

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

By Simon Monk





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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

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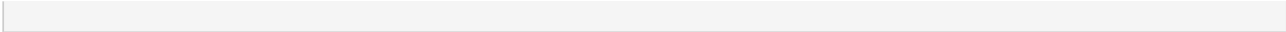
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Editorial Review

About the Author

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 monkmake.com, which features his own products.

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Deborah Anderson:

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