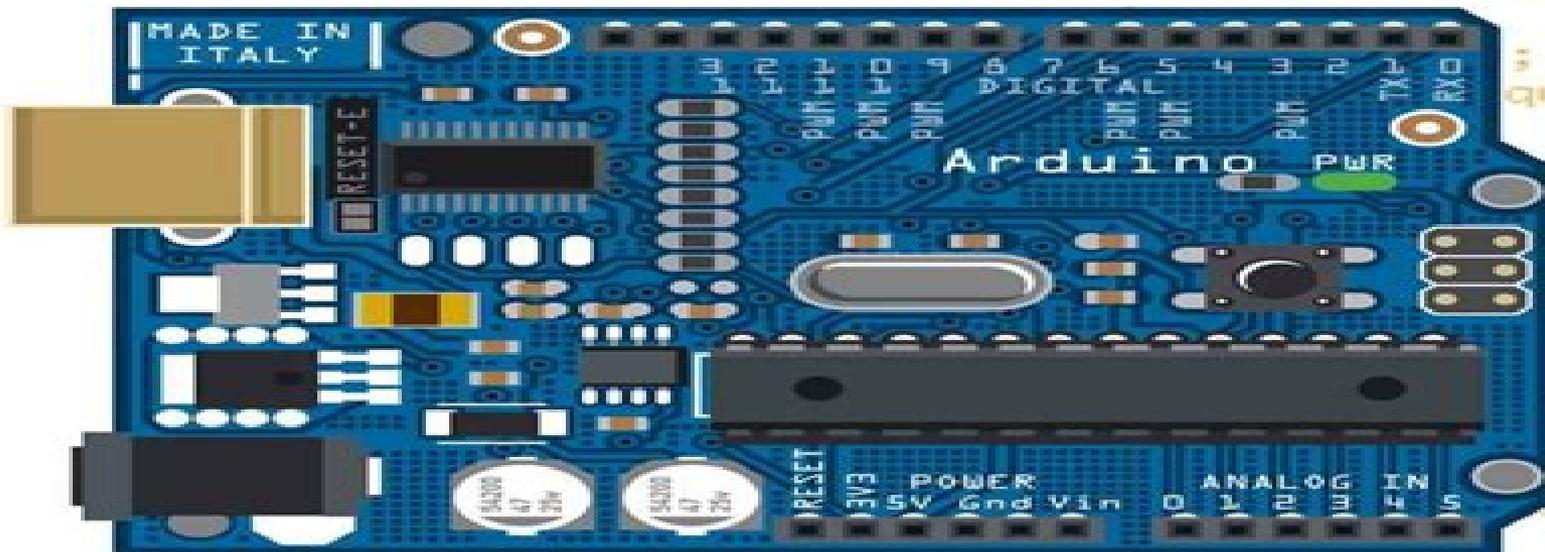




Programming Arduino™

Getting Started with Sketches



Simon Monk

```
else if (ch >= 'A')
{
  digitalWrite(LED_PIN, HIGH);
  delay(dotDelay * 3);
}
else if (ch >= '0')
{
  digitalWrite(LED_PIN, LOW);
  delay(dotDelay * 3);
}
}

void flashSequence(char sequence[])
{
  for (int i = 0; i < strlen(sequence); i++)
  {
    digitalWrite(LED_PIN, sequence[i] < '0');
    delay(dotDelay * 3);
  }
}

void setup()
{
  pinMode(LED_PIN, OUTPUT);
}

void loop()
{
  flashSequence("010101");
  delay(1000);
}
```

Programming Arduino Getting Started With Sketches

Simon Monk



Programming Arduino Getting Started With Sketches:

Programming Arduino: Getting Started with Sketches Simon Monk,2016-06-29 A fully updated guide to quickly and easily programming Arduino Thoroughly revised for the new Arduino Uno R3 this bestselling guide explains how to write well crafted sketches using Arduino s modified C language You will learn how to configure hardware and software develop your own sketches work with built in and custom Arduino libraries and explore the Internet of Things all with no prior programming experience required Electronics guru Simon Monk gets you up to speed quickly teaching all concepts and syntax through simple language and clear instruction designed for absolute beginners Programming Arduino Getting Started with Sketches Second Edition features dozens of easy to follow examples and high quality illustrations All of the sample sketches featured in the book can be used as is or modified to suit your needs An all new chapter teaches programming Arduino for Internet of Things projects Screenshots diagrams and source code illustrate each technique All sample programs in the book are available for download

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