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# **The Microcontroller Application Cookbook**

**David Baud** 

# The Microcontroller Application Cookbook:

The Microcontroller Application Cookbook Featuring the BASIC Stamp 2 Matt Gilliland, 2000-12-07 Microcontroller Cookbook Mike James, 2001 The project based cookbook approach of this book guides the reader through programming interfacing development work and circuit design using two of the most popular microcontroller families Microcontroller Application Cookbook, with BS-2 Homework Board Matt Gilliland, 2002-11 The Microcontroller Application Cookbook Vol 2 is bundled with the Parallax Homework Board which contains a fully functional Basic Stamp 2 Microcontroller with a breadboard prototyping area ARM® Cortex® M4 Cookbook Dr. Mark Fisher, 2016-03-16 Over 50 hands on recipes that will help you develop amazing real time applications using GPIO RS232 ADC DAC timers audio codecs graphics LCD and a touch screen About This Book This book focuses on programming embedded systems using a practical approach Examples show how to use bitmapped graphics and manipulate digital audio to produce amazing games and other multimedia applications The recipes in this book are written using ARM s MDK Microcontroller Development Kit which is the most comprehensive and accessible development solution Who This Book Is For This book is aimed at those with an interest in designing and programming embedded systems These could include electrical engineers or computer programmers who want to get started with microcontroller applications using the ARM Cortex M4 architecture in a short time frame The book s recipes can also be used to support students learning embedded programming for the first time Basic knowledge of programming using a high level language is essential but those familiar with other high level languages such as Python or Java should not have too much difficulty picking up the basics of embedded C programming What You Will Learn Use ARM's uVision MDK to configure the microcontroller run time environment RTE create projects and compile download and run simple programs on an evaluation board Use and extend device family packs to configure I O peripherals Develop multimedia applications using the touchscreen and audio codec beep generator Configure the codec to stream digital audio and design digital filters to create amazing audio effects Write multi threaded programs using ARM s real time operating system RTOS Write critical sections of code in assembly language and integrate these with functions written in C Fix problems using ARM s debugging tool to set breakpoints and examine variables Port uVision projects to other open source development environments In Detail Embedded microcontrollers are at the core of many everyday electronic devices Electronic automotive systems rely on these devices for engine management anti lock brakes in car entertainment automatic transmission active suspension satellite navigation etc The so called internet of things drives the market for such technology so much so that embedded cores now represent 90% of all processor's sold The ARM Cortex M4 is one of the most powerful microcontrollers on the market and includes a floating point unit FPU which enables it to address applications The ARM Cortex M4 Microcontroller Cookbook provides a practical introduction to programming an embedded microcontroller architecture This book attempts to address this through a series of recipes that develop embedded

applications targeting the ARM Cortex M4 device family The recipes in this book have all been tested using the Keil MCBSTM32F400 board This board includes a small graphic LCD touchscreen 320x240 pixels that can be used to create a variety of 2D gaming applications. These motivate a younger audience and are used throughout the book to illustrate particular hardware peripherals and software concepts C language is used predominantly throughout but one chapter is devoted to recipes involving assembly language Programs are mostly written using ARM s free microcontroller development kit MDK but for those looking for open source development environments the book also shows how to configure the ARM GNU toolchain Some of the recipes described in the book are the basis for laboratories and assignments undertaken by undergraduates Style and approach The ARM Cortex M4 Cookbook is a practical guide full of hands on recipes It follows a step by step approach that allows you to find utilize and learn ARM concepts quickly **Cookbook For Mobile Robotic Platform Control** Dr. Anita Gehlot, Dr. Rajesh Singh, Dr. Lovi Raj Gupta, Bhupendra Singh, 2019-09-20 Controlling Robots using Blynk Virtuino Cayenne Thingspeak Firebase DESCRIPTION This book provides a platform to the readers where they can understand the applications of Internet of Things to control the robotic platform It covers the basic knowledge of the mobile apps with their designing steps and programming The objective of the book is to discuss various applications of robotic platform where Internet of things can play an important role This book comprises of total seventeen chapters for designing different independent prototypes for the various control methods It covers introduction to IoT and basic components to design a robotic platform The system demonstration is done with the help of Ti Launch Pad and other interfacing devices The control of robot with different mobile apps like Blynk Virtuino Cayenne Thingspeak Firebase are included for vast coverage of scope It would be beneficial for the people who want to get started with hardware based robotic prototypes with IoT This book is entirely based on the practical experience of the authors while undergoing projects with the students and industries KEY FEATURES The book provides gradual pace of basics to advanced interfacing and programming with Ti launch pad for IoT applications It provides a unique style for IoT applications with program codes It discusses various applications where the Internet of Things plays an important role and considers a number of different independent prototypes for various mobile robotics platform control methods. The control of robot with different mobile apps like Blynk Virtuino Cayenne Thingspeak Firebase are included for vast coverage of scope Step by step programming to get started with Ti launch Pad Case studies to provide solution to real time problems The case studies and programming in book are tested on real hardware during handling the industrial and student projects WHAT WILL YOU LEARN Interfacing of Ti launch Pad and NodeMCU with Input Output Devices Serial Communication between Ti Launch Pad and NodeMCU Robot Control Using the Blynk Virtuino App Environment Monitoring Robot with BLYNK App Sensory Data Acquisition Robot Using a ThingSpeak Server Robot Control with Cayenne App Local Server and NodeMCU Firebase Server WHO THIS BOOK IS FOR Students pursuing BE BSc ME MSc BTech MTech in Computer Science Electronics Electrical Table of Contents 1 Introduction 2

Components of a Robotic Platform 3 Interfacing of Ti launch Pad with Input Output Devices 4 Interfacing of NodeMCU with Input Output Devices 5 Serial Communication between Ti Launch Pad and NodeMCU 6 Robot Control Using the Blynk App 7 Robot Control Using the Virtuino App 8 Environment Monitoring Robot with BLYNK App 9 Sensory Data Acquisition Robot Using a ThingSpeak Server 10 Robot Control with Cayenne App 11 Robot Control with Local Server and NodeMCU 12 Robot Control with a Firebase Server 13 XBee and Wi Fi Modem Based Robot Control 14 Fire Fighting Robot 15 The Internet of Things Robotic Arm 16 The Smart Orchard with a Robotic Arm Sprinkler 17 Smart Farming with the IoT Cookbook Gian Marco Iodice, 2022-04-01 Work through over 50 recipes to develop smart applications on Arduino Nano 33 BLE Sense and Raspberry Pi Pico using the power of machine learning Key Features Train and deploy ML models on Arduino Nano 33 BLE Sense and Raspberry Pi Pico Work with different ML frameworks such as TensorFlow Lite for Microcontrollers and Edge Impulse Explore cutting edge technologies such as microTVM and Arm Ethos U55 microNPU Book DescriptionThis book explores TinyML a fast growing field at the unique intersection of machine learning and embedded systems to make AI ubiquitous with extremely low powered devices such as microcontrollers The TinyML Cookbook starts with a practical introduction to this multidisciplinary field to get you up to speed with some of the fundamentals for deploying intelligent applications on Arduino Nano 33 BLE Sense and Raspberry Pi Pico As you progress you ll tackle various problems that you may encounter while prototyping microcontrollers such as controlling the LED state with GPIO and a push button supplying power to microcontrollers with batteries and more Next you ll cover recipes relating to temperature humidity and the three V sensors Voice Vision and Vibration to gain the necessary skills to implement end to end smart applications in different scenarios Later you ll learn best practices for building tiny models for memory constrained microcontrollers Finally you ll explore two of the most recent technologies microTVM and microNPU that will help you step up your TinyML game By the end of this book you ll be well versed with best practices and machine learning frameworks to develop ML apps easily on microcontrollers and have a clear understanding of the key aspects to consider during the development phase What you will learn Understand the relevant microcontroller programming fundamentals Work with real world sensors such as the microphone camera and accelerometer Run on device machine learning with TensorFlow Lite for Microcontrollers Implement an app that responds to human voice with Edge Impulse Leverage transfer learning to classify indoor rooms with Arduino Nano 33 BLE Sense Create a gesture recognition app with Raspberry Pi Pico Design a CIFAR 10 model for memory constrained microcontrollers Run an image classifier on a virtual Arm Ethos U55 microNPU with microTVM Who this book is for This book is for machine learning developers engineers interested in developing machine learning applications on microcontrollers through practical examples quickly Basic familiarity with C C the Python programming language and the command line interface CLI is required However no prior knowledge of microcontrollers is necessary **Embedded Programming with Modern C++ Cookbook** Igor Viarheichyk, 2020-04-17 Explore various constraints and challenges that

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Rafiguzzaman, 2018-01-11 A thorough revision that provides a clear understanding of the basic principles of microcontrollers using C programming and PIC18F assembly language This book presents the fundamental concepts of assembly language programming and interfacing techniques associated with typical microcontrollers As part of the second edition's revisions PIC18F assembly language and C programming are provided in separate sections so that these topics can be covered independent of each other if desired This extensively updated edition includes a number of fundamental topics Characteristics and principles common to typical microcontrollers are emphasized Interfacing techniques associated with a basic microcontroller such as the PIC18F are demonstrated from chip level via examples using the simplest possible devices such as switches LEDs Seven Segment displays and the hexadecimal keyboard In addition interfacing the PIC18F with other devices such as LCD displays ADC and DAC is also included Furthermore topics such as CCP Capture Compare PWM and Serial I O using C along with simple examples are also provided Microcontroller Theory and Applications with the PIC18F 2nd Edition is a comprehensive and self contained book that emphasizes characteristics and principles common to typical microcontrollers In addition the text Includes increased coverage of C language programming with the PIC18F I O and interfacing techniques Provides a more detailed explanation of PIC18F timers PWM and Serial I O using C Illustrates C interfacing techniques through the use of numerous examples most of which have been implemented successfully in the laboratory This new edition of Microcontroller Theory and Applications with the PIC18F is excellent as a text for undergraduate level students of electrical computer engineering and computer science Nuts & Volts .2005

Microcontroller Projects in C for the 8051 Dogan Ibrahim,2000-06-05 This book is a thoroughly practical way to explore the 8051 and discover C programming through project work Through graded projects Dogan Ibrahim introduces the reader to the fundamentals of microelectronics the 8051 family programming in C and the use of a C compiler The specific device used for examples is the AT89C2051 a small economical chip with re writable memory readily available from the major component suppliers A working knowledge of microcontrollers and how to program them is essential for all students of electronics In this rapidly expanding field many students and professionals at all levels need to get up to speed with practical microcontroller applications Their rapid fall in price has made microcontrollers the most exciting and accessible new development in electronics for years rendering them equally popular with engineers electronics hobbyists and teachers looking for a fresh range of projects Microcontroller Projects in C for the 8051 is an ideal resource for self study as well as providing an interesting enjoyable and easily mastered alternative to more theoretical textbooks Practical projects that enable students and practitioners to get up and running straight away with 8051 microcontrollers A hands on introduction to practical C programming A wealth of project ideas for students and enthusiasts

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