



Arduino Programming in 24 Hours, Sams Teach Yourself

By Richard Blum

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Arduino Programming in 24 Hours, Sams Teach Yourself By Richard Blum

In just 24 sessions of one hour or less, *Sams Teach Yourself Arduino Programming in 24 Hours* teaches you C programming on Arduino, so you can start creating inspired “DIY” hardware projects of your own! Using this book’s straightforward, step-by-step approach, you’ll walk through everything from setting up your programming environment to mastering C syntax and features, interfacing your Arduino to performing full-fledged prototyping. Every hands-on lesson and example builds on what you’ve already learned, giving you a rock-solid foundation for real-world success!

Step-by-step instructions carefully walk you through the most common Arduino programming tasks.

Quizzes at the end of each chapter help you test your knowledge.

By the Way notes present interesting information related to the discussion.

Did You Know? tips offer advice or show you easier ways to perform tasks.

Watch Out! cautions alert you to possible problems and give you advice on how to avoid them.

Learn how to...

- Get the right Arduino hardware and accessories for your needs
- Download the Arduino IDE, install it, and link it to your Arduino
- Quickly create, compile, upload, and run your first Arduino program
- Master C syntax, decision control, strings, data structures, and functions
- Use pointers to work with memory—and avoid common mistakes
- Store data on your Arduino’s EEPROM or an external SD card
- Use existing hardware libraries, or create your own
- Send output and read input from analog devices or digital interfaces
- Create and handle interrupts in software and hardware
- Communicate with devices via the SPI interface and I2C protocol
- Work with analog and digital sensors
- Write Arduino C programs that control motors
- Connect an LCD to your Arduino, and code the output
- Install an Ethernet shield, configure an Ethernet connection, and write networking programs

- Create prototyping environments, use prototyping shields, and interface electronics to your Arduino

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Editorial Review

About the Author

Richard Blum has worked in the IT industry for more than 25 years as a network and systems administrator, managing Microsoft, UNIX, Linux, and Novell servers for a network with more than 3,500 users. He has developed and teaches programming and Linux courses via the Internet to colleges and universities worldwide. Rich has a master's degree in management information systems from Purdue University and is the author of several programming books, including *Teach Yourself Python Programming for the Raspberry Pi in 24 Hours* (coauthored with Christine Bresnahan, 2013, Sams Publishing), *Linux Command Line and Shell Scripting Bible* (coauthored with Christine Bresnahan, 2011, Wiley), *Professional Linux Programming* (coauthored with Jon Masters, 2007, Wiley), and *Professional Assembly Language* (2005, Wrox). When he's not busy being a computer nerd, Rich enjoys spending time with his wife, Barbara, and two daughters, Katie Jane and Jessica.

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