

1.	Record Nr.	UNICAMPANIAVAN0087562
	Autore	Squillace, Marta
	Titolo	Fertilità chimica ed efficienza agronomica in modelli di orizzonti ^ A (up) : tesi di laurea sperimentale / Marta Squillace ; relatore Andrea Buondonno, correlatori Eleonora Grilli, Barbara Di Lonardo
	Pubbl/distr/stampa	34 p. : ill. ; 30 cm
	Edizione	[[Caserta]]
	Descrizione fisica	Seconda Università degli studi di Napoli, Facoltà di scienze del farmaco per l'ambiente e la salute, corso di laurea in Biotecnologie, anno accademico 2009-2010.
	Soggetti	Tesi - Biotecnologie
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
2.	Record Nr.	UNINA9910300639703321
	Autore	Purdum Jack
	Titolo	Beginning C for Arduino, Second Edition : Learn C Programming for the Arduino / / by Jack Purdum
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2015
	ISBN	9781484209400 1484209400
	Edizione	[2nd ed. 2015.]
	Descrizione fisica	1 online resource (381 p.)
	Collana	Technology in action Beginning C for Arduino
	Disciplina	004
	Soggetti	Computer input-output equipment Computer hardware Programming languages (Electronic computers) Hardware and Maker Computer Hardware Programming Languages, Compilers, Interpreters
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia

Note generali	Includes index.
Nota di contenuto	Contents at a Glance; Contents; About the Author; About the Technical Reviewer; Acknowledgments; Introduction; Assumptions About You; Resources; Chapter 1: Introduction; Why Choose This Book?; Assumptions About You; What You Need; An Atmel-Based Microcontroller Card; Types of Memory; Flash Memory; SRAM; EEPROM; Making the Choice; Board Size; Input/Output (I/O) Pins; Breadboard; Miscellaneous Parts; Installing and Verifying the Software; Verifying the Hardware; Attaching the USB Cable; Selecting Your c Board in the Integrated Development Environment; Port Selection Loading and Running Your First ProgramWriting Your First Program; What the Program Does; Compiling and Uploading a Program; Summary; Chapter 2: Arduino C; The Building Blocks of All Programming Languages; Expressions; Statements; Operator Precedence; Statement Blocks; Function Blocks; The Five Program Steps; 1. Initialization Step; 2. Input Step; 3. Process Step; 4. Output Step; 5. Termination Step; The Purpose of the Five Program Steps; A Revisit to Your First Program; The setup() Function; The loop() Function; Arduino Program Requirements; The Blink Program; Program Comments Single-Line CommentsMulti-line Comments; When to Use Comments; The setup() Function in Blink; How to Find Information About Library Functions; The loop() Function; delay(): Good News, Bad News; Summary; Chapter 3: Arduino C Data Types; Keywords in C; Variable Names in C; The boolean Data Type; Walking Through the Function Call to ReadSwitchState (); Binary Numbers; The char Data Type and Character Sets; Generating a Table of ASCII Characters; The byte Data Type; The int Data Type; The word Data Type; The long Data Type; The float and double Data Types; Floating Point Precision The string Data TypeString Data Type; Which Is Better: String or strings Built from char Arrays?; The void Data Type; The array Data Type; Array Generalizations; Defining vs. Declaring Variables; Language Errors; Symbol Tables; lvalues and rvalues; Understanding an Assignment Statement; The Bucket Analogy; Using the cast Operator; The Cast Rule; Silent Casts; Summary; Chapter 4: Decision Making in C; Relational Operators; The if Statement; What if Expression1 Is Logic True?; What if Expression1 Is Logic False?; Braces or No Braces?; A Modified Blink Program; The Circuit Summary
Sommario/riassunto	Beginning C for Arduino, Second Edition is written for those who have no prior experience with microcontrollers or programming but would like to experiment and learn both. Updated with new projects and new boards, this book introduces you to the C programming language, reinforcing each programming structure with a simple demonstration of how you can use C to control the Arduino family of microcontrollers. Author Jack Purdum uses an engaging style to teach good programming techniques using examples that have been honed during his 25 years of university teaching. Beginning C for Arduino, Second Edition will teach you: The C programming language How to use C to control a microcontroller and related hardware How to extend C by creating your own libraries, including an introduction to object-oriented programming During the course of the book, you will learn the basics of programming, such as working with data types, making decisions, and writing control loops. You'll then progress onto some of the trickier aspects of C programming, such as using pointers effectively, working with the C preprocessor, and tackling file I/O. Each chapter ends with a series of exercises and review questions to test

your knowledge and reinforce what you have learned.
