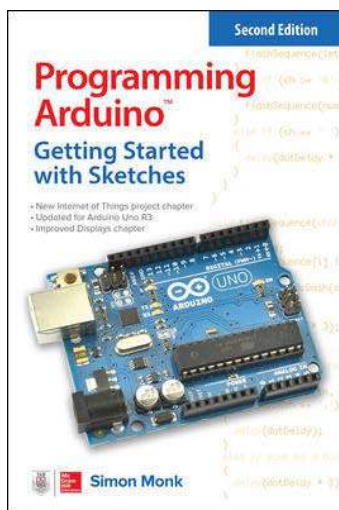




Programming Arduino: Getting Started with Sketches, Second Edition



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Description

Program Arduino with ease!

This thoroughly updated guide shows, step-by-step, how to quickly program all Arduino models. *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. No prior programming experience is required!

- Understand Arduino hardware fundamentals
- Set up the software, power up your Arduino, and start uploading sketches
- Learn C language basics
- 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 can store data
- 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
- Write your own Arduino libraries and use object-oriented programming methods

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