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Description This hands-on tutorial guides the reader through every step of learning C programming on Arduino, giving a springboard for creating virtually any project. Perfect for anyone getting started with "DIY" hardware, it combines just the right depth of C instruction with plenty of expert guidance and easy-to-understand project examples.

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In just 24 sessions of one hour or less, Sams Teach Yourself Arduino Programming in 24 Hours teaches you C programming on Arduino, so you can start creating inspired "DIY" hardware projects of your own! Using this book's straightforward, step-by-step approach, you'll walk through everything from setting up your programming environment to mastering C syntax and features, interfacing your Arduino to performing full-fledged prototyping. Every hands-on lesson and example builds on what you've ...

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Arduino Programming in 24 Hours, Sams Teach Yourself ...

Rich has a master's degree in management information systems from Purdue University and is the author of several programming books, including Teach Yourself Python Programming for the Raspberry Pi in 24 Hours

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(coauthored with Christine Bresnahan, 2013, Sams Publishing), Linux Command Line and Shell Scripting Bible (coauthored with Christine Bresnahan, 2011, Wiley), Professional Linux Programming (coauthored with Jon Masters, 2007, Wiley), and Professional Assembly Language (2005, Wrox).

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hardware projects of your own! Using this book's straightforward, step-by-step approach, you'll walk through everything from setting up your programming environment to mastering C syntax and features, interfacing your Arduino to performing full-fledged prototyping. Every hands-on lesson and example builds on what you ...

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Annotation In just 24 sessions of one hour or less, "Sams Teach Yourself Arduino Programming in 24 Hours" teaches you C programming on Arduino, so you can start creating inspired "DIY" hardware projects of your own. Using this book's straightforward, step-by-step approach, you'll walk through everything from setting up your programming environment to mastering C syntax and features, interfacing your Arduino to

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performing full-fledged prototyping. Every hands-on lesson and example builds on what you've already learned, giving you a rock-solid foundation for real-world success " "Step-by-step instructions carefully walk you through the most common Arduino programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out cautions alert you to possible problems and give you advice on how to avoid them. Learn how to ... Get the right

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Arduino hardware and accessories for your needs
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Quickly create, compile, upload, and run your first Arduino program
Master C syntax, decision control, strings, data structures, and functions
Use pointers to work with memory--and avoid common mistakes
Store data on your Arduino's EEPROM or an external SD card
Use existing hardware libraries, or create your own
Send output and read input from analog devices or digital interfaces
Create and handle interrupts in software and hardware
Communicate with devices via the SPI

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interface and I2C protocol
Work with analog and digital sensors
Write Arduino C programs that control motors
Connect an LCD to your Arduino, and code the output
Install an Ethernet shield, configure an Ethernet connection, and write networking programs
Create prototyping environments, use prototyping shields, and interface electronics to your Arduino.

Mastering Arduino is a practical, no-nonsense guide that will teach you the electronics and programming skills that you need to create advanced Arduino projects. Key Features

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Covers enough electronics and code for users at any level Includes complete circuit diagrams for all projects Final robot project combines knowledge from all the chapters Book Description Mastering Arduino is an all-in-one guide to getting the most out of your Arduino. This practical, no-nonsense guide teaches you all of the electronics and programming skills that you need to create advanced Arduino projects. This book is packed full of real-world projects for you to practice on, bringing all of the knowledge in the book together and giving you the skills to build your own robot from the examples in

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this book. The final two chapters discuss wireless technologies and how they can be used in your projects. The book begins with the basics of electronics, making sure that you understand components, circuits, and prototyping before moving on. It then performs the same function for code, getting you into the Arduino IDE and showing you how to connect the Arduino to a computer and run simple projects on your Arduino. Once the basics are out of the way, the next 10 chapters of the book focus on small projects centered around particular components, such as LCD displays, stepper motors, or voice

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synthesizers. Each of these chapters will get you familiar with the technology involved, how to build with it, how to program it, and how it can be used in your own projects. What you will learn Explains the basics of electronics and circuits along with the Arduino IDE and basic C operations Use sensors to build a mini weather station Control LEDs using code Power a robot arm using stepper motors Remotely control your Arduino using RF, Bluetooth LE, and Bluetooth Classic Make a sound tone generator with buttons Who this book is for Mastering Arduino is for anybody who wants to

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experiment with an Arduino board and build simple projects. No prior knowledge is required, as the fundamentals of electronics and coding are covered in this book as well as advance projects.

Beginning C for Arduino is written for those who have no prior experience with microcontrollers or programming but would like to experiment and learn both. This book introduces you to the C programming language, reinforcing each programming structure with a simple demonstration of how you can use C to control the Arduino family of

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microcontrollers. Author Jack Purdum uses an engaging style to teach good programming techniques using examples that have been honed during his 25 years of university teaching. Beginning C for Arduino will teach you: The C programming language How to use C to control a microcontroller and related hardware How to extend C by creating your own library routines During the course of the book, you will learn the basics of programming, such as working with data types, making decisions, and writing control loops. You'll then progress onto some of the trickier aspects of C programming, such as

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using pointers effectively, working with the C preprocessor, and tackling file I/O. Each chapter ends with a series of exercises and review questions to test your knowledge and reinforce what you have learned.

Beginning Arduino Programming allows you to quickly and intuitively develop your programming skills through sketching in code. This clear introduction provides you with an understanding of the basic framework for developing Arduino code, including the structure, syntax, functions, and libraries needed to create future projects. You will

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also learn how to program your Arduino interface board to sense the physical world, to control light, movement, and sound, and to create objects with interesting behavior. With *Beginning Arduino Programming*, you'll get the knowledge you need to master the fundamental aspects of writing code on the Arduino platform, even if you have never before written code. It will have you ready to take the next step: to explore new project ideas, new kinds of hardware, contribute back to the open source community, and even take on more programming languages.

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Beginning C for Arduino, Second Edition is written for those who have no prior experience with microcontrollers or programming but would like to experiment and learn both. Updated with new projects and new boards, this book introduces you to the C programming language, reinforcing each programming structure with a simple demonstration of how you can use C to control the Arduino family of microcontrollers. Author Jack Purdum uses an engaging style to teach good programming techniques using examples that have been honed during his 25 years of university teaching. Beginning C for

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Arduino, Second Edition will teach you: The C programming language How to use C to control a microcontroller and related hardware How to extend C by creating your own libraries, including an introduction to object-oriented programming During the course of the book, you will learn the basics of programming, such as working with data types, making decisions, and writing control loops. You'll then progress onto some of the trickier aspects of C programming, such as using pointers effectively, working with the C preprocessor, and tackling file I/O. Each chapter ends with a series of exercises and

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review questions to test your knowledge and reinforce what you have learned.

Have you ever wondered how to get started in the world of microcontrollers? Check out the Arduino now. It is an open-source platform, ideal for all DIY enthusiasts, including robot builders. This book is meant to serve as a basis for learning Arduino programming. It aims to give beginners a simple, interesting, and guided introduction to the Arduino and its programming. The book focuses on practical tasks, tips and tricks, with a theoretical introduction to advanced

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Arduino. What can I do with Arduino? As a beginner in the world of Arduino, surely you've wondered the same thing. The truth is that it is a very difficult question to answer, as there are numerous projects you can do with this microcontroller. We can give examples that will help you understand the functions and utilities of the device. Examples of projects you can easily develop after completing this book include:

- Mobile robots (e.g., line follower);
- Home automation devices (e.g., automatic blinds);
- Everyday devices (e.g., alarm clock);
- Games (e.g., arcade game machine)-A

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multitude of other projects, the sky is the limit. The book is divided into four chapters (with a possible continuation). Of course, it doesn't cover everything there is to know about Arduino because the subject is so extensive that you can write a dozen books about it. In this book, you will learn how to signal information via LEDs and to transmit text on display. You'll learn about Arduino's communication with your computer, how to control motors and about sensors and their use. You'll also receive tips along the way that will help you prevent errors. By combining the above resources, you will be

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able to build a device that collects environmental information (sensors), process it, act on it (motors), and communicate with the user (diodes, display, computer). Is this book right for me? If you are interested in electronics and would like to start developing your own projects, Arduino is the perfect solution for beginners, and this book will guide you in programming your Arduino devices step by step with code.

Describes the Arduino system, components, and concepts and offers instructions for sixty-five projects, including a digital

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thermometer, a GPS logger, a keyboard-controlled lock, and a binary quiz game.

Presents an introduction to the open-source electronics prototyping platform.

This book is your introduction to to physical computing with the Arduino microcontroller platform. No prior experience is required, not even an understanding of basic electronics. With color illustrations, easy-to-follow explanations, and step-by-step instructions, the book takes the beginner from building simple circuits on a breadboard

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to setting up the Arduino IDE and downloading and writing sketches to run on the Arduino. Readers will be introduced to basic electronics theory and programming concepts, as well as to digital and analog inputs and outputs. Throughout the book, debugging practices are highlighted, so novices will know what to do if their circuits or their code doesn't work for the current project and those that they embark on later for themselves. After completing the projects in this book, readers will have a firm basis for building their own projects with the Arduino. Written for absolute beginners with no prior

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knowledge of electronics or programming
Filled with detailed full-color illustrations
that make concepts and procedures easy to
follow An accessible introduction to
microcontrollers and physical computing Step-
by-step instructions for projects that teach
fundamental skills Includes a variety of
Arduino-based projects using digital and
analog input and output

Arduino Project Handbook is a beginner-
friendly collection of electronics projects
using the low-cost Arduino board. With just a
handful of components, an Arduino, and a

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computer, you'll learn to build and program everything from light shows to arcade games to an ultrasonic security system. First you'll get set up with an introduction to the Arduino and valuable advice on tools and components. Then you can work through the book in order or just jump to projects that catch your eye. Each project includes simple instructions, colorful photos and circuit diagrams, and all necessary code. Arduino Project Handbook is a fast and fun way to get started with microcontrollers that's perfect for beginners, hobbyists, parents, and educators. Uses the Arduino Uno board.

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