C Programming for Arduino

By Julien Bayle

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Building your own electronic devices is fascinating fun and this book helps you enter the world of autonomous but connected devices. After an introduction to the Arduino board, you'll end up learning some skills to surprise yourself.

Overview

- Use Arduino boards in your own electronic hardware & software projects
- Sense the world by using several sensory components with your Arduino boards
- Create tangible and reactive interfaces with your computer
- Discover a world of creative wiring and coding fun!

In Detail

Physical computing allows us to build interactive physical systems by using software & hardware in order to sense and respond to the real world. C Programming for Arduino will show you how to harness powerful capabilities like sensing, feedbacks, programming and even wiring and developing your own autonomous systems.

C Programming for Arduino contains everything you need to directly start wiring and coding your own electronic project. You'll learn C and how to code several types of firmware for your Arduino, and then move on to design small typical systems to understand how handling buttons, leds, LCD, network modules and much more.

After running through C/C++ for the Arduino, you'll learn how to control your software by using real buttons and distance sensors and even discover how you can use your Arduino with the Processing framework so that they work in unison. Advanced coverage includes using Wi-Fi networks and batteries to make your Arduino-based hardware more mobile and flexible without wires. If you want to learn how to build your own electronic devices with powerful open-source technology, then this book is for you.

What you will learn from this book

- Understand what an Arduino board is
- Sense the world through a variety of digital inputs
- Feel the world with analog sensors
- Design a visual output feedback system
- Use Max6 and Processing with Arduino
- Connect your Arduino to wired and wireless networks
- Add GPS localisation modules to your Arduino

Approach

Written as a practical Packt book brimming with engaging examples, C Programming for Arduino will help those new to the amazing open source electronic platform so that they can start developing some great projects from the very start.

Who this book is written for

This book is great for people who want to learn how to design & build their own electronic devices. From interaction design art school students to the do-it-yourself hobbyist, or even simply people who want to learn electronics, this book will help by adding a new way to design autonomous but connected devices.

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Editorial Review

About the Author

Julien Bayle

Julien Bayle owns his Master Degree of biology & computer sciences in 2000. After several years in pure IT System Design, he founded Design the Media early 2010 in order to provide his own courses, training & tools for art fields. As a digital artist, he designed some huge new media art installations, like the permanent exhibition of La Maison des Cinématographies de la Méditerranée (Château de la Buzine) in Marseille, France, in 2011. He also works as a new media technology consultant for some private & public entities. As an A/V live performer, he plays his cold electronic music from New York to Marseille, where he actually lives. Arduino framework is one of his first electronic hardware studies early 2005 and he designed the famous protodeck controller with some opensource framework too. As an art & technology teacher, also certified by Ableton in 2010, he teaches a lot of courses about the digital audio workstation named Ableton Live, about the real-time graphical programming framework Max6 and also about Processing and Arduino.

As a minimalist digital artist, he works at the crossroads of sound, visual and data. He explores relationships between sounds and visuals through his immersive A/V installations, his live performances and his released music. His work, often described as "complex, intrigating and relevant", tries to break classical codes to bring audience a new vision of our world through his pure digital and real-time generated stimuli.

He's deeply involved in the open source community and loves to share and provide workshops and masterclasses online and on-site too. His personal website is **http://julienbayle.net**.

Users Review

From reader reviews:

Ellen Jorge:

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