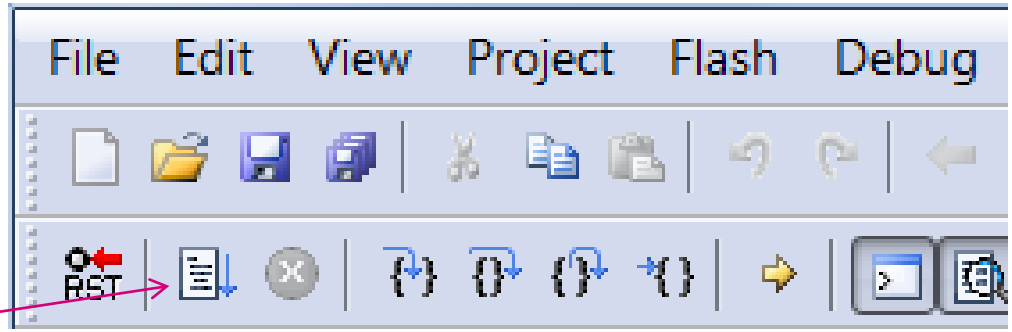
Step #4
The MDK-ARM IDE Debugger



Step #5 - Run

- Click on the Run button to start the program

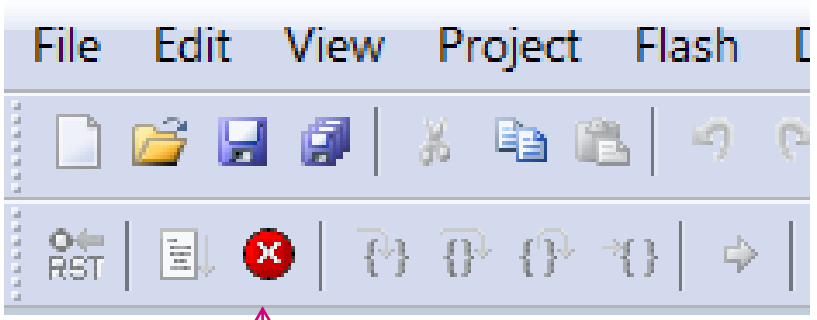
Run Button



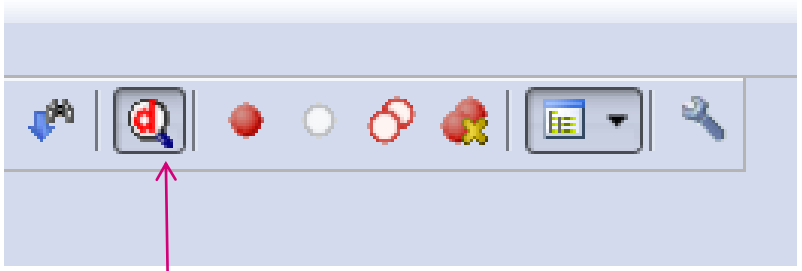
- Your STM32F0DISCOVERY board LD3 should begin flashing
  - Note: LD2 (ST-Link Status) Should be flashing

Step #5 - Run

- Mission Accomplished
- Please click on the Stop button.
- You code will stop anywhere within the program flow
- Click on the Debug button to exit from the debugger



Stop Button



Debug Button

Let’s make a change

- Double-click to open the main.c file
- Scroll down to line 100

```
092
093     /* Test on blink speed */
094     if(BlinkSpeed == 2)
095     {
096       /* LED3 toggles each 100 ms */
097       STM_EVAL_LEDToggle(LED3);
098
099       /* maintain LED3 status for 100ms */
100       Delay(100); // Your number here [10,500]
101     }
102     else if(BlinkSpeed == 1)
103     {
```

- Enter a number from 10 to 500 and place in the Delay(xxx) statement
- Compile, Debug, and Run
- Press the User button. Validate! Did it work?
- Stop debug and exit the debugger