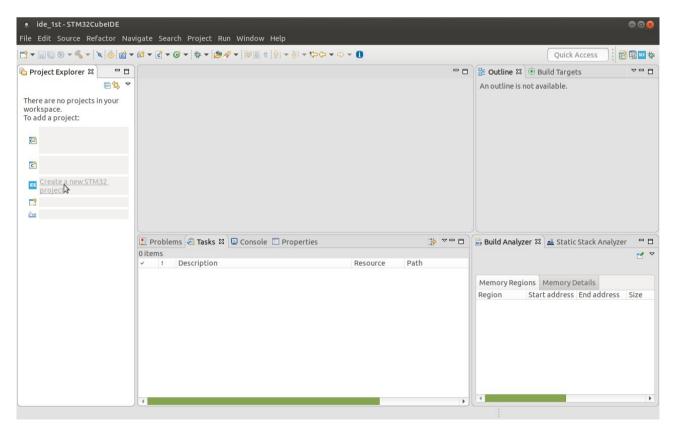
Open STM32CubeIDE

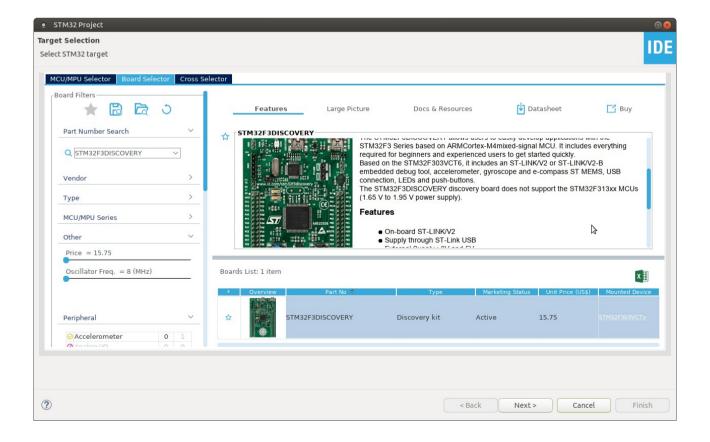
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Create New STM32 Project



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Select Board (Or Required Component)



Give Project name and select type of programming language....

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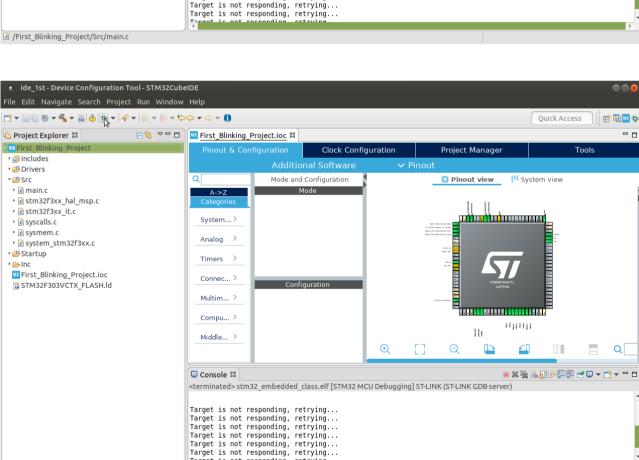
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Select pins and ports if you want to implement special functions/calls

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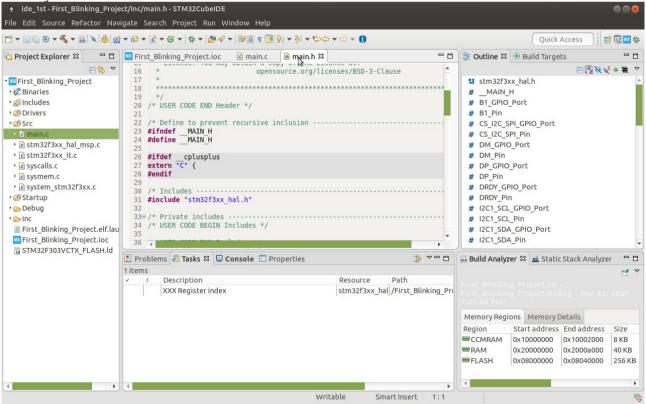
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Add hardware abstraction layer (HAL) routines in main

Enter code

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Identify GPIO Ports and Pin number from main.h



Debug the program....

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