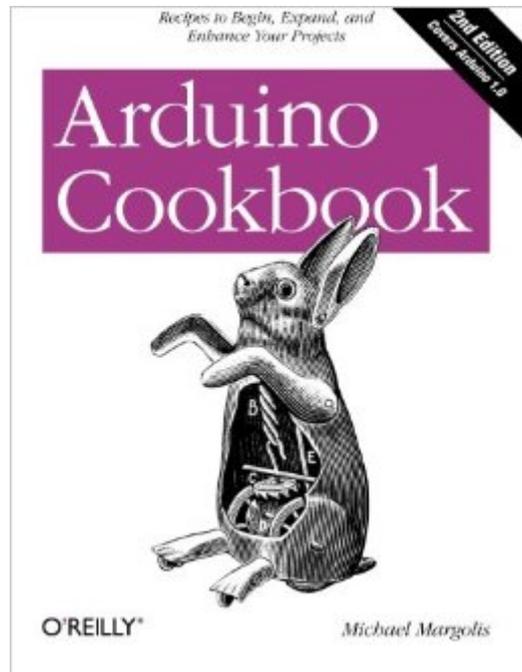**The book was found**

Arduino Cookbook, 2nd Edition

Synopsis

Want to create devices that interact with the physical world? This cookbook is perfect for anyone who wants to experiment with the popular Arduino microcontroller and programming environment. Youâ ™ll find more than 200 tips and techniques for building a variety of objects and prototypes such as toys, detectors, robots, and interactive clothing that can sense and respond to touch, sound, position, heat, and light.You donâ ™t need to have mastered Arduino or programming to get started. Updated for the Arduino 1.0 release, the recipes in this second edition include practical examples and guidance to help you begin, expand, and enhance your projects right awayâ ”whether youâ ™re an artist, designer, hobbyist, student, or engineer.Get up to speed on the Arduino board and essential software concepts quicklyLearn basic techniques for reading digital and analog signalsUse Arduino with a variety of popular input devices and sensorsDrive visual displays, generate sound, and control several types of motorsInteract with devices that use remote controls, including TVs and appliancesLearn techniques for handling time delays and time measurementApply advanced coding and memory handling techniques

Book Information

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Customer Reviews

This is the first time I have ever considered returning a book to . I purchased this book based on the great reviews and a brief glance through the online preview pages. However, once I received the book I realized that it is not at all what I am looking for.If you are new to programming, this book

may be great. If you already know how to program but want to learn about the Arduino, this is NOT the book for you.For example, chapters 1-3 discuss basic such as for loops (section 2.14) and the sqrt() function (section 3.8). This book works hard to avoid "advanced" subjects such as pointers and printf. Even in "Chapter 17: Advanced Coding and Memory Handling", there is barely any mention of heap and stack (SRAM) versus static (flash) memory. Sure, Ch.17 mentions the keyword PROGMEM but for any further details, the reader is referred to [...]. I don't need a general discussion of memory management, I bought this book hoping for information on the specific features and quirks of Arduino.Want to learn about Arduino sleep modes? "18.10: Reducing Battery Drain" might seem like a good recipe. Don't bother though, all it does is reprint the most basic example of using the freely available Narcoleptic library from code.google.com. There is no mention of various Arduino sleep levels, how they may affect your code and what they do to the internal timers.Let's pick a more basic example, how about a real-time clock? There is absolutely no discussion of the hardware side of a real-time clock. On the software side, there are a couple simple examples on using the standard C time library. It's a bit misleading to see "#include " in recipe 12.4 (note the brackets). Yes, is a standard C library.

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Arduino Workshop: A Hands-On Introduction with 65 Projects