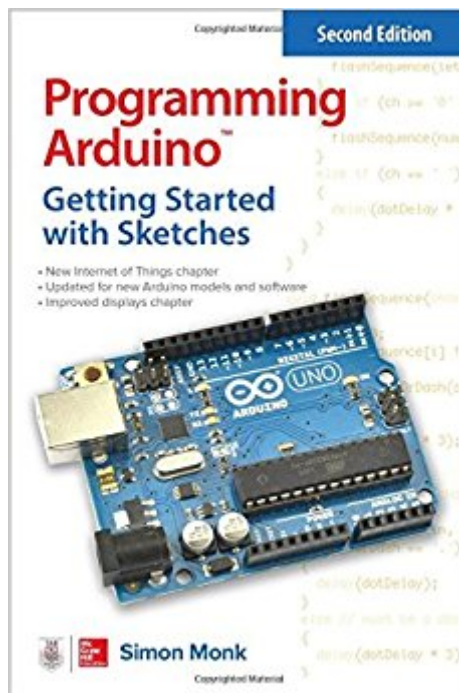




The book was found

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



Synopsis

Program Arduino with ease! This thoroughly updated guide shows, step-by-step, how to quickly program all Arduino models. *Programming Arduino: Getting Started with Sketches*, Second Edition, features easy-to-follow explanations, fun examples, and downloadable sample programs. Discover how to write basic sketches, use Arduino'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. No prior programming experience is required!

- Understand Arduino hardware fundamentals
- Set up the software, power up your Arduino, and start uploading sketches
- Learn C language basics
- Add functions, arrays, and strings to your sketches
- Program Arduino's digital and analog inputs and outputs
- Use functions from the standard Arduino library
- Write sketches that can store data
- Interface with displays, including OLEDs and LCDs
- Connect to the Internet and configure Arduino as a Web server
- Develop interesting programs for the Internet of Things
- Write your own Arduino libraries and use object-oriented programming methods

Book Information

Series: Tab

Paperback: 192 pages

Publisher: McGraw-Hill Education TAB; 2 edition (June 9, 2016)

Language: English

ISBN-10: 1259641635

ISBN-13: 978-1259641633

Product Dimensions: 5.9 x 0.3 x 8.9 inches

Shipping Weight: 6.4 ounces (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars 628 customer reviews

Best Sellers Rank: #3,580 in Books (See Top 100 in Books) #1 in Books > Teens > Education & Reference > Science & Technology > Technology > Inventions #1 in Books > Engineering & Transportation > Engineering > Electrical & Electronics > Digital Design #1 in Books > Computers & Technology > Programming > Languages & Tools > C & C++ > C

Customer Reviews

Simon Monk has a degree in cybernetics and computer science and a Ph.D. in software engineering. He is the author of numerous books, including *Programming the Raspberry Pi: Getting Started Python*, *30 Arduino Projects for the Evil Genius*, *Hacking Electronics*, and *Fritzing for*

Inventors. Simon also runs the website monkmakes.com, which features his own products.

Having just started using the Arduino last summer, I can say that this is the **ABSOLUTELY BEST** book a person could get to become familiar with the Arduino. I've been an electronics hobbyist for years but mainly dealt with analog world with minimal interest in too much on the digital side. I did programming but never with a microprocessor until I got my Arduino last summer. Now I'm hooked. Unfortunately, the usual books for "helping" with Arduino give sketches and explain bits and pieces without ever doing an overview of the system. However, this book is fantastic. Just got it today and have read over half of it; I've marked it up with pen to remind myself of crucial facts that I wish I had known a few months back. I programmed in Fortran (antique language) and BASIC before, but never learned the C programming language (the language of the Arduino). Thankfully, this book assumes no knowledge of C language and holds your hand through the process. It does a wonderful job explaining what each section of the programming does, it explains the hardware of the board, and it explains how the board communicates with the computer. At long last, instead of just copying and pasting someone else's program and hoping I can modify it to work for my own purposes, I can understand **WHY** certain things work the way they do. **UPDATE:** I've had this book for over five months, and I still maintain that you have **GOT** to have this book. I have used it so much that I've about worn it out. Yes, the info that is in the book can be found elsewhere, but he covers so much material so well in such logical places. If you're trying to understand how and why Arduino sketches work the way they do, **BUY THIS BOOK!** **UPDATE 2:** I **STILL** stand by my review of almost a year ago. I have used this book so much in referring to things that I may have to order a second copy as insurance in case I misplace the first. To be such a small book, it packs a lot of punch. It's written at just the right level for beginners who are just learning about Arduino and microprocessors in general, and he points you to all the resources on the web for further information. The book is practical and useful and just plain fun to read. So instead of having to copy and paste everyone else's code all the time, read this book to understand at least the basics of **WHY** things work in an Arduino the way they do.

While I had the arduino board, I did not have the ethernet or LCD shield boards, so I could not do chapters 9 and 10. At the time of this review I have not done chapter 11, but I assume it will be fine. Someone said Chapter 9 helped them with their ethernet shield board. The rest of the book appears to be good for beginners to arduino, especially from a software point of view. I wish there was a little more detail in Chapter 8 on data storage, because it's a more difficult topic. Beware that the sketch

6-07 has to be re-written to work with Bounce2.h or you have to find a copy of bounce.h. At the time of this review it was not in the ERRATA, but might be in the future. All the rest of the programs could be copied and pasted from the author's website and they worked for me. All in all, I recommend this book.

This book starts with the very basics of Arduino a primer if you please. It will help you write a few programs and has examples as well as information on how to connect electronic circuits. I have experience programming in Pascal, FORTRAN, several versions of BASIC, Assembly, and some Basic like test languages for processor circuits and was somewhat disappointed with this book. But it did give me information about C++ and information about requirements for connecting circuits to the Arduino so it was helpful however if you have programming in C or Pascal find a little more advanced book. If you are a beginner in programming and only have only BASIC under your belt or nothing this is a good start. It's following primer Programming Arduino Next Steps is also a good book for beginners.

Great read. I'm not a book person, but I actually read this entire book since it puts everything in a very simplistic manner and explains things to you completely with the examples (easy follow-alongs, teaching you what's going on, and everything in between). It starts out with information about Arduino project itself, then goes into details about getting the software, and so on, so forth with pictures showing each step. Then, as you progress through the book, it gets to be a bit more intermediate rather than beginner, but still very slowly walking you through everything so you can an entire feel for the C+ language, and other things. It's a good resource even if you've been programming for a while, definitely worthwhile taking a look at and going over some stuff. Definitely recommended.

[Download to continue reading...](#)

Programming Arduino: Getting Started with Sketches, Second Edition (Tab) Programming Arduino: Getting Started with Sketches (Tab) Programming Arduino Getting Started with Sketches Beginning C for Arduino, Second Edition: Learn C Programming for the Arduino ESP8266: Programming NodeMCU Using Arduino IDE - Get Started With ESP8266 (Internet Of Things, IOT, Projects In Internet Of Things, Internet Of Things for Beginners, NodeMCU Programming, ESP8266) Programming Arduino Next Steps: Going Further with Sketches (Electronics) Python Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced C++: The Ultimate Crash Course to Learning the Basics of C++ (C programming, C++

in easy steps, C++ programming, Start coding today) (CSS,C Programming, ... Programming,PHP, Coding, Java Book 1) Getting Started Knitting Socks (Getting Started series) Guitar Tab Paper: Blue Cover ,Blank guitar tab paper Notebook featuring twelve 6-line tablature staves per page with a "TAB" clef, 8.5 x 11, Durable Cover, Perfect Binding Led Zeppelin -- Bass TAB Anthology: Authentic Bass TAB (Authentic Bass Tab Editions) Rush -- Deluxe Guitar TAB Collection 1975 - 2007: Authentic Guitar TAB (Authentic Guitar-Tab Editions) Guitar Tab Books : Blank Sheet Music With Chord Boxes, TAB, Lyric Line and Staff Paper - (Composition Notebook - Music Manuscript Paper) - Woden Plank ... Sheet Music (Guitar Tab Notebook) (Volume 4) Getting Started with Adafruit FLORA: Making Wearables with an Arduino-Compatible Electronics Platform Getting Started with Sensors: Measure the World with Electronics, Arduino, and Raspberry Pi Getting Started with Arduino: The Open Source Electronics Prototyping Platform (Make) Programming the Raspberry Pi, Second Edition: Getting Started with Python (Electronics) C++ and Python Programming: 2 Manuscript Bundle: Introductory Beginners Guide to Learn C++ Programming and Python Programming C++ and Python Programming 2 Bundle Manuscript. Introductory Beginners Guide to Learn C++ Programming and Python Programming Python Programming: The Complete Step By Step Guide to Master Python Programming and Start Coding Today! (Computer Programming Book 4)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)