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

Program Arduino™ with ease—no prior programming experience required! This thoroughly updated guide shows, step-by-step, how to quickly program all Arduino models—including the Arduino Uno R3. Written by hobbyist and electronics guru Simon Monk, 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.

- Set up the software, power up your Arduino, and start uploading sketches
- Understand the basics of C language programming
- 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 store data in EPROM or flash memory
- 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
- 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 "sketches") 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 "if" statement is introduced the author provides a brief explanation of what it is, and then provides a sketch for the reader that uses the "if" 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++ programming "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.

*Download to continue reading...*
Getting Started with Arduino: The Open Source Electronics Prototyping Platform (Make)
DOS: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of DOS programming (DOS, ADA, Programming, DOS Programming, ADA ... LINUX, RPG, ADA Programming, Android, JAVA)
ASP.NET: Programming success in a day: Beginners guide to fast, easy and efficient learning of ASP.NET programming (ASP.NET, ASP.NET Programming, ASP.NET ... ADA, Web Programming, Programming)