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Titolo	Arduino Programming with .NET and Sketch / / by Agus Kurniawan
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Descrizione fisica	1 online resource (XV, 168 p. 130 illus., 127 illus. in color.)
Collana	Technology in action
Disciplina	004
Soggetti	Computer input-output equipment Hardware and Maker
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references.
Sommario/riassunto	Leverage .NET and Sketch in Arduino development implementation and integrate it into your .NET program. There are many Arduino models and compatible shields thn beat ca used in Arduino boards. Integrating between an Arduino platform and .NET technology or Sketch can produce more advantages. Arduino Programming using .NET and Sketch shows readers how to do so with practical Arduino projects, such as preparing a development environment, performing sensing and actuating with external devices, implementing Windows Remote Arduino and building a simple IoT program. Use this quick reference to learn the basics of the Arduino platform and start your Arduino programming in .NET and Sketch today.