

The screenshot shows the Arduino IDE interface on a Mac OS X desktop. The title bar reads "Blink17 | Arduino 1.8.13". The code editor displays the "Blink17" sketch, which is a standard LED blink example. The upload progress bar at the bottom of the code editor is nearly full, indicating the upload is almost complete. Below the code editor, the terminal window shows the upload process:

```
Done uploading.  
Sketch uses 23200 bytes (7%) of program storage space. Maximum is 290816 bytes.  
Global variables use 3252 bytes (6%) of dynamic memory, leaving 48972 bytes for local variables. Maximum is 52224 bytes.  
Upgrading target on /dev/cu.SLAB_USBtoUART with DFU package /private/var/folders/5_/_p4390c53s57bh_1f8hp9k6m0000gw/T/arduino_build_920677/Blink17.ino.zip. Flow control is disabled, Single bank, Touch disable  
#####  
Activating new firmware  
Device programmed.
```

The status bar at the bottom right indicates "Adafruit Feather nRF52832 on /dev/cu.SLAB_USBtoUART".