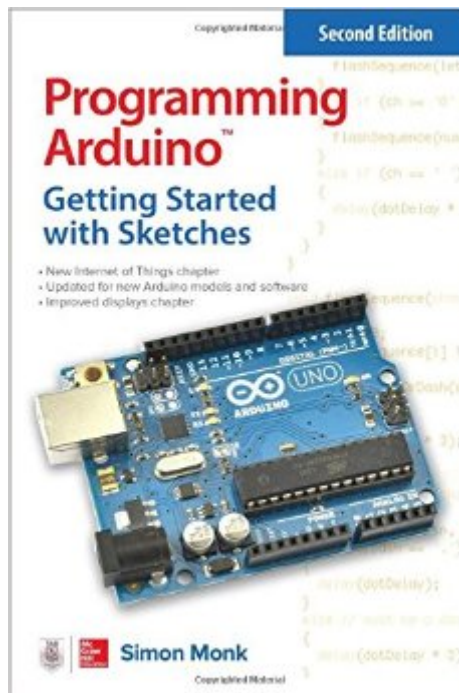# Programming Arduino: Getting Started With Sketches, Second Edition (Tab)

Synopsis

Program Arduinoâ„¢ with easeâ •no prior programming experience required!This thoroughly updated guide shows, step-by-step, how to quickly program all Arduino modelsâ • including the Arduino Uno R3. Written by hobbyist and electronics guru Simon Monk, Programming Arduinoâ„¢: Getting Started with Sketches, Second Edition, features easy-to-follow explanations, fun examples, and downloadable sample programs. Discover how to write basic sketches, use Arduinoâ ™s modified C language, store data, and interface with the Web. You will also get hands-on coverage of C++, library writing, and programming Arduino for the Internet of Things.â ¢Â Set up the software, power up your Arduino, and start uploading sketchesâ ¢Â Understand the basics of C language programming â ¢Â Add functions, arrays, and strings to your sketchesâ ¢Â Program Arduinoâ ™s digital and analog inputs and outputsâ ¢Â Use functions from the standard Arduino libraryâ ¢Â Write sketches that store data in EPROM or flash memoryâ ¢Â Interface with displays, including OLEDs and LCDsâ ¢Â Connect to the Internet and configure Arduino as a Web server â ¢Â Develop interesting programs for the Internet of Thingsâ ¢Â Build your own libraries and use object-oriented programming methods

Book Information

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Customer Reviews

This small book is great for what it is: a guide for the complete novice who wants to get started writing sketches for their Uno. The book assumes the reader has to get an introduction to:- What the

Arduino actually is- How to use the Arduino software to write and upload programs (called â œsketchesâ •) to the Arduino board- C/C++ programming language basics- (Very) basic electronic/electrical principles- How to get the Arduino to actually do useful thingsThat's a *very* tall order. Overall I think the book succeeds. It introduces concepts in a gradual progression, each chapter providing new information and (where possible) demonstrating that information with a hands-on example using the Arduino. For example, when the C â œifâ • statement is introduced the author provides a brief explanation of what it is, and then provides a sketch for the reader that uses the â œifâ • statement.Which leads to an important point about this book: if you want to learn something from it, you can't just read it. You'll need to have an Arduino handy and actually go through the book chapter-by-chapter, trying all the examples.The second point about this book is: understand that after reading it, you're going to need more books or other resources. It covers a wide breadth of topics, but doesn't provide a lot of depth. After finishing this book you will have enough knowledge to use the Arduino for some simple tasks, as well as a rudimentary knowledge of C/C++ programmingâ "enough to do a few things, but nothing approaching in-depth. You'll hopefully want to try some other things, and have a lot of questions that this book cannot (or did not) answer.Fortunately there are a lot of resources out there on the World Wide Web.

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