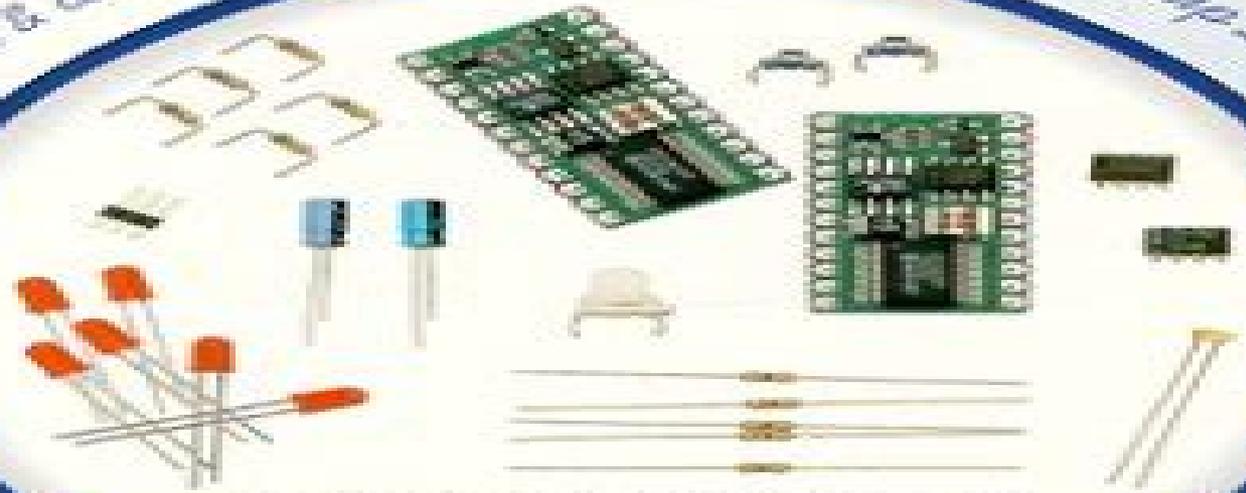


The beginner's sourcebook for "real world" machine control.

# the MICROCONTROLLER *Application* COOKBOOK

*With hardware & code samples featuring the PIC16C84 Stamp-2™*



by Matt Gilliland  
Foreword by Ken Green, Parallax, Inc.

# The Microcontroller Application Cookbook

**Parallax, Inc. Staff**



## **The Microcontroller Application Cookbook:**

The Microcontroller Application Cookbook Matt Gilliland,2002-07 Volume 2 in the set *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

**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

*ARM Cortex M4 Cookbook* Dr. Mark Fisher,2016 Annotation 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 approachThe 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

**Arm(r) Cortex(r) M4 Cookbook**  
Mark Fisher,2016-03-07 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 screenAbout 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 solutionWho This Book Is ForThis 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 DetailEmbedded 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

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**The Embedded Project Cookbook**  
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**TinyML 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 Description This book explores TinyML a fast growing field at the unique intersection of machine

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**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

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Programming Microcontrollers in C Ted VanSickle,2001-02-20 Ted Van Sickle spent over fifteen years at Motorola as a microcontroller specialist He now consults and teaches classes on software design and programming for microcontroller systems He holds a MSEE from the University of Michigan Introduces microcontrollers and describes their programming environment offering tips on coding for microcontrollersDescribes techniques to get maximum performance from your codeDiscusses the differences between 8 bit and larger microcontrollers giving application examples and providing details on

using different compilers      **Nuts & Volts** ,2005      MicroPython Cookbook Marwan Alsabbagh,2019-05-21 Learn how you can control LEDs make music and read sensor data using popular microcontrollers such as Adafruit Circuit Playground ESP8266 and the BBC micro bit Key Features Load and execute your first program with MicroPython Program an IoT device to retrieve weather data using a RESTful API Get to grips with integrating hardware programming and networking concepts with MicroPython Book DescriptionMicroPython is an open source implementation of Python 3 that runs in embedded environments With MicroPython you can write clean and simple Python code to control hardware instead of using complex low level languages such as C and C This book guides you through all the major applications of the MicroPython platform to build and program projects that use microcontrollers This MicroPython book covers recipes that will help you experiment with the programming environment and hardware programmed in MicroPython You ll find tips and techniques for building a variety of objects and prototypes that can sense and respond to touch sound position heat and light This book will take you through the uses of MicroPython with a variety of popular input devices and sensors You ll learn techniques to handle time delays and sensor readings and apply advanced coding techniques to create complex projects As you advance you ll deal with Internet of Things IoT devices and integration with other online web services In addition to this you ll use MicroPython to make music with bananas and create portable multiplayer video games that incorporate sound and light animations into the gameplay By the end of this book you ll have mastered the tips and tricks to troubleshoot your development problems and take your MicroPython project to the next level What you will learn Execute code without any need for compiling or uploading using REPL read evaluate print loop Program and control LED matrix and NeoPixel drivers to display patterns and colors Build projects that make use of light temperature and touch sensors Configure devices to create Wi Fi access points and use network modules to scan and connect to existing networks Use Pulse width modulation to control DC motors and servos Build an IoT device to display live weather data from the internet at the touch of a button Who this book is for If you want to build and program projects that use microcontrollers this book will offer you dozens of recipes to guide you through all the major applications of the MicroPython platform Although no knowledge of MicroPython or microcontrollers is expected a general understanding of Python is necessary to get started with this book      *Open-Source Robotics and Process Control Cookbook* Lewin Edwards,2011-08-30 In this practical reference popular author Lewin Edwards shows how to develop robust dependable real time systems for robotics and other control applications using open source tools It demonstrates efficient and low cost embedded hardware and software design techniques based on Linux as the development platform and operating system and the Atmel AVR as the primary microcontroller The book provides comprehensive examples of sensor actuator and control applications and circuits along with source code for a number of projects It walks the reader through the process of setting up the Linux based controller from creating a custom kernel to customizing the BIOS to implementing graphical control interfaces Including detailed design information on ESBUS PC host interface Host

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