7. How to Add Libraries?

What are Libraries ?

Libraries are a collection of code that makes it easy for you to connect to a sensor,display, module, etc.

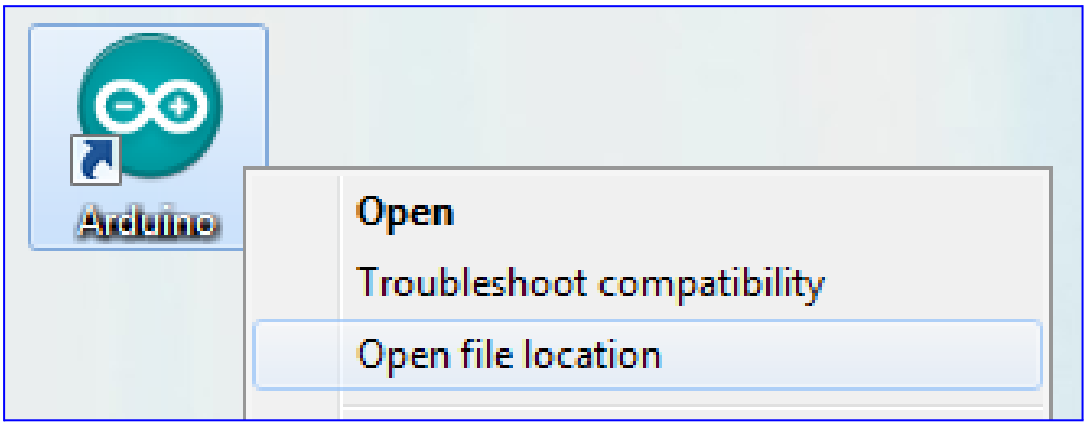
For example, the built-in Liquid Crystal library helps talk to LCD displays. There are hundreds of additional libraries available on the Internet for download.

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

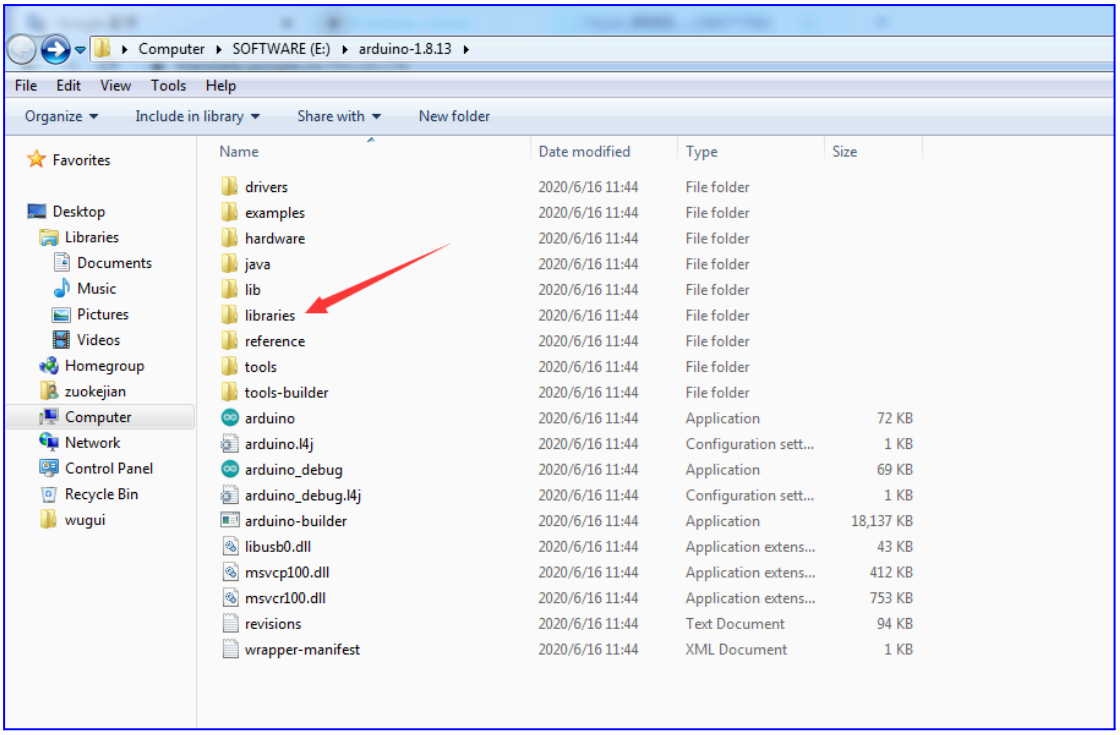
Here we will introduce the most simple way for you to add libraries .

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

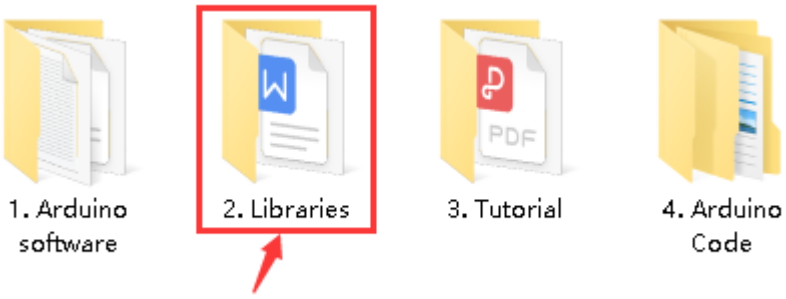
Find the option "Open file location" shown as below:



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

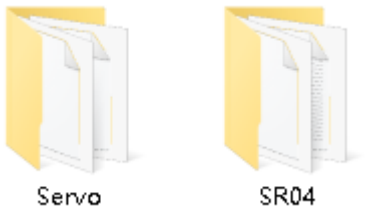


Step 3：Next to find out the folder what we sent you as follow



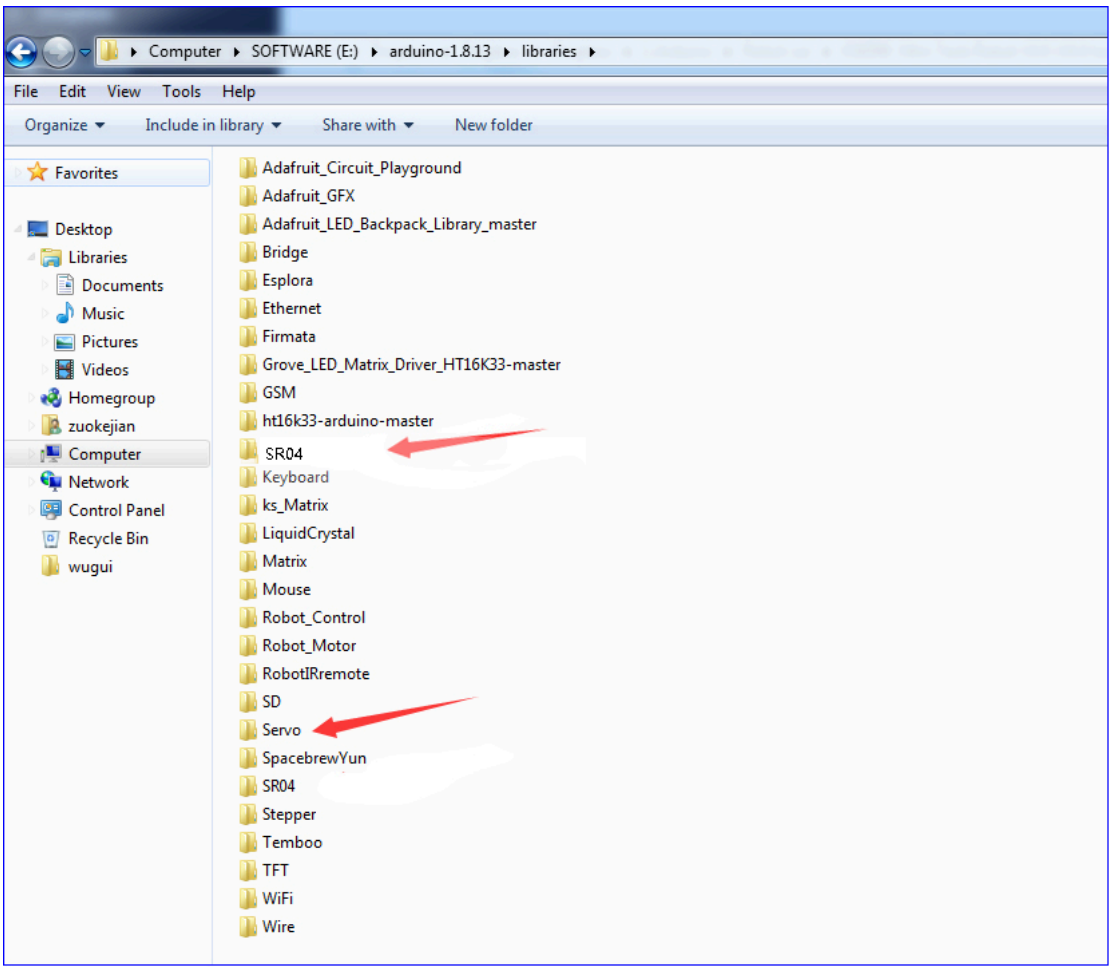
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you just need to replicate and paste these two folders



into the libraries folder of Arduino IDE.

Then add them into libraries of Arduino 1.8.13, as shown below:



Now, you add libraries successfully.