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Programming And Customizing The Avr Microcontroller – AVR E-Book. This reader-friendly guide shows you how to take charge of the newest, most versatile microcontrollers around, Atmel’s AVR RISC chip family. Inside, Electronics World writer and astronomy instrumentation developer Dhananjay V.

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This reader-friendly guide shows you how to take charge of the newest, most versatile microcontrollers around, Atmel’s AVR RISC chip family. Inside, Electronics World writer and astronomy instrumentation developer Dhananjay V. Gadre walks you from first meeting these exciting new computers-on-a-chip all the way through design and ready-to-launch products.

Publisher’s Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. How to take charge of the newest, most versatile microcontrollers around, Atmel’s AVR RISC chip family (with CD-ROM) This reader-friendly guide shows you how to take charge of the newest, most versatile microcontrollers around, Atmel’s AVR RISC chip family. Inside, Electronics World writer and astronomy instrumentation developer Dhananjay V. Gadre walks you from first meeting these exciting new computers-on-a-chip all the way through design and ready-to-launch products.

CREATE FIENDISHLY FUN tinyAVR MICROCONTROLLER PROJECTS This wickedly inventive guide shows you how to conceptualize, build, and program 34 tinyAVR microcontroller devices that you can use for either entertainment or practical purposes. After covering the development process, tools, and power supply sources, tinyAVR Microcontroller Projects for the Evil Genius gets you working on exciting LED, graphics LCD, sensor, audio, and alternate energy projects. Using easy-to-find components and equipment, this hands-on guide helps you build a solid foundation in electronics and embedded programming while accomplishing useful—and slightly twisted—projects. Most of the projects have fascinating visual appeal in the form of large LED-based displays, and others feature a voice playback mechanism. Full source code and circuit files for each project are available for download, tinyAVR Microcontroller Projects for the Evil Genius: Features step-by-step instructions and helpful illustrations Allows you to customize each project for your own requirements Offers full source code for all projects for download Build these and other devious devices: Flickering LED candle Random color and music generator Mood lamp VU meter with 20 LEDs Celsius and Fahrenheit thermometer RGB dice Tengs on graphics display Spinning LED top with message display Contactless tachometer Electronic birthday blowout candles Fridge alarm Musical toy Batteryless infrared remote Batteryless persistence-of-vision toy Each fun, inexpensive Evil Genius project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions for easy assembly. The larger workbook-style layout and convenient two-column format make following the step-by-step instructions a breeze. Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

Atmel’s AVR microcontrollers are the chips that power Arduino, and are the go-to chip for many hobbyist and hardware hacking projects. In this book you’ll set aside the layers of abstraction provided by the Arduino environment and learn how to program AVR microcontrollers directly. In doing so, you’ll get closer to the chip and you’ll be able to squeeze more power and features out of it. Each chapter of this book is centered around projects that incorporate that particular microcontroller topic. Each project includes schematics, code, and illustrations of a working project. Program a range of AVR chips Extend and re-use other people’s code and circuits Interface with USB, I2C, and SPI peripheral devices Learn to access the full range of power and speed of the microcontroller Build projects including Cylon Eyes, a Square-Wave Organ, an AM Radio, a Passive Light-Sensor Alarm, Temperature Logger, and more Understand what’s happening behind the scenes even when using the Arduino IDE

Step-by-step guide written in a lucid language for mastering C# DESCRIPTION This book starts by introducing the concepts of .NET framework. It then discusses OOP and explores how one can work with OOP in C#. There are two chapters on OOP: the first one covers the basics of object-oriented programming (OOP); and the second one delineates advanced concepts related to OOP and how they can be implemented in C#. Next, the book discusses Language Integrated Query (LINQ) and how to work with it in C#, followed by multithreading, asynchronous and parallel programming concepts with relevant code examples to illustrate the concepts covered. Generics, collections, generic collections, delegates, lambda expressions are also covered! In this section. In the last section of the book, serialization, file I/O and how to work with them in C# are discussed concisely. A separate chapter on C# 8.0 is added to highlight its new features. . . There is an appendix chapter as well that discusses how one can get started working with Visual Studio 2019. KEY FEATURES Packed with plentiful code examples A comprehensive guide to mastering C# Discusses the OOP principles. Targets beginner to advanced readers of C# Provides insight into the latest features of C#, including C# 8.0 Covers Visual Studio 2019 WHAT WILL YOU LEARN By the end of reading this book, the reader will have mastered the concepts of C# programming language, and be able to build high performance, scalable and robust applications using C#. WHO THIS BOOK IS FOR This book is intended for people who are aspiring a career in .NET as well as for professionals who would like to master the concepts of C# programming language. Since this book is for beginner to advanced readers of C#, a basic knowledge of C# will be helpful. Table of Contents 1. Microsoft .NET Internals 2. Getting Started with C# 3. Object-oriented Programming - Part 1 4. Object-oriented Programming - Part 2 5. Properties and Indexers 6. Programming LINQ in C# 7. Generic Collections in C# 8. Delegates and Extension Methods 9. Exception Handling in C# 10. Asynchrony and Parallel programming 11. Multithreading in C# 12. File IO and Serialization 13. Advanced Concepts in C# 14. New Features of C# 8.0 15 Appendix

Delivering a solid introduction to assembly language and embedded systems, ARM Assembly Language: Fundamentals and Techniques, Second Edition continues to support the popular ARM7TDMI, but also addresses the latest architectures from ARM, including CortexM-A, Cortex-R, and Cortex-M processors—all of which have slightly different instruction sets, programmer’s models, and exception handling. Featuring three brand-new chapters, a new appendix, and expanded coverage of the ARM7TM, this edition: Discusses IEEE 754 floating-point arithmetic and explains how to program with the IEEE standard notation Contains step-by-step directions for the use of KeilTM MDK-ARM and Texas Instruments (TI) Code Composer StudioTM Provides a resource to be used alongside a variety of hardware evaluation modules, such as TI’s Tiva Launchpad, STMicroelectronics’ iNemo and Discovery, and NXP Semiconductors’ Xplorer boards Written by experienced ARM processor designers, ARM Assembly Language: Fundamentals and Techniques, Second Edition covers the topics essential to writing meaningful assembly programs, making it an ideal textbook and professional reference.

The AVR microcontroller from Atmel (now Microchip) is one of the most widely used 8-bit microcontrollers. Arduino Uno is based on AVR microcontroller. It is inexpensive and widely available around the world. This book combines the two. In this book, the authors use a step-by-step and systematic approach to show the programming of the AVR chip. Examples in both Assembly language and C show how to program many of the AVR features, such as timers, serial communication, ADC, SPI, I2C, and PWM. The text is organized into two parts: 1) The first 6 chapters use Assembly language programming to examine the internal architecture of the AVR. 2) Chapters 7-18 uses both Assembly and C to show the AVR peripherals and I/O interfacing to real-world devices such as LCD, motor, and sensor. The first edition of this book published by Pearson used ATmega32. It is still available for purchase from Amazon. This new edition is based on Atmega328 and the Arduino Uno board. The appendices, source codes, tutorials and support materials for both books are available on the following websites: http://www.NicerLand.com/ and http://www.MicroDigitalEd.com/AVR/AVR_books.htm

Presents an introduction to the open-source electronics prototyping platform.

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