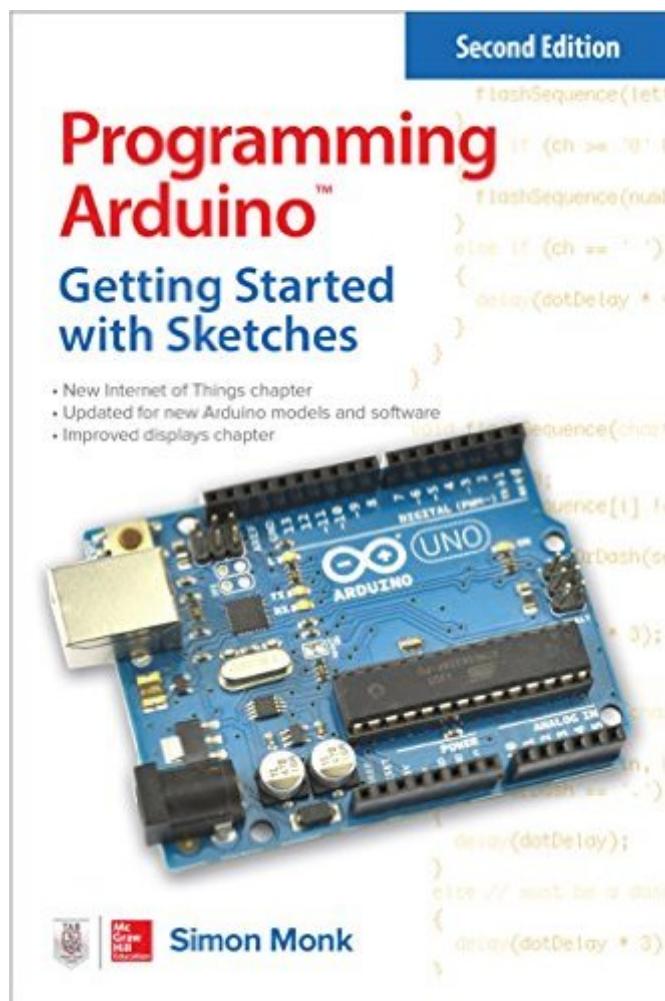


The book was found

Programming Arduino: Getting Started With Sketches (Tab)



Synopsis

A fully updated guide to quickly and easily programming Arduino Thoroughly revised for the new Arduino Uno R3, this bestselling guide explains how to write well-crafted sketches using Arduino's modified C language. You will learn how to configure hardware and software, develop your own sketches, work with built-in and custom Arduino libraries, and explore the Internet of Things—all with no prior programming experience required! Electronics guru Simon Monk gets you up to speed quickly, teaching all concepts and syntax through simple language and clear instruction designed for absolute beginners. Programming Arduino: Getting Started with Sketches, Second Edition, features dozens of easy-to-follow examples and high-quality illustrations. All of the sample sketches featured in the book can be used as-is or modified to suit your needs. An all-new chapter teaches programming Arduino for Internet of Things projects. Screenshots, diagrams, and source code illustrate each technique. All sample programs in the book are available for download.

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Customer Reviews

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.

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