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Design, build, and test LED-based projects using the Raspberry Pi About This Book Implement real LED-based projects for Raspberry Pi Learn to interface various LED modules such as LEDs, 7-segment, 4-digits 7 segment, and dot matrix to Raspberry Pi Get hands-on experience by exploring real-time LEDs with this project-based book Who This Book Is For This book is for those who want to learn how to build Raspberry Pi projects utilising LEDs, 7 segment, 4-digits 7 segment, and dot matrix modules. You also will learn to implement those modules in real applications, including interfacing with wireless modules and the Android mobile app. However, you don't need to have any previous experience with the Raspberry Pi or Android platforms. What You Will Learn Control LEDs, 7 segments, and 4-digits 7 segment from a Raspberry Pi Expand Raspberry Pi's GPIO Build a countdown timer Build a digital clock display Display numbers and characters on dot matrix displays Build a traffic light controller Build a remote home light control with a Bluetooth low energy module and Android Build mobile Internet-controlled lamps with a wireless module and Android In Detail Blinking LED is a popular application when getting started in embedded development. By customizing and utilising LED-based modules into the Raspberry Pi board, exciting projects can be obtained. A countdown timer, a digital clock, a traffic light controller, and a remote light controller are a list of LED-based inspired project samples for Raspberry Pi. An LED is a simple actuator device that displays lighting and can be controlled easily from a Raspberry Pi. This book will provide you with the ability to control LEDs from Raspberry Pi, starting from describing an

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idea through designing and implementing several projects based on LEDs, such as, 7-segments, 4-digits 7 segment, and dot matrix displays. Beginning with step-by-step instructions on installation and configuration, this book can either be read from cover to cover or treated as an essential reference companion to your Raspberry Pi. Samples for the project application are provided such as a countdown timer, a digital clock, a traffic light controller, a remote light controller, and an LED-based Internet of Things, so you get more practice in the art of Raspberry Pi development. Raspberry Pi LED Blueprints is an essential reference guide full of practical solutions to help you build LED-based applications. Style and approach This book follows a step-by-step approach to LED-based development for Raspberry Pi, explained in a conversational and easy-to-follow style. Each topic is explained sequentially in the process of building an application, and detailed explanations of the basic and advanced features are included.

The book covers various aspects of VHDL programming and FPGA interfacing with examples and sample codes giving an overview of VLSI technology, digital circuits design with VHDL, programming, components, functions and procedures, and arithmetic designs followed by coverage of the core of external I/O programming, algorithmic state machine based system design, and real-world interfacing examples. • Focus on real-world applications and peripherals interfacing for different applications like data acquisition, control, communication, display, computing, instrumentation, digital signal processing and top module design • Aims to be a quick reference guide to design digital architecture in the FPGA and develop system with RTC, data transmission protocols Embedded internet and internet appliances are the focus of great attention in the computing industry, as they are seen as the future of computing. The design of such devices presents

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many technical challenges. This book is the first guide available that describes how to design internet access and communications capabilities into embedded systems. It takes an integrated hardware/software approach using the Java programming language and industry-standard microcontrollers. Numerous illustrations and code examples enliven the text. This book shows how to build various sensors and control devices that connect to the TINI interfaces, explains how to write programs that control them in Java, and then ties them all together in practical applications. Included is a discussion on how these technologies work, where to get detailed specifications, and ideas for the reader to pursue beyond the book. The first guide to designing internet access and communications capabilities into embedded systems Takes an integrated hardware/software approach using the Java programming language an industry-standard

Discusses Uses for the Microcomputer, Including Projects & Methods for Interfacing the Personal Computer with Its Environment

The Newnes Know It All Series takes the best of what our authors have written over the past few years and creates a one-stop reference for engineers involved in markets from communications to embedded systems and everywhere in between. PIC design and development a natural fit for this reference series as it is one of the most popular microcontrollers in the world and we have several superbly authored books on the subject. This material ranges from the basics to more advanced topics. There is also a very strong project basis to this learning. The average embedded engineer working with this microcontroller will be able to have any question answered by this compilation. He/she will also be able to work through real-life problems via the projects contained in the book. The Newnes Know It All Series

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presentation of theory, hard fact, and project-based direction will be a continual aid in helping the engineer to innovate in the workplace. Section I. An Introduction to PIC Microcontrollers Chapter 1. The PIC Microcontroller Family Chapter 2. Introducing the PIC 16 Series and the 16F84A Chapter 3. Parallel Ports, Power Supply and the Clock Oscillator Section II. Programming PIC Microcontrollers using Assembly Language Chapter 4. Starting to Program—An Introduction to Assembler Chapter 5. Building Assembler Programs Chapter 6. Further Programming Techniques Chapter 7. Prototype Hardware Chapter 8. More PIC Applications and Devices Chapter 9. The PIC 1250x Series (8-pin PIC microcontrollers) Chapter 10. Intermediate Operations using the PIC 12F675 Chapter 11. Using Inputs Chapter 12. Keypad Scanning Chapter 13. Program Examples Section III. Programming PIC Microcontrollers using PicBasic Chapter 14. PicBasic and PicBasic Pro Programming Chapter 15. Simple PIC Projects Chapter 16. Moving On with the 16F876 Chapter 17. Communication Section IV. Programming PIC Microcontrollers using MBasic Chapter 18. MBasic Compiler and Development Boards Chapter 19. The Basics—Output Chapter 20. The Basics—Digital Input Chapter 21. Introductory Stepper Motors Chapter 22. Digital Temperature Sensors and Real-Time Clocks Chapter 23. Infrared Remote Controls Section V. Programming PIC Microcontrollers using C Chapter 24. Getting Started Chapter 25. Programming Loops Chapter 26. More Loops Chapter 27. NUMB3RS Chapter 28. Interrupts Chapter 29. Taking a Look under the Hood Over 900 pages of practical, hands-on content in one book! Huge market - as of November 2006 Microchip Technology Inc., a leading provider of microcontroller and analog semiconductors, produced its 5 BILLIONth PIC microcontroller Several points of view, giving the reader a complete 360 of this

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microcontroller

Connect your MS-DOS/Windows PC to the real world with this bestselling book! Control stepper motors, turn appliances on and off, monitor fluid levels, control a home security system, convert thermometer readings to digital values, detect magnetic fields, and do other useful stuff with the circuits and software found in this book. All circuits connect directly to the parallel printer port of your PC-you don't have to modify your PC in any way. Each circuit is complete with a schematic, description of circuit theory and operation, a parts list, construction and usage tips, and full source code in C, Basic, and Pascal for the controlling software. You can use each circuit "as is" or modify it for your particular needs. Do as thousands and thousands of others around the world have done-add this book to your electronics reference library! Over 200 large-format pages plus HD floppy disk. -controlling stepper and servo motors -generating audio tones and speech -converting input voltages to binary values

This comprehensive tutorial assumes no prior experience with PICBASIC. It opens with an introduction to such basic concepts as variables, statements, operators, and structures. This is followed by discussion of the two most commonly used PICBASIC compilers. The author then discusses programming the most common version of the PIC microcontroller, the 15F84. The remainder of the book examines several real-world examples of programming PICs with PICBASIC. In keeping with the integrated nature of embedded technology, both hardware and software are discussed in these examples; circuit details are given so that readers may replicate the designs for themselves or use them as the starting points for their development efforts. *Offers a complete introduction to programming the world's most commonly used microcontroller, the Microchip PIC, with the powerful but easy to use PICBASIC language *Gives

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numerous design examples and projects to illustrate important concepts *Accompanying CD contains the source files and executables discussed in the book as well as an electronic version of the book

Most microcontroller-based applications nowadays are large, complex, and may require several tasks to share the MCU in multitasking applications. Most modern high-speed microcontrollers support multitasking kernels with sophisticated scheduling algorithms so that many complex tasks can be executed on a priority basis. ARM-based Microcontroller Multitasking Projects: Using the FreeRTOS Multitasking Kernel explains how to multitask ARM Cortex microcontrollers using the FreeRTOS multitasking kernel. The book describes in detail the features of multitasking operating systems such as scheduling, priorities, mailboxes, event flags, semaphores etc. before going onto present the highly popular FreeRTOS multitasking kernel. Practical working real-time projects using the highly popular Clicker 2 for STM32 development board (which can easily be transferred to other boards) together with FreeRTOS are an essential feature of this book. Projects include: LEDs flashing at different rates; Refreshing of 7-segment LEDs; Mobile robot where different sensors are controlled by different tasks; Multiple servo motors being controlled independently; Multitasking IoT project; Temperature controller with independent keyboard entry; Random number generator with 3 tasks: live, generator, display; home alarm system; car park management system, and many more. Explains the basic concepts of multitasking Demonstrates how to create small

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multitasking programs Explains how to install and use the FreeRTOS on an ARM Cortex processor Presents structured real-world projects that enables the reader to create their own

Microprocessor ICs are the most complicated part of TV equipment and present special problems to the engineer when fault finding. Each device is presented graphically with the relevant data information given against each pin which allows the engineer to quickly compare voltage measurements and signal in/out data on a faulty device, with those in the book. All the measurements and signal data in the book were taken under actual working conditions. The purpose of this book is to provide the workshop technician and the field engineer with a valuable and convenient method of fault finding without the need to consult workshop manuals which are often expensive or indeed out of stock. As such it will also be of interest to those on television training courses.

Extend the range of your Arduino skills, incorporate the new developments in both hardware and software, and understand how the electronic applications function in everyday life. This project-based book extends the Arduino Uno starter kits and increases knowledge of microcontrollers in electronic applications. Learn how to build complex Arduino projects, break them down into smaller ones, and then enhance them, thereby broadening your understanding of each topic. You'll use the Arduino Uno in a range of applications such as a blinking LED, route mapping with a mobile GPS system, and uploading information to the internet. You'll also apply the Arduino Uno to sensors, collecting and

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displaying information, Bluetooth and wireless communications, digital image captures, route tracking with GPS, controlling motors, color and sound, building robots, and internet access. With Arduino Applied, prior knowledge of electronics is not required, as each topic is described and illustrated with examples using the Arduino Uno. What You'll Learn Set up the Arduino Uno and its programming environment Understand the application of electronics in every day systems Build projects with a microcontroller and readily available electronic components Who This Book Is For Readers with an Arduino starter-kit and little-to-no programming experience and those interested in "how electronic appliances work."

DIGITAL LOGIC AND MICROPROCESSOR DESIGN WITH INTERFACING, 2E provides a solid foundation for designing digital logic circuits. This unique approach combines the use of logic principles and the building of individual components to create data paths and control units so readers can build dedicated custom microprocessors and general-purpose microprocessors. Readers design simple microprocessors from the ground up, implement them in real hardware, and interface them to actual devices. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Arduino Project Handbook is a beginner-friendly collection of electronics projects using the low-cost Arduino board. With just a handful of components, an Arduino, and a computer, you'll learn to build and program everything from light shows to arcade games to

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an ultrasonic security system. First you'll get set up with an introduction to the Arduino and valuable advice on tools and components. Then you can work through the book in order or just jump to projects that catch your eye. Each project includes simple instructions, colorful photos and circuit diagrams, and all necessary code. Arduino Project Handbook is a fast and fun way to get started with microcontrollers that's perfect for beginners, hobbyists, parents, and educators. Uses the Arduino Uno board.

This book provides an easy-to-understand, step-by-step approach to learning the fundamentals of Assembly language programming for Intel's architectures, using a GNU/Linux-based computer as a tool. Offering students of computer science and engineering a hands-on learning experience, the book shows what actions the machine instructions perform, and then presents sample programs to demonstrate their application. The book is suitable for use during courses on Microprocessors, Assembly language programming, and Computer Organization in order to understand the execution model of processors. This knowledge also helps strengthen concepts when students go on to study operating systems and compiler construction. The concepts introduced are reinforced with numerous examples and review exercises. An Instructor's CD provides all the programs given in the book and the solutions to exercises. Key Features • Discusses programming guidelines and techniques of using Assembly language programs • Shows techniques to interface C and Assembly language programs • Covers instructions from

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general purpose instruction sets of IA32 processors • Includes MMX and MMX-2 instructions • Covers SSE and SSE-2 instructions • Explains input-output techniques and their use in GNU/Linux-based computers • Explains GNU/Linux system calls along with methods to use them in programs • Provides a list of suggested projects • Gives ample references to explore further

The book focuses on 8051 microcontrollers and prepares the students for system development using the 8051 as well as 68HC11, 80x96 and lately popular ARM family microcontrollers. A key feature is the clear explanation of the use of RTOS, software building blocks, interrupt handling mechanism, timers, IDE and interfacing circuits. Apart from the general architecture of the microcontrollers, it also covers programming, interfacing and system design aspects.

Arduino Project Handbook 25 Practical Projects to Get You Started No Starch Press

Rather than yet another project-based workbook, *Arduino: A Technical Reference* is a reference and handbook that thoroughly describes the electrical and performance aspects of an Arduino board and its software. This book brings together in one place all the information you need to get something done with Arduino. It will save you from endless web searches and digging through translations of datasheets or notes in project-based texts to find the information that corresponds to your own particular setup and question. Reference features include pinout diagrams, a discussion of the AVR

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microcontrollers used with Arduino boards, a look under the hood at the firmware and run-time libraries that make the Arduino unique, and extensive coverage of the various shields and add-on sensors that can be used with an Arduino. One chapter is devoted to creating a new shield from scratch. The book wraps up with detailed descriptions of three different projects: a programmable signal generator, a "smart" thermostat, and a programmable launch sequencer for model rockets. Each project highlights one or more topics that can be applied to other applications.

The CMOS Cookbook contains all you need to know to understand and successfully use CMOS (Complementary Metal-Oxide Semiconductor) integrated circuits. Written in a "cookbook" format that requires little math, this practical, user-oriented book covers all the basics for working with digital logic and many of its end applications. Whether you're a newcomer to logic and electronics or a senior design engineer, you'll find CMOS Cookbook and its examples helpful as a self-learning guide, a reference handbook, a project-idea book, or a text for teaching others digital logic at the high school through university levels. In the pages of this revised edition, you'll discover: *What CMOS is, who makes it, and how the basic transistors, inverters, and logic and transmission gates work *CMOS usage rules, power-supply examples, and information on

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breadboards, state testing, tools, and interfacing
*Discussions of the latest CMOS devices and sub-families, including the 74C, 74HC, and 74HCT series that streamline TTL and CMOS interfacing *An in-depth look at multivibrators - including astable, monostable, and bistable - and linear techniques
*Clocked-logic designs and the extensive applications of JK and D-type flip-flops *A helpful appendix featuring a TTL-to-CMOS conversion chart
One of the most thorough introductions available to the world's most popular microcontroller!

Here is a laboratory workbook filled with interesting and challenging projects for digital logic design and embedded systems classes. The workbook introduces you to fully integrated modern CAD tools, logic simulation, logic synthesis using hardware description languages, design hierarchy, current generation field programmable gate array technology, and SoPC design. Projects cover such areas as serial communications, state machines with video output, video games and graphics, robotics, pipelined RISC processor cores, and designing computer systems using a commercial processor core.

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,

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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

Second in the series, Practical Aspects of Embedded System Design using Microcontrollers emphasizes the same philosophy of “Learning by Doing” and “Hands on Approach” with the application oriented case studies developed around the PIC16F877 and AT 89S52, today’s most popular

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microcontrollers. Readers with an academic and theoretical understanding of embedded microcontroller systems are introduced to the practical and industry oriented Embedded System design. When kick starting a project in the laboratory a reader will be able to benefit experimenting with the ready made designs and 'C' programs. One can also go about carving a big dream project by treating the designs and programs presented in this book as building blocks. Practical Aspects of Embedded System Design using Microcontrollers is yet another valuable addition and guides the developers to achieve shorter product development times with the use of microcontrollers in the days of increased software complexity. Going through the text and experimenting with the programs in a laboratory will definitely empower the potential reader, having more or less programming or electronics experience, to build embedded systems using microcontrollers around the home, office, store, etc. Practical Aspects of Embedded System Design using Microcontrollers will serve as a good reference for the academic community as well as industry professionals and overcome the fear of the newbies in this field of immense global importance.

ARM-based Microcontroller Projects Using mbed gives readers a good understanding of the basic architecture and programming of ARM-based microcontrollers using ARM's mbed software. The

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book presents the technology through a project-based approach with clearly structured sections that enable readers to use or modify them for their application. Sections include: Project title, Description of the project, Aim of the project, Block diagram of the project, Circuit diagram of the project, Construction of the project, Program listing, and a Suggestions for expansion. This book will be a valuable resource for professional engineers, students and researchers in computer engineering, computer science, automatic control engineering and mechatronics. Includes a wide variety of projects, such as digital/analog inputs and outputs (GPIO, ADC, DAC), serial communications (UART, 12C, SPI), WIFI, Bluetooth, DC and servo motors Based on the popular Nucleo-L476RG development board, but can be easily modified to any ARM compatible processor Shows how to develop robotic applications for a mobile robot Contains complete mbed program listings for all the projects in the book Complete BS2P command reference Demo projects include: * Internet-to-Stamp gateways * Infrared remote controls * Test instrumentation * Robot motor controls Want to build an electronic game, a robot, or an automated manufacturing process? A The textbook on microprocessors and microcontrollers has been developed as per the latest syllabus requirements of ECE, CSE & IT branches of engineering. Its lucid explanation and

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strong features such as design-based exercises, ample examples, review questions and assembly language programming examples lay a solid foundation for the subject.

Shows how to construct a power supply, microprocessor, peripheral devices and a CRT terminal and explains the design considerations of each project

Crash Course in Digital Technology teaches the basics of digital electronics theory and circuits in an easy-to-understand format. Each chapter includes learning objectives, clear explanations and examples, and an end-of-chapter self-quiz. The drill-and-review software included with the book allows learners to test themselves on the contents of each chapter, providing a second reinforcement of the material. A final chapter teaches the basics of troubleshooting digital circuits. With the two other Crash Course books, Electronics Technology and Microprocessor Technology, this book forms a complete course in electronics and microcomputer technology appropriate for technical schools, industrial training, and hobbyists. Louis Frenzel is an experienced electronics engineer and educator, as well as the author of many magazine articles and texts. He is currently an instructor at Austin Community College in Austin, Texas. Drill-and-review software included Clear, easy format Self-paced introduction to digital electronics

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This book presents a comprehensive review of technical and commercial aspects of display technology. It provides design engineers with the information needed to select proper technology for new products. The book focuses on flat, thin displays such as light-emitting diodes, plasma display panels, and liquid crystal displays, but it also includes material on cathode ray tubes. Displays include a large number of products from televisions, auto dashboards, radios, and household appliances, to gasoline pumps, heart monitors, microwave ovens, and more. For more information on display technology, go to the experts:

<http://www.insightmedia.info/>

This book is ideal for the engineer, technician, hobbyist and student who have knowledge of the basic principles of PIC microcontrollers and want to develop more advanced applications using the 18F series. The architecture of the PIC 18FXXX series as well as typical oscillator, reset, memory, and input-output circuits is completely detailed. After giving an introduction to programming in C, the book describes the project development cycle in full, giving details of the process of editing, compilation, error handling, programming and the use of specific development tools. The bulk of the book gives full details of tried and tested hands-on projects, such as the 12C BUS, USB BUS, CAN BUS, SPI BUS and real-time operating systems. A clear introduction to the PIC

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18FXXX microcontroller's architecture 20 projects, including developing wireless and sensor network applications, using I2C BUS, USB BUS, CAN BUS and the SPI BUS, which give the block and circuit diagram, program description in PDL, program listing and program description Numerous examples of using developmental tools: simulators, in-circuit debuggers (especially ICD2) and emulators

Microcontroller-Based Temperature Monitoring and Control is an essential and practical guide for all engineers involved in the use of microcontrollers in measurement and control systems. The book provides design principles and application case studies backed up with sufficient control theory and electronics to develop your own systems. It will also prove invaluable for students and experimenters seeking real-world project work involving the use of a microcontroller. Techniques for the application of microcontroller-based control systems are backed up with the basic theory and mathematics used in these designs, and various digital control techniques are discussed with reference to digital sample theory. The first part of the book covers temperature sensors and their use in measurement, and includes the latest non-invasive and digital sensor types. The second part covers sampling procedures, control systems and the application of digital control algorithms using a microcontroller. The final chapter describes a complete microcontroller-based

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temperature control system, including a full software listing for the programming of the controller.

*Provides practical guidance and essential theory making it ideal for engineers facing a design challenge or students devising a project *Includes real-world design guides for implementing a microcontroller-based control systems *Requires only basic mathematical and engineering background as the use of microcontrollers is introduced from first principles

Embedded Software Development With C offers both an effectual reference for professionals and researchers, and a valuable learning tool for students by laying the groundwork for a solid foundation in the hardware and software aspects of embedded systems development. Key features include a resource for the fundamentals of embedded systems design and development with an emphasis on software, an exploration of the 8051 microcontroller as it pertains to embedded systems, comprehensive tutorial materials for instructors to provide students with labs of varying lengths and levels of difficulty, and supporting website including all sample codes, software tools and links to additional online references.

Extensively revised and updated to encompass the latest developments in the PIC 18FXXX series, this book demonstrates how to develop a range of microcontroller applications through a project-based

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approach. After giving an introduction to programming in C using the popular mikroC Pro for PIC and MPLAB XC8 languages, this book describes the project development cycle in full. The book walks you through fully tried and tested hands-on projects, including many new, advanced topics such as Ethernet programming, digital signal processing, and RFid technology. This book is ideal for engineers, technicians, hobbyists and students who have knowledge of the basic principles of PIC microcontrollers and want to develop more advanced applications using the PIC18F series. This book Includes over fifty projects which are divided into three categories: Basic, Intermediate, and Advanced. New projects in this edition: Logic probe Custom LCD font design Hi/Lo game Generating various waveforms in real-time Ultrasonic height measurement Frequency counter Reaction timer GPS projects Closed-loop ON/OFF temperature control Bluetooth projects (master and slave) RFid projects Clock using Real-time-clock (RTC) chip RTC alarm project Graphics LCD (GLCD) projects Barometer+thermometer+altimeter project Plotting temperature on GLCD Ethernet web browser based control Ethernet UDP based control Digital signal processing (Low Pass Filter design) Automotive LIN bus project Automotive CAN bus project Multitasking projects (using both cooperative and Round-robin scheduling) Unipolar stepper motor projects Bipolar

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stepper motor projects Closed-loop ON/OFF DC motor control A clear introduction to the PIC 18FXXX microcontroller's architecture Covers developing wireless and sensor network applications, SD card projects, and multi-tasking; all demonstrated with the block and circuit diagram, program description in PDL, program listing, and program description Includes more than 50 basic, intermediate, and advanced projects

The first microcontroller textbook to provide complete and systemic introductions to all components and materials related to the ARM® Cortex®-M4 microcontroller system, including hardware and software as well as practical applications with real examples. This book covers both the fundamentals, as well as practical techniques in designing and building microcontrollers in industrial and commercial applications. Examples included in this book have been compiled, built, and tested Includes Both ARM® assembly and C codes Direct Register Access (DRA) model and the Software Driver (SD) model programming techniques and discussed If you are an instructor and adopted this book for your course, please email ieeeproposals@wiley.com to get access to the instructor files for this book.

The CMOS Pocket Guide Volume 1, Standard Components, covers all commonly used CMOS standard devices on the market. Being an

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independent publication, it is able to provide an uniquely comprehensive listing of CMOS products for all major manufacturers. The CMOS Pocket Guide also breaks new ground with the format that is clear and easy. Data which applies to the CMOS series as a whole is not repeated for every component, but is presented in an introductory section, thereby saving a great deal of space for other vital information. Each page describes one component only and is divided into eight sections. The first section illustrates the device schematic using a clear and simple logic diagram of the internal structure of the component. The next section contains a brief description of the component and is followed by full details on operating the component, describing input signals and levels at individual pins. This indicates how the device is controlled and its resulting output signals. The fourth section lists major applications, while the next two sections contain essential data for that particular device in abbreviated form and a list of the relevant manufacturers. The last two sections contain the device name and number, highlighted for easy reference. The CMOS Pocket Guide extracts all the essential data from the manufacturers own data books and presents it in a clear and concise format. This guide is the first e-book publication of the series containing: CMOS Pocket Guide, Part 2 (Special components) HCMOS Pocket Guide TTL Pocket

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Guide, Part 1 (7400-74200) TTL Pocket Guide, Part 2 (74201-74640) TTL Pocket Guide, Part 3 (74641 – 7430640)

Covering the PIC BASIC and PIC BASIC PRO compilers, PIC Basic Projects provides an easy-to-use toolkit for developing applications with PIC BASIC. Numerous simple projects give clear and concrete examples of how PIC BASIC can be used to develop electronics applications, while larger and more advanced projects describe program operation in detail and give useful insights into developing more involved microcontroller applications. Including new and dynamic models of the PIC microcontroller, such as the PIC16F627, PIC16F628, PIC16F629 and PIC12F627, PIC Basic Projects is a thoroughly practical, hands-on introduction to PIC BASIC for the hobbyist, student and electronics design engineer. Packed with simple and advanced projects which show how to program a variety of interesting electronic applications using PIC BASIC Covers the new and powerful PIC16F627, 16F628, PIC16F629 and the PIC12F627 models

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