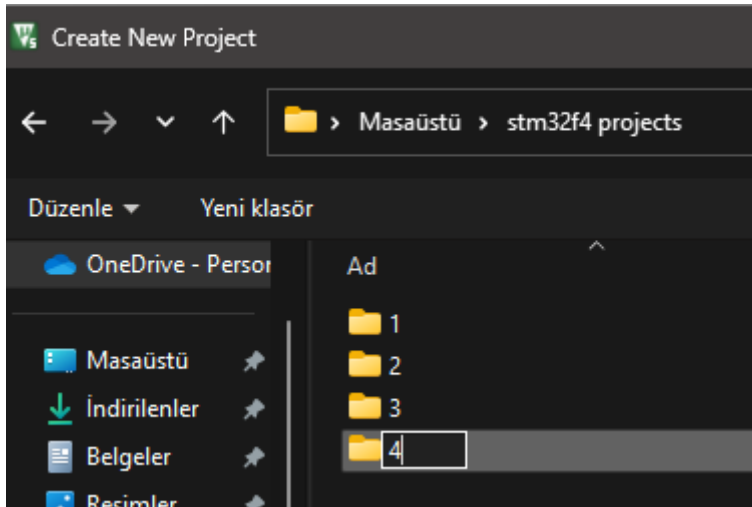
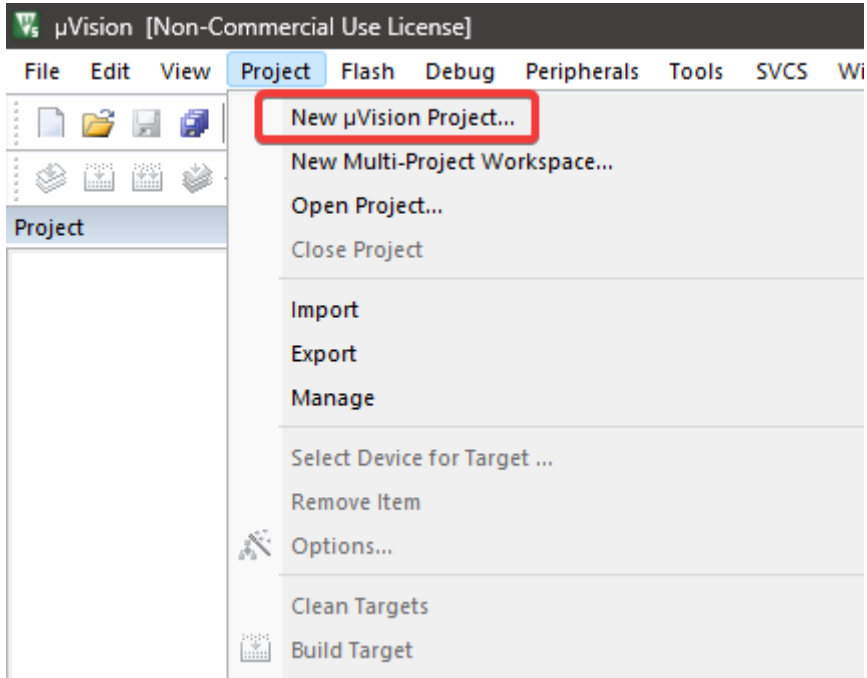
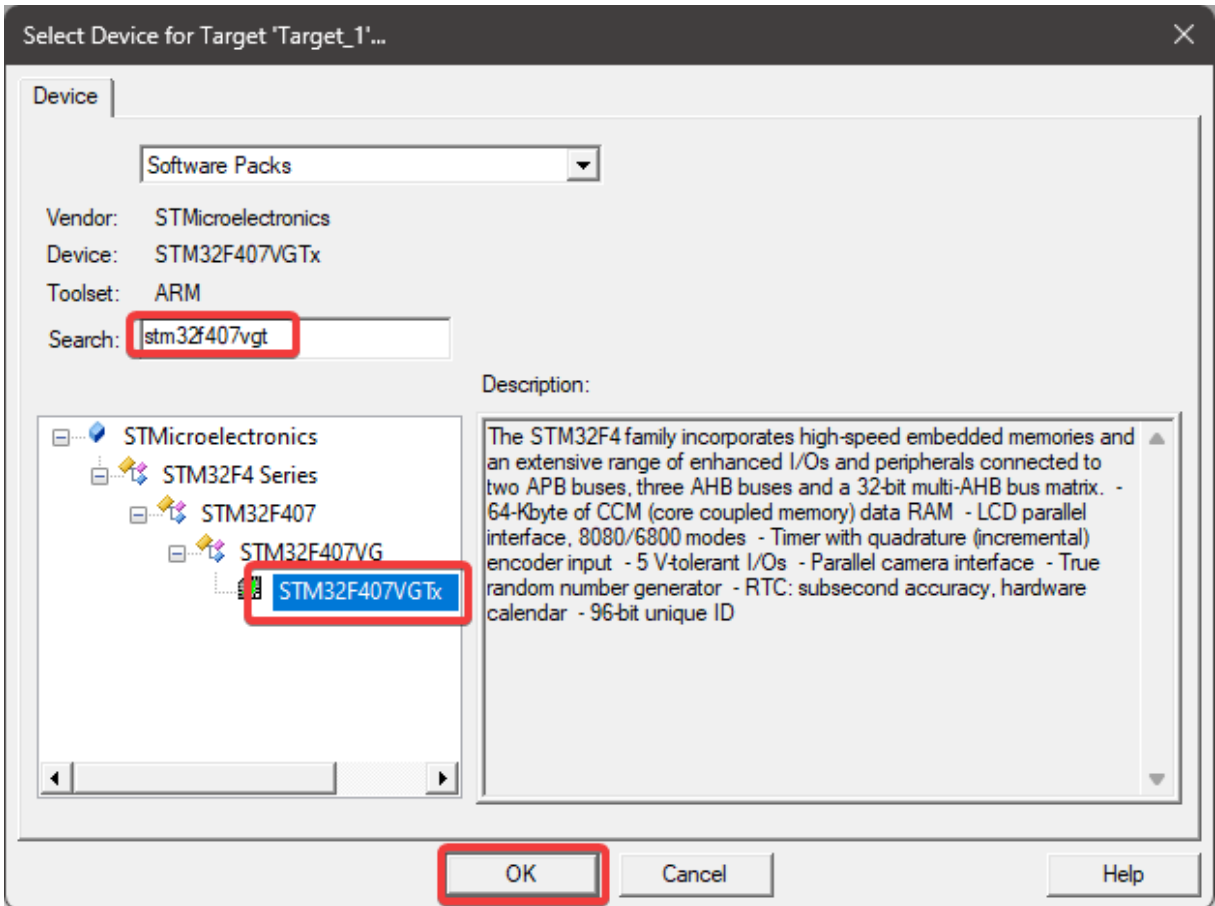
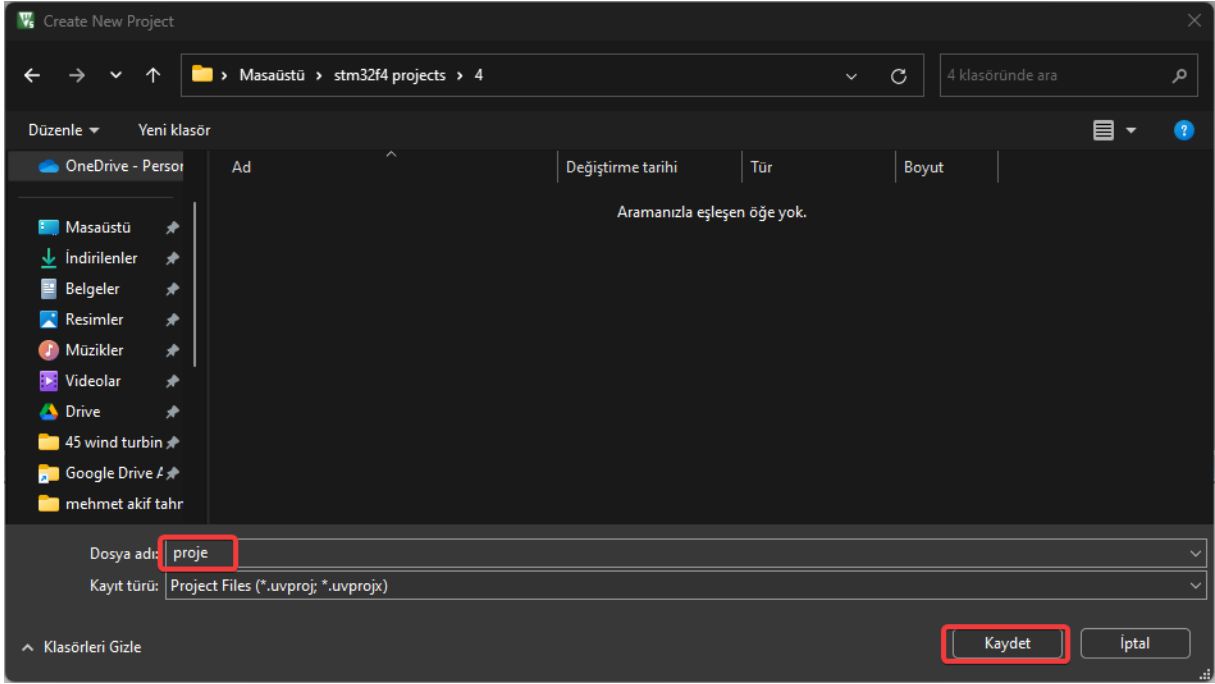
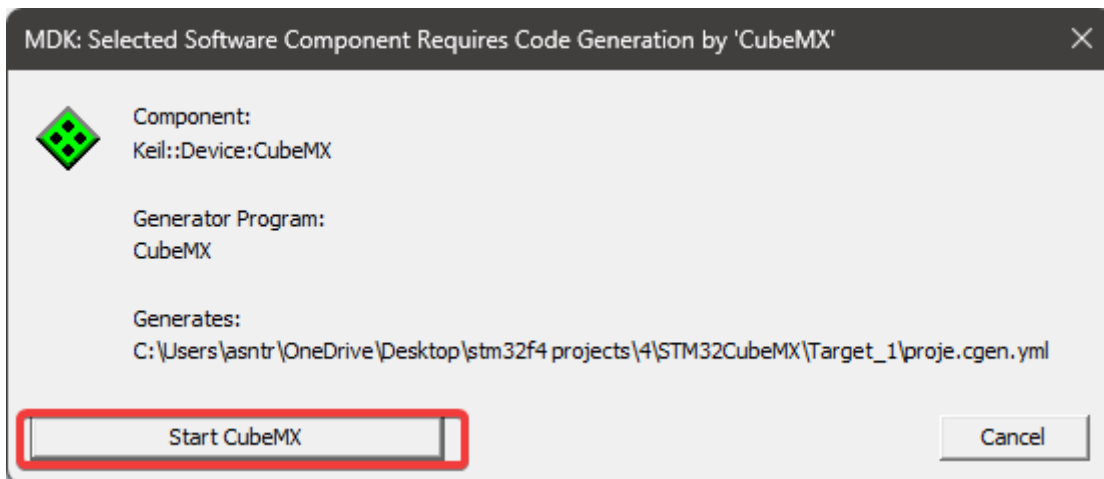
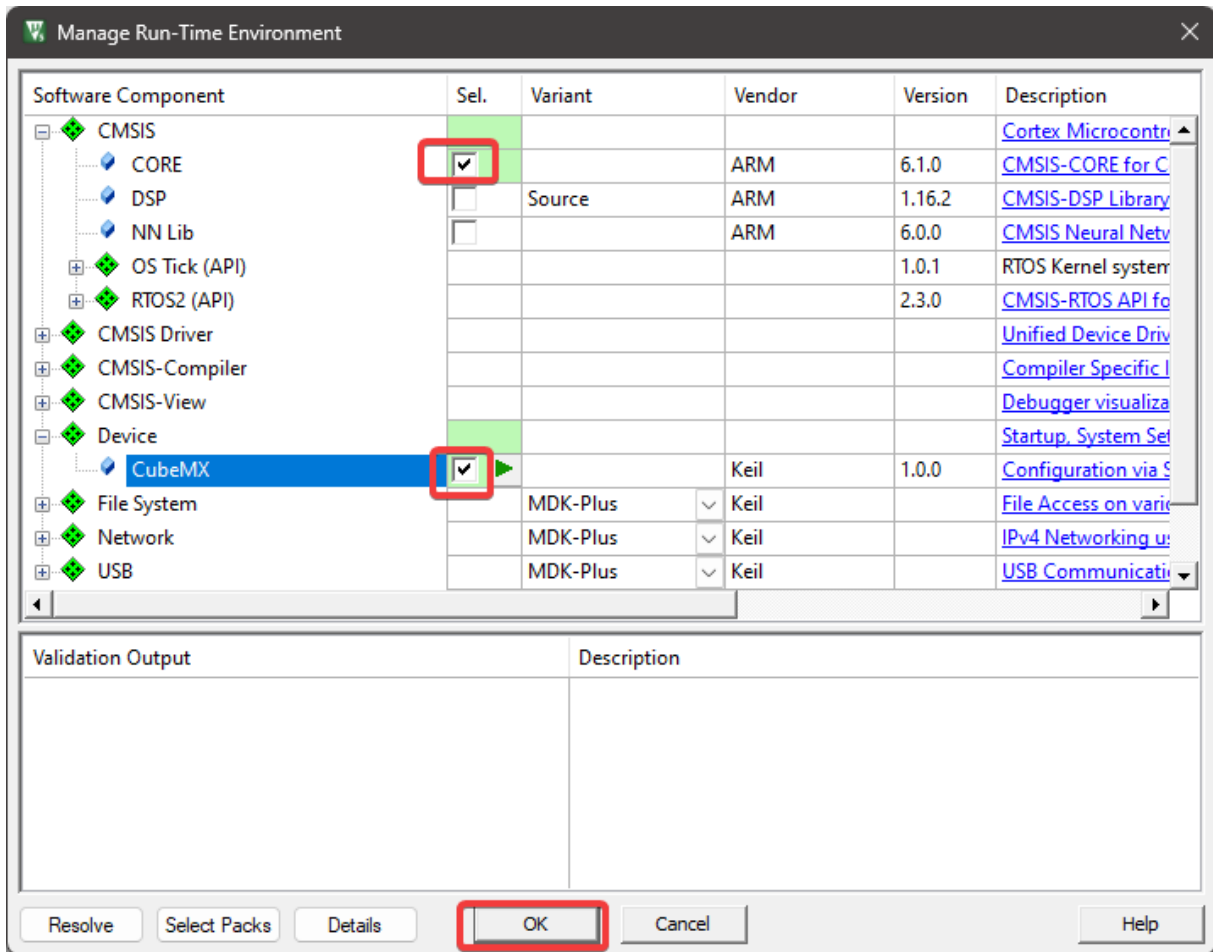
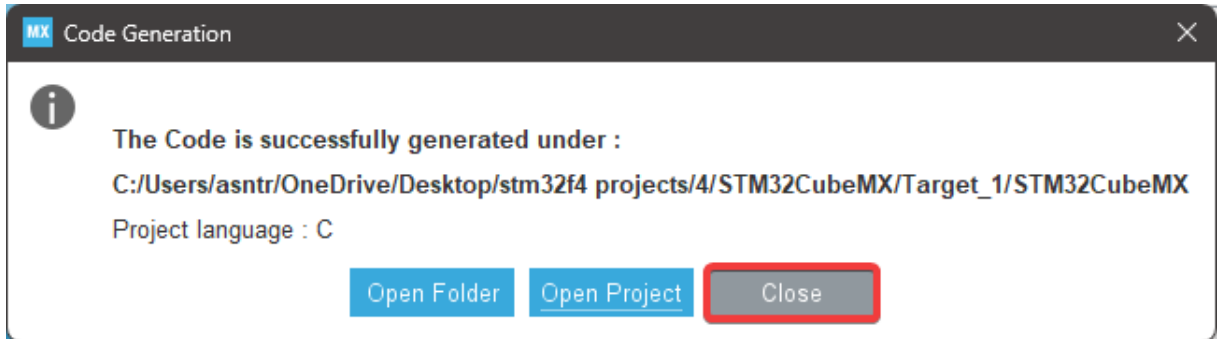
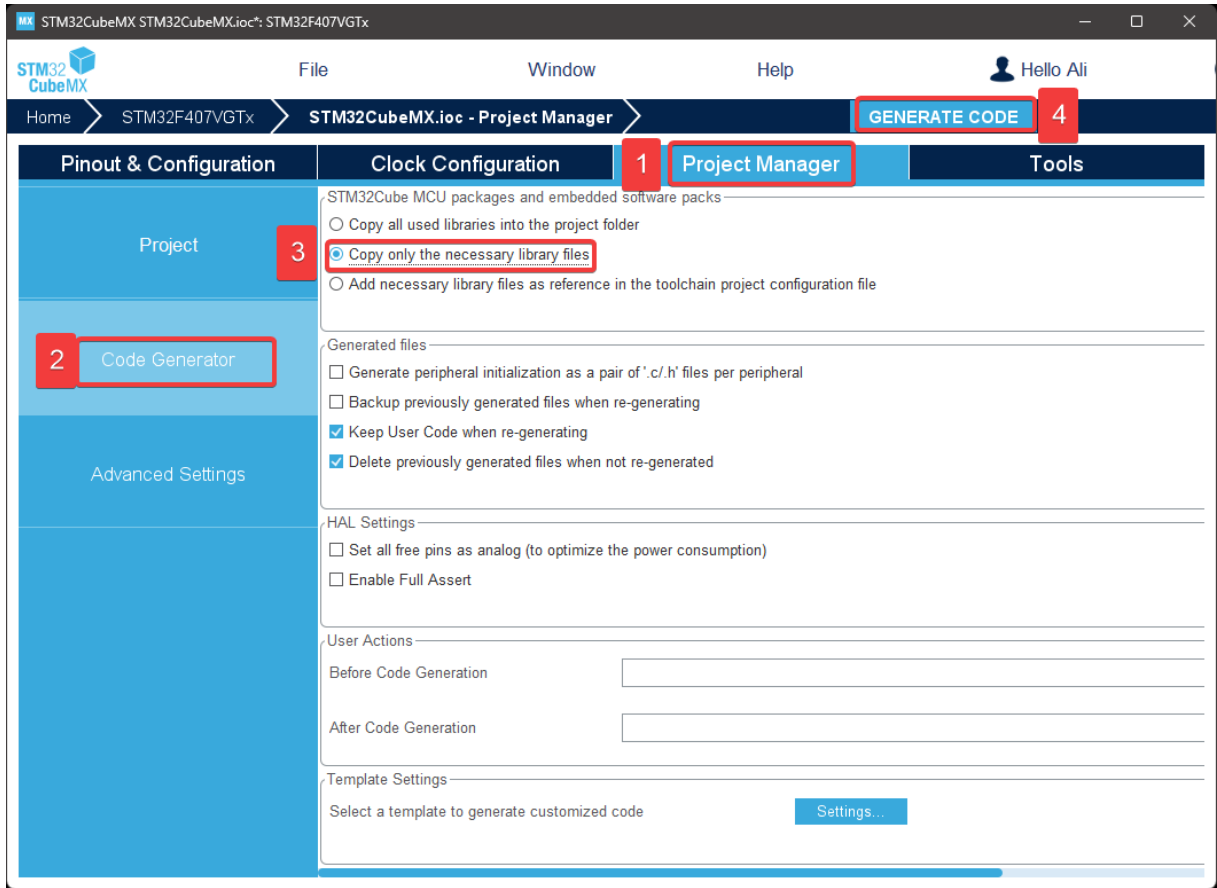


Keil ve CubeMX programlarının bilgisayarda kurulması gerekmektedir.

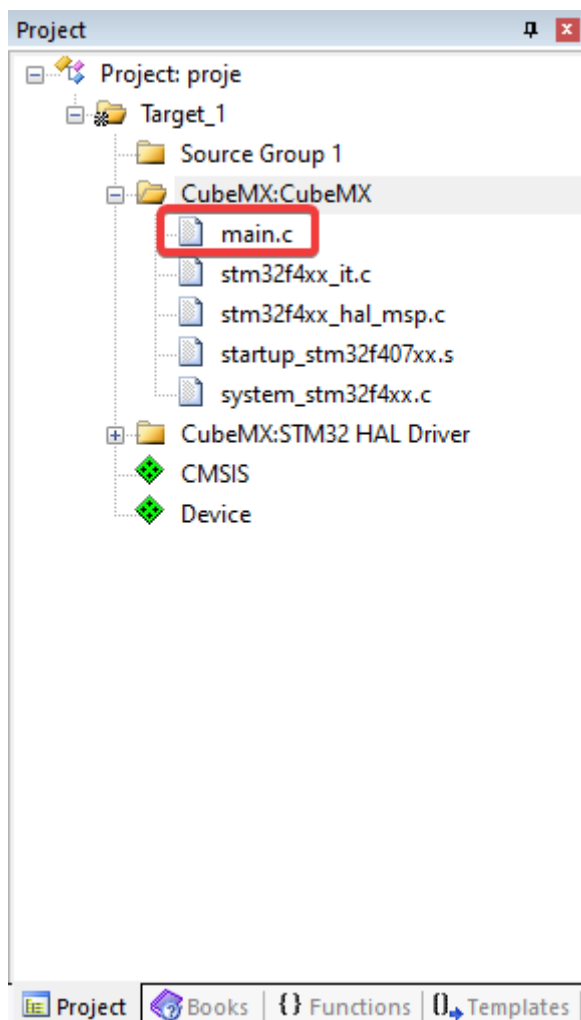
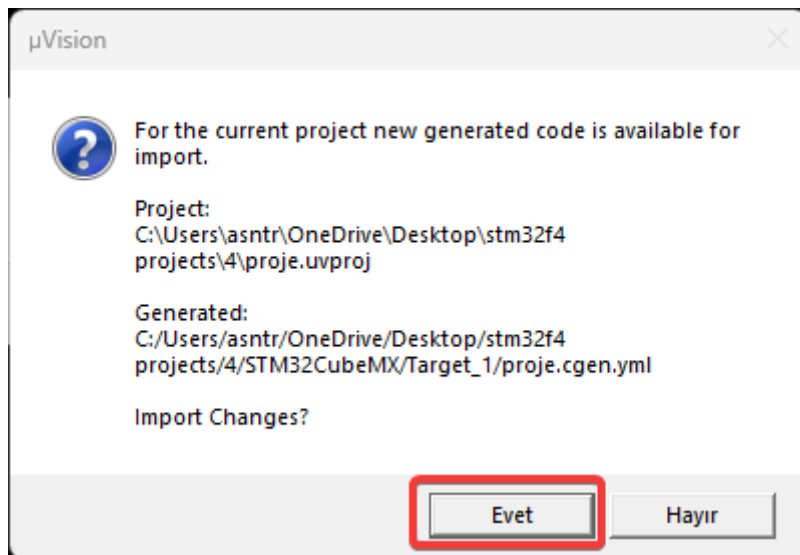


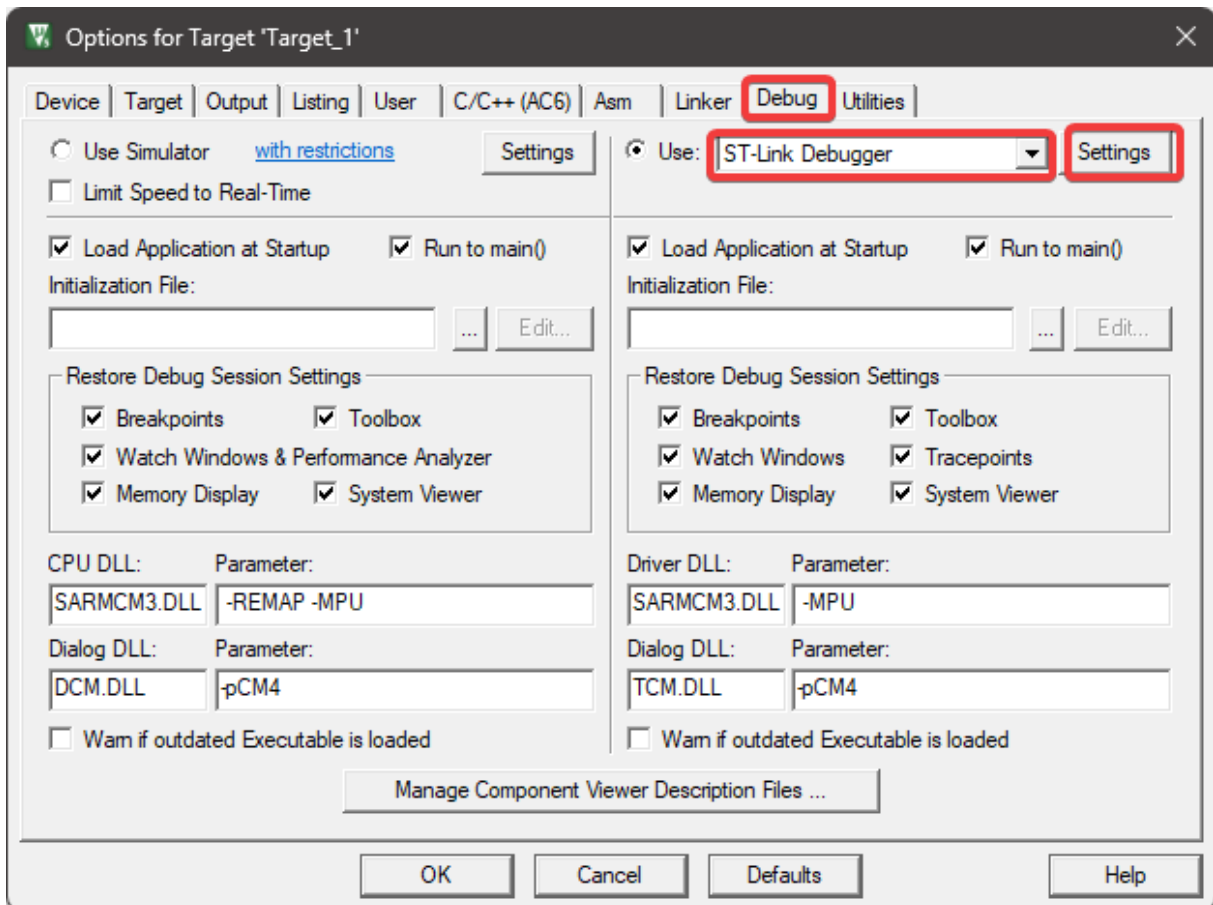
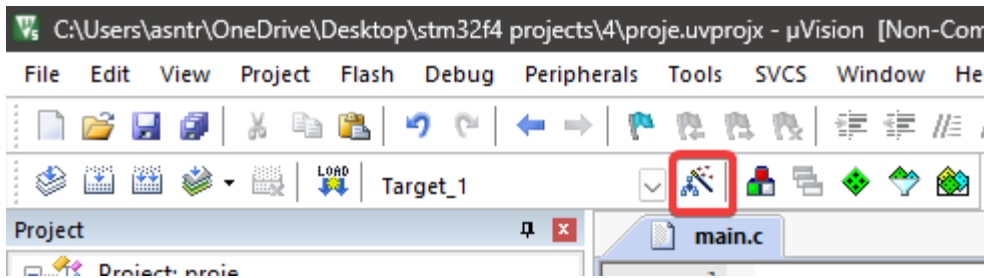


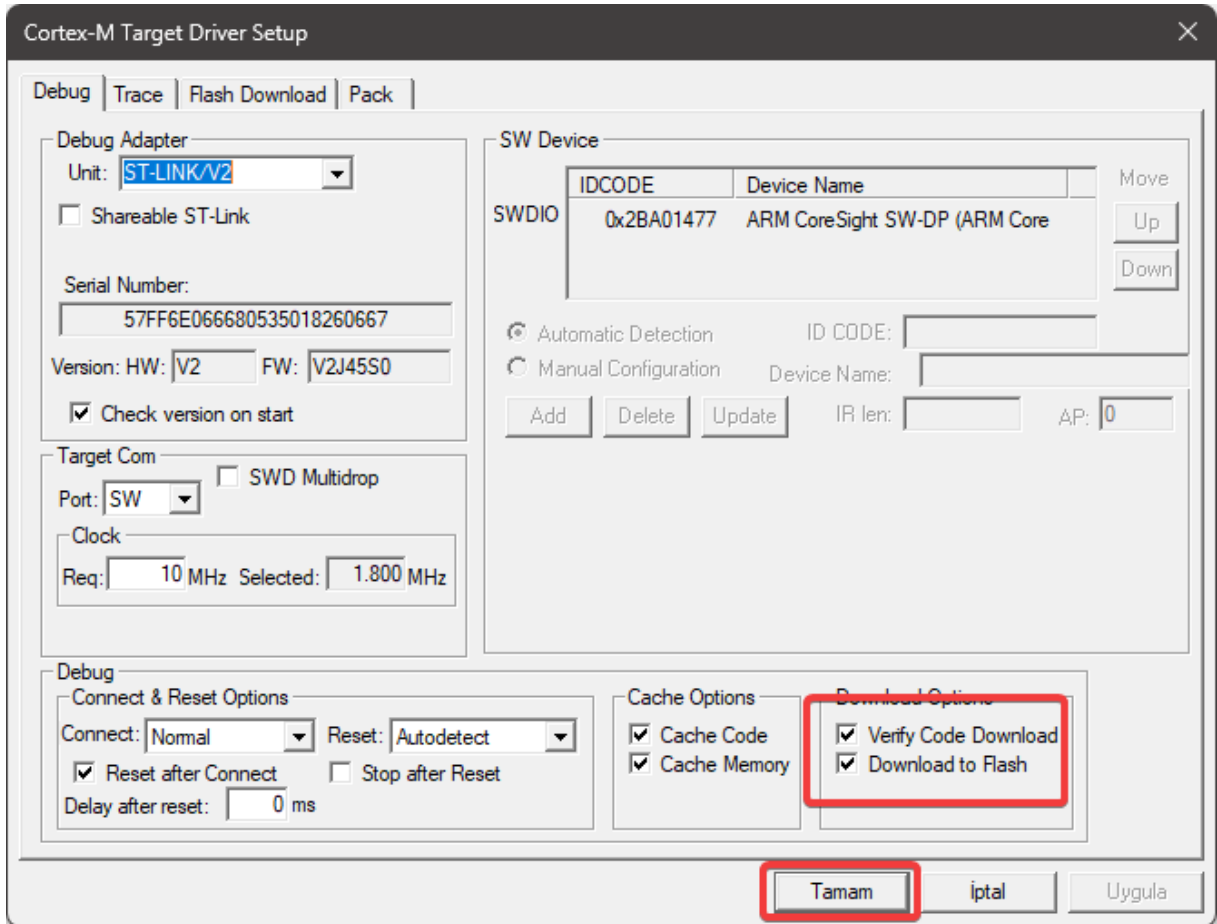




STM32Cumx Programı kapatılır







Options for Target penceresinde OK butonuna tıklanır.

Main.c dosyasındaki Cubemx tarafından oluşturulan kodlar silinir ve aşağıdaki gibi yeni kodlar yazılır.

```
main.c  
1  
2  
3 int main() {  
4  
5  
6 }  
7  
8
```