



# Arduino Programming in 24 Hours, Sams Teach Yourself

*Richard Blum*

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## **Arduino Programming in 24 Hours, Sams Teach Yourself** 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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