

Getting started with Electronics II

Task 1 - Introductory material

Read the "Course introduction" document found in the lecture materials. Contact the course assistants if you did not receive the password during the first lecture.

Link to course page: <https://electronics.physics.helsinki.fi/teaching/electronics-ii-2026-2>

Recommended: Take a look at the exercises on this course.

Task 2 - Installing the IDE

Install the Arduino IDE, familiarize yourself with it and learn to add libraries. These skills will be needed in the coming exercises.

Installation instructions for the IDE: [Downloading and installing the Arduino IDE 2 \(arduino.cc\)](#).

Linux users: Read the instructions carefully and modify the permissions on the file. You shouldn't need sudo rights but if you do, read the Help Desk page and follow the instructions: [Administrator \(sudo\) rights in Cubbli Linux \(helsinki.fi\)](#).

IDE guide: [Getting Started with Arduino IDE 2 \(arduino.cc\)](#)

Instructions on installing libraries; [Installing libraries \(arduino.cc\)](#)

The IDE got a major overhaul around September 2022. The old (legacy) version of the IDE can still be used if you have it installed or run into issues with the new IDE. Platform specific instructions can be found by searching for "Arduino IDE 1 installation". Of course, it's not good practice to use legacy software.

Task 3 - Testing that the IDE works

Check the built-in examples and upload the blink program to the Arduino. You can try different delay values to make sure that you have successfully overwritten any previous code. The examples are explained in more detail on the Arduino website: [Built-in Examples \(docs.arduino.cc\)](#).

Instructions on uploading code: [How to upload a sketch with the Arduino IDE 2 \(arduino.cc\)](#)