

# Understanding Arduino software

## 1. Download the software

Go to the official [site](#) and download the **1.8.XX** version! The latest version, 2.3.X, is not currently supported by all third-party development, so you may encounter unexpected errors. For the time being, please stick with the older version.

The screenshot shows the Arduino website's navigation bar with links for HARDWARE, SOFTWARE, CLOUD, DOCUMENTATION, COMMUNITY, BLOG, and ABOUT. Below the navigation bar is a section for the Arduino Web Editor, which is partially obscured by a large red watermark that reads "DO NOT USE WEB EDITOR". Below this is the "Downloads" section for Arduino IDE 1.8.16. The section includes a description of the IDE, a "Getting Started" link, and a "Source Code" section. On the right side, there is a "Download Options" section with buttons for Windows (Win 7 and newer), Windows app (Win 8.1 or 10), Linux (32 bits, 64 bits, ARM 32 bits, ARM 64 bits), and Mac OS X (10.10 or newer). The "Linux 64 bits" and "Mac OS X 10.10 or newer" buttons are highlighted with red boxes.

**Downloads**

 **Arduino IDE 1.8.16**

The open-source Arduino Software (IDE) makes it easy to write code and upload it to the board. This software can be used with any Arduino board.

Refer to the [Getting Started](#) page for Installation instructions.

**SOURCE CODE**

Active development of the Arduino software is [hosted by GitHub](#). See the instructions for [building the code](#). Latest release source code archives are available [here](#). The archives are PGP-signed so they can be verified using [this](#) gpg key.

**DOWNLOAD OPTIONS**

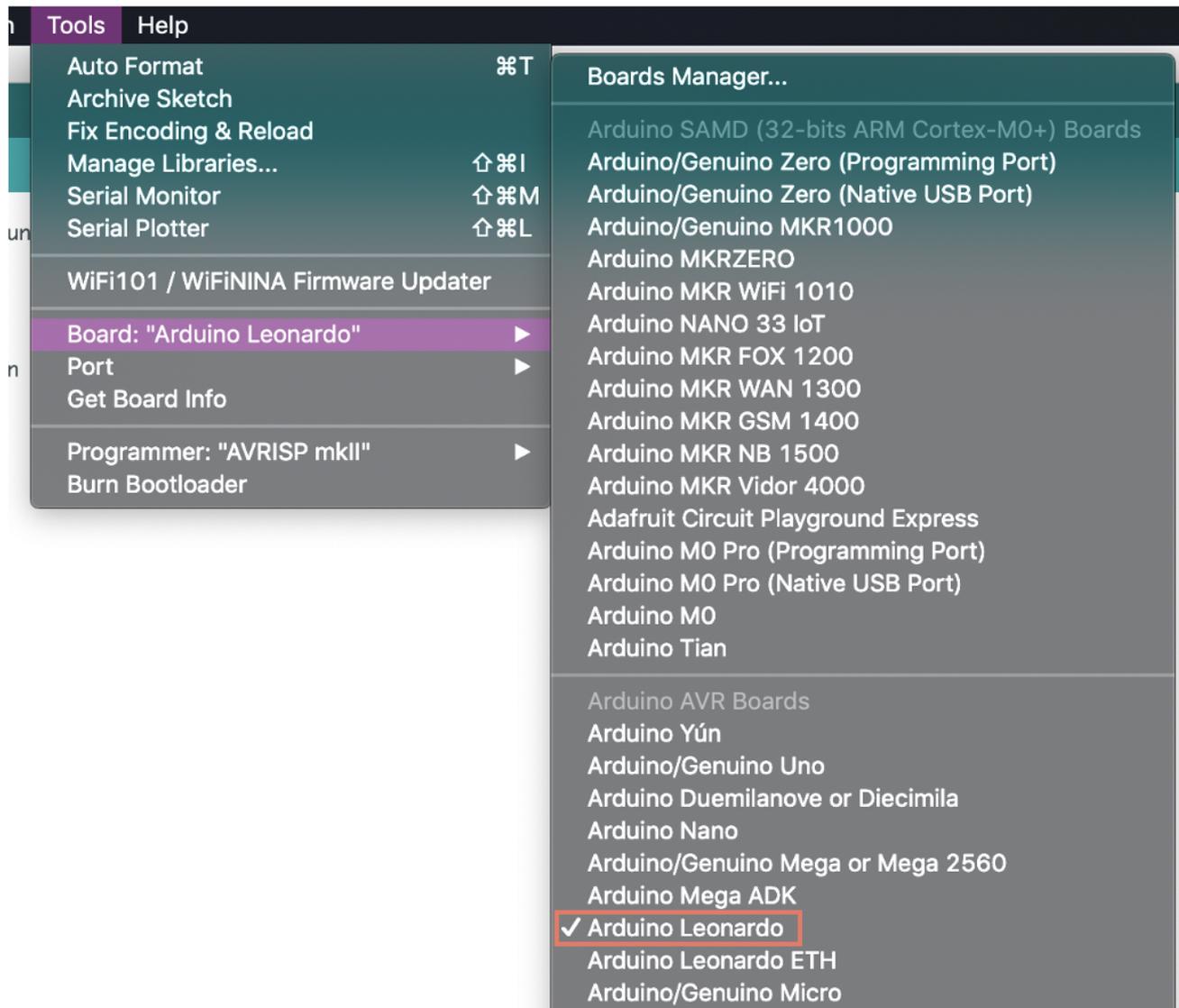
- Windows** Win 7 and newer
- Windows** ZIP file
- Windows app** Win 8.1 or 10 [Get](#)
- Linux** 32 bits
- Linux** 64 bits
- Linux** ARM 32 bits
- Linux** ARM 64 bits
- Mac OS X** 10.10 or newer

[Release Notes](#) [Checksums \(sha512\)](#)

## 2. Select Arduino Board

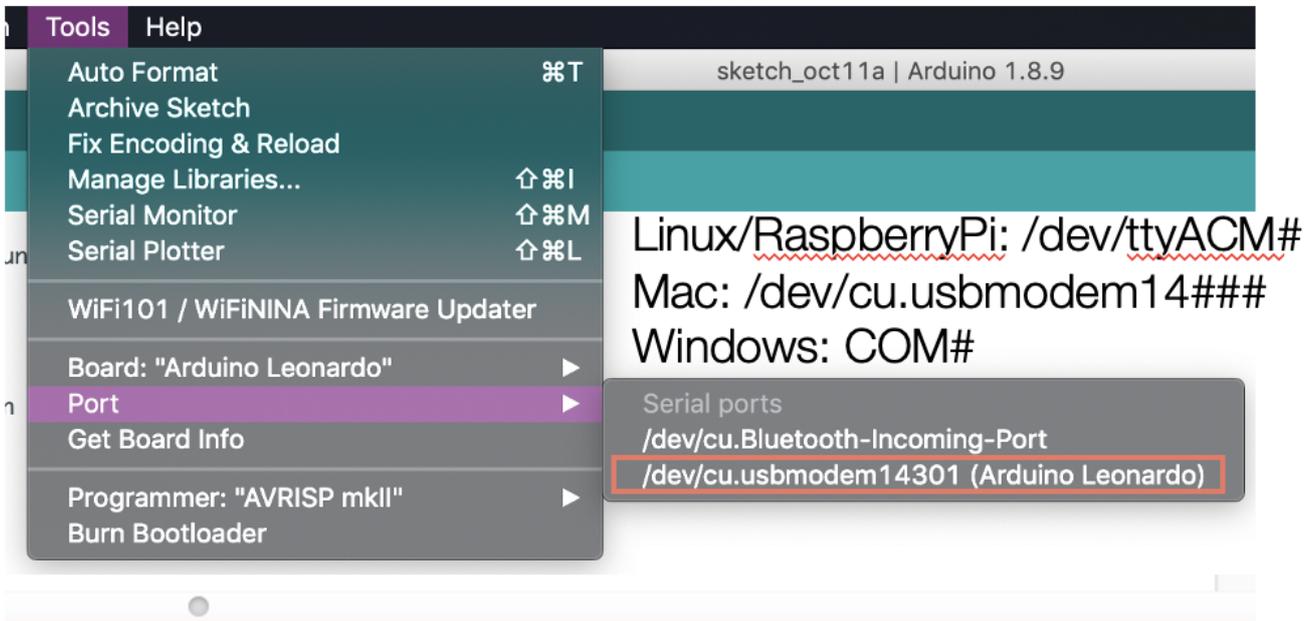
We need to tell Arduino IDE which model we are using, so it can configure accordingly. Tools ->

Board -> Arduino Leonardo



### 3. Select Serial Port

We are now connecting the Arduino and computer via the USB cable. All USB ports may be the same to use, but they are all unique to the computer, so we have to tell Arduino IDE which one exactly we are using. The one you are using, you will see XXXXXXXXXXXX (**Arduino Leonardo**). In this screencap, you see *14301*, yours may not be the same, if you are using a Windows PC, you will see **COM# (Arduino Leonardo)**



#### 4. Double Check

Now at the bottom of the software, you will see you are using Arduino Leonardo at this specific port.



#### 5. Upload Button

We are not going into the details of each button, but the **Arrow** button is the **upload** button to upload the code to the Arduino board. In the later part of this chapter, please use this button to upload the code to the Arduino.



Upload

Go to the next part, **Using built-in example code and Reading the hookup diagram**

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