EV3 Tutorials

Introduction to **MicroPython** on EV3

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SESHAN BROTHERS

BEGINNER PROGRAMMING LESSON

LESSON OBJECTIVES

1. Learn about the menu on the screen

2. Learn how to create and download programs

NAVIGATING THE BRICK MENU

Finding Programs
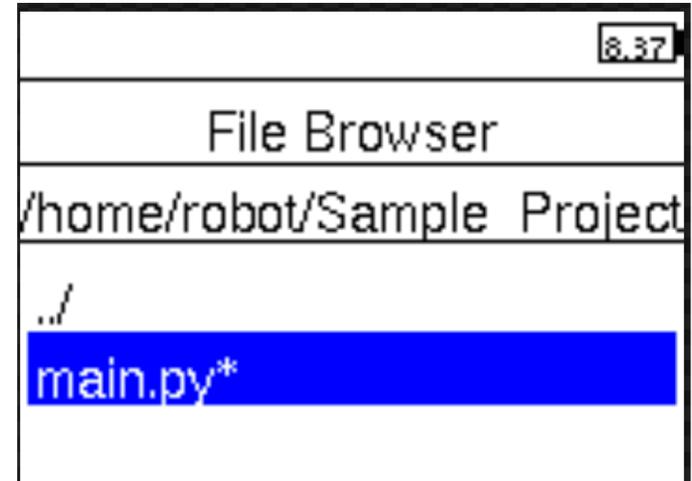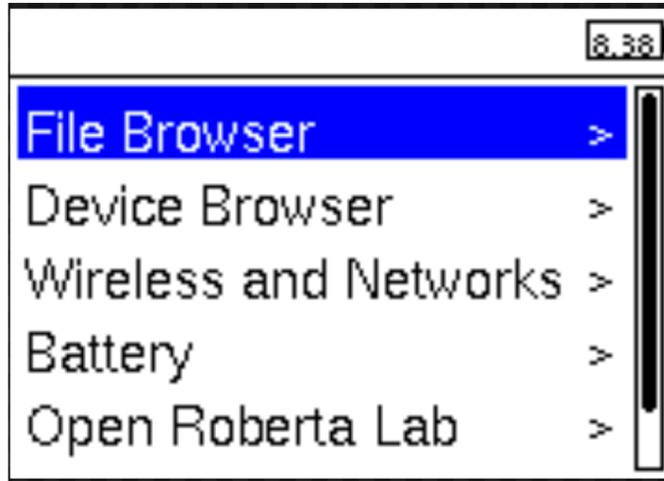
Information about sensors and motors
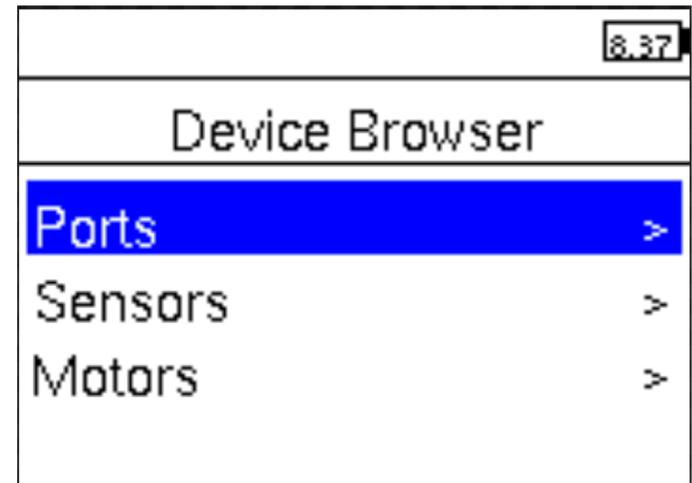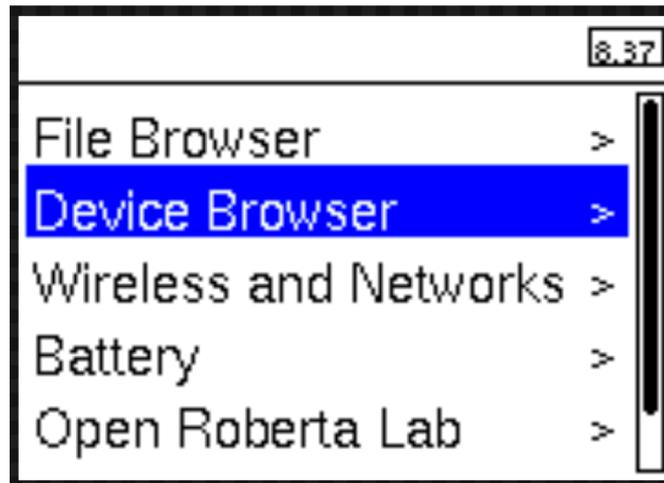
NAVIGATING VISUAL STUDIO

Explorer

Search

Source Control

Debug

Extensions

EV3 MicroPython

CREATING A PROJECT

Click on the EV3 icon on the left bar

Click on "create a new project"

Enter a project name, choose a location for this project. Below, the name used is Sample_Project
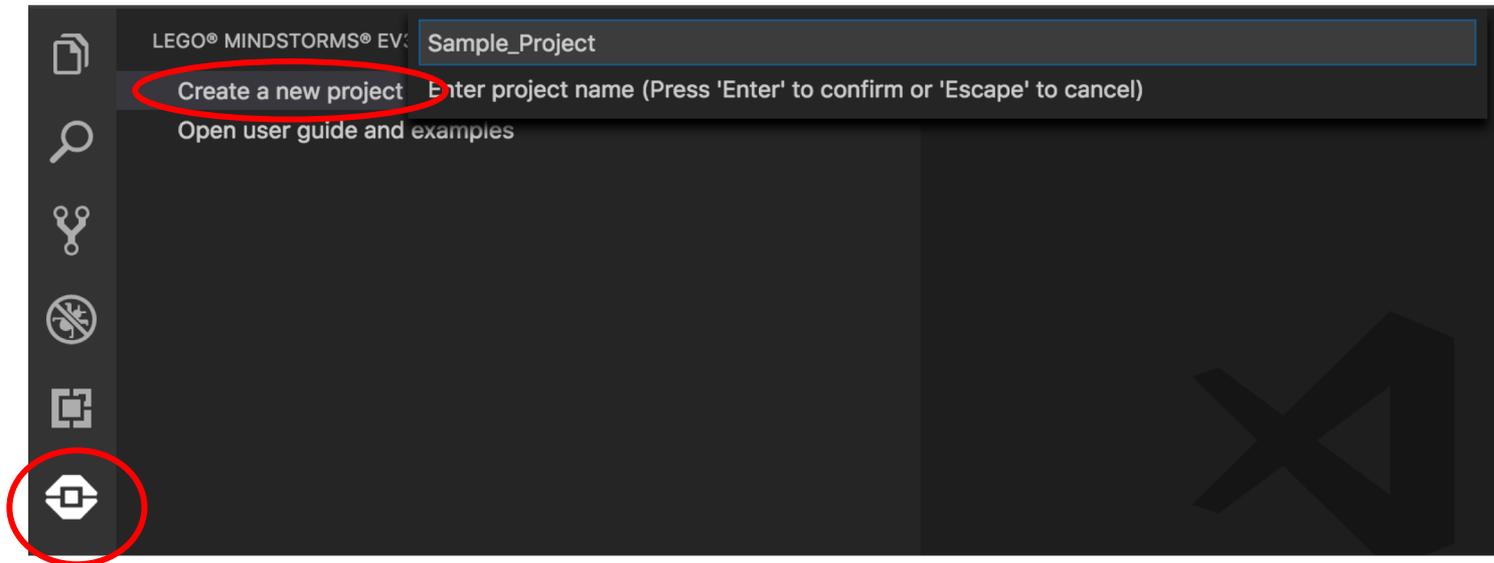
START PROGRAMMING

Click on main.py to start programming

OPENING A FILE

- **To open a project you created previously, click File and click Open Folder,**

- **Select your project folder**
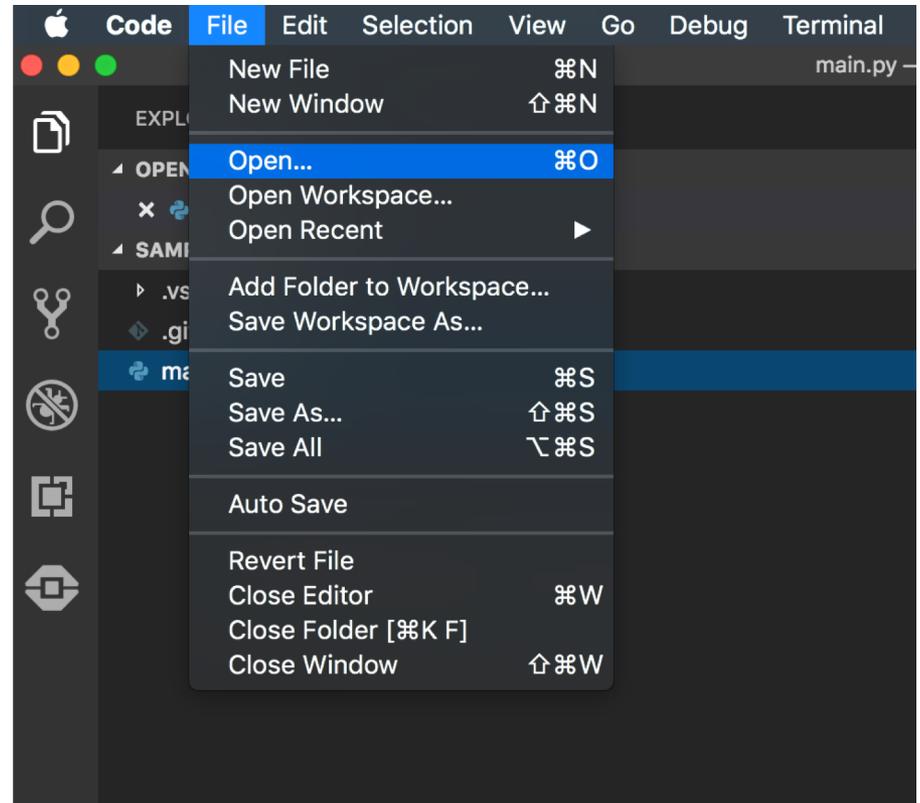
DOWNLOADING CODE TO EV3

1. **To download code to to the EV3 brick, connect your EV3 to the computer with a mini-USB cable**

2. **Click on the Explorer/File icon on the left bar**

3. **Click on the EV3Dev Device browser, find your EV3, select the device and click to connect the device**

4. **To run the code on the brick, find the program using the file browser on the EV3 screen and press the center button on the EV3 to play the code**
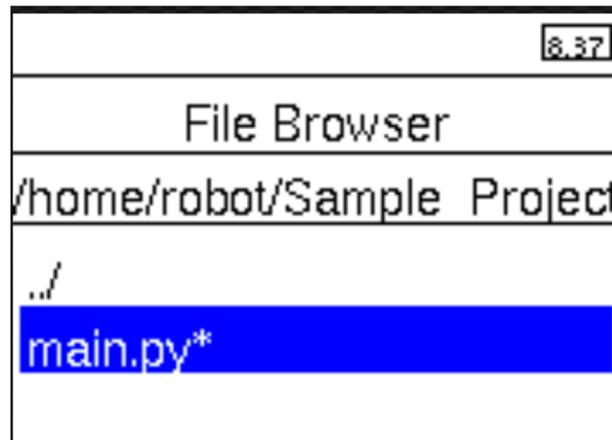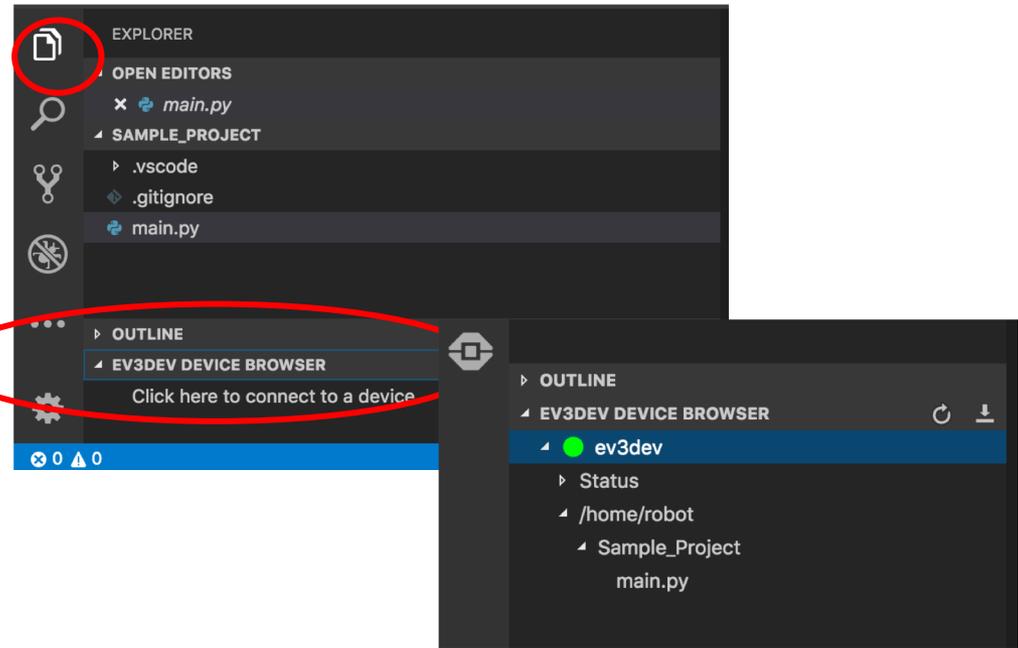
DOWNLOADING AND RUNNING

To download and play from the computer, press F5

You can also go to the debug tab and press the green arrow next to "Download and Run"

To stop the program use the popup menu or hit the back button on the EV3 brick.
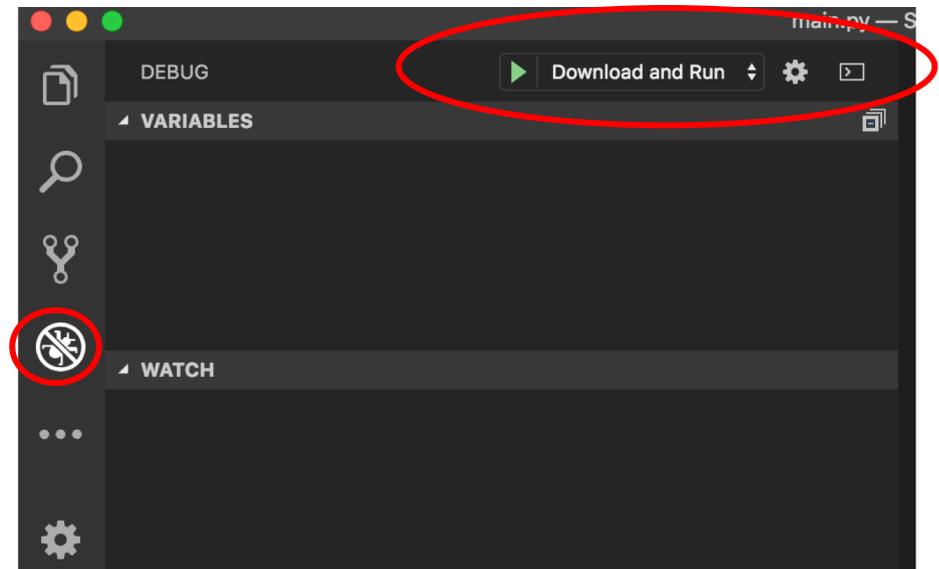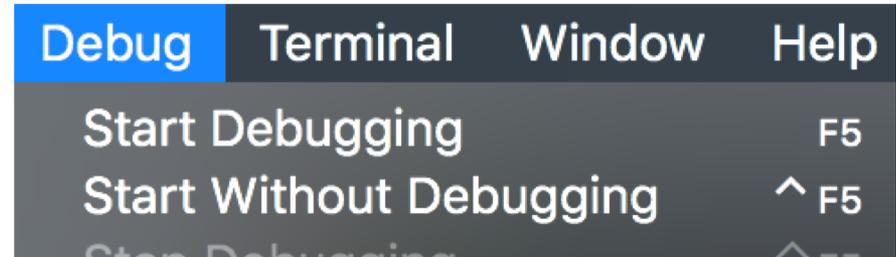
MANAGING FILES

- **The Device Browser area is very useful.**

- **Once you have downloaded code to your EV3 brick, you can use this menu to run, delete or even copy a file back to your computer!**

- **Right click on main.py to see the menu options**
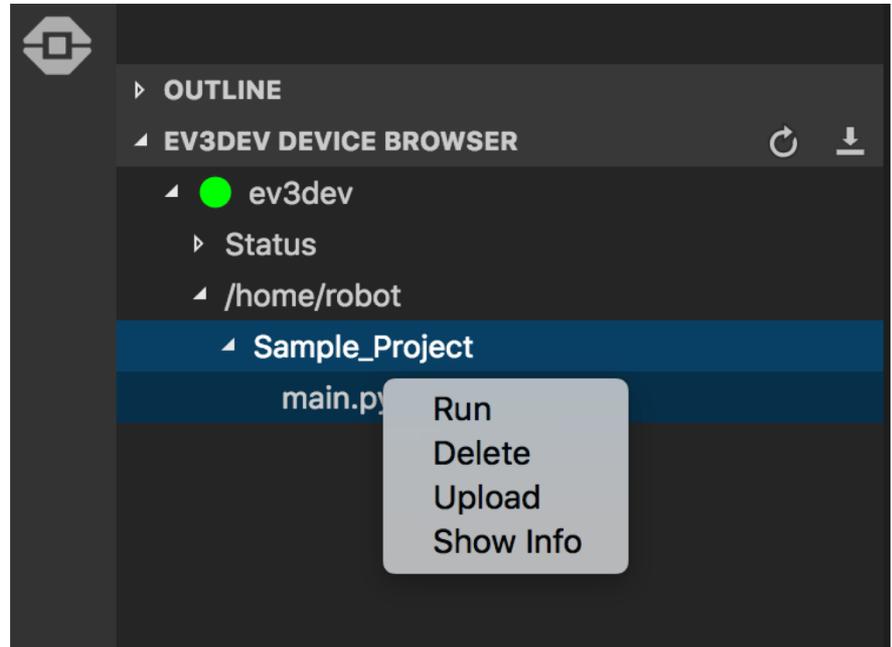
Note: In EV3-G, there is no way to recover a file that is on your brick but not on your computer. MicroPython lets to copy back code from the EV3 brick back to the computer.

CREDITS

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More lessons are available at www.ev3tutorials.com