

The book was found

# Programming Arduino Getting Started With Sketches



## Synopsis

Clear, easy-to-follow examples show you how to program Arduino with ease! "Programming Arduino: Getting Started with Sketches" helps you understand the software side of Arduino and explains how to write well-crafted Sketches (the name given to Arduino programs) using the C language of Arduino. This practical guide offers an unintimidating, concise approach for non-programmers that will get you up and running right away. "Programming Arduino: Getting Started with Sketches" Explains basic concepts and syntax of C with simple language and clear examples designed for absolute beginners - no prior knowledge of programming is required. It leads you from basic through to advanced C programming concepts and features dozens of specific examples that illustrate concepts and can be used as-is or modified to suit your purposes.\* All code from the book is available for download.\* Helps you develop working Sketches quickly. Coverage includes: C Language Basics; Functions; Arrays, Strings; Input / Output; Standard Library Goodies; Storage; LCD Displays; Programming for the Web; Program Design; C++ and Library Writing

## Book Information

Paperback: 176 pages

Publisher: McGraw-Hill Education TAB; 1 edition (November 29, 2011)

Language: English

ISBN-10: 0071784225

ISBN-13: 978-0071784221

Product Dimensions: 5.4 x 0.4 x 8.4 inches

Shipping Weight: 5.6 ounces

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

Best Sellers Rank: #137,922 in Books (See Top 100 in Books) #42 in Books > Engineering & Transportation > Engineering > Electrical & Electronics > Electronics > Microelectronics #59 in Books > Computers & Technology > Hardware & DIY > Single Board Computers #60 in Books > Computers & Technology > Programming > Languages & Tools > C & C++ > C

## Customer Reviews

Dr. Simon Monk has a degree in Cybernetics and Computer Science and a PhD in Software Engineering. He spent several years as an academic before he returned to industry, co-founding the mobile software company Momote Ltd. He has been an active electronics hobbyist since his early teens and is an occasional author in hobby electronics magazines. Simon is also author of 30 Arduino Projects for the Evil Genius and 15 Dangerously Mad Projects for the Evil Genius.

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 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) Beginning C for Arduino, Second Edition: Learn C Programming for the Arduino 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) 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) 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) Programming the Raspberry Pi, Second Edition: Getting Started with Python (Electronics) Arduino Project Handbook: 25 Practical Projects to Get You Started Arduino Project Handbook, Volume II: 25 More Practical Projects to Get You Started Getting to Know Arduino (Code Power: a Teen Programmers Guide) Getting the Most Out of Makerspaces to Explore Arduino & Electronics

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)