

Getting Started With Stm32 Nucleo Development Amisis

With this book, Christopher Kormanyos delivers a highly practical guide to programming real-time embedded microcontroller s. It is divided into three parts plus several appendices. Part I provides a foundation for real-time C++ by covering language tec including object-oriented methods, template programming and optimization. Next, part II presents detailed descriptions of a v components that are widely used in microcontroller programming. It details some of C++'s most powerful language elements types, templates and the STL, to develop components for microcontroller register access, low-level drivers, custom memory r embedded containers, multitasking, etc. Finally, part III describes mathematical methods and generic utilities that can be emp recurring problems in real-time C++. The appendices include a brief C++ language tutorial, information on the real-time C++ d environment and instructions for building GNU GCC cross-compilers and a microcontroller circuit. For this third edition, the r specification of C++17 in ISO/IEC 14882:2017 is used throughout the text. Several sections on new C++17 functionality have various others reworked to reflect changes in the standard. Also several new sample projects are introduced and existing on various user suggestions have been incorporated. To facilitate portability, no libraries other than those specified in the langua are used. Efficiency is always in focus and numerous examples are backed up with real-time performance measurements and quantify the true costs of the code down to the very last byte and microsecond. The target audience of this book mainly cor professionals interested in real-time C++. Readers should be familiar with C or another programming language and will benefit have had some previous experience with microcontroller electronics and the performance and size issues prevalent in embedd programming.

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or online entitlements included with the product. Create your own STM32 programs with ease! Get up and running programming of microcontrollers from STMicroelectronics using the hands-on information contained in this easy-to-follow guide. Written b electronics hobbyist and author, Programming with STM32: Getting Started with the Nucleo Board and C/C++ features start that clearly demonstrate each technique. Discover how to set up a stable development toolchain, write custom programs, do programs to the development board, and execute them. You will even learn how to work with external servos and LED display features of STM32 microcontrollers from STMicroelectronics•Configure your Nucleo-64 Microcontroller development board•Es toolchain and start developing interesting applications •Add specialized code and create cool custom functions•Automatically using the STM32CubeMX application•Work with the ARM Cortex Microcontroller Software Interface Standard and the STM h abstraction layer (HAL).•Control servos, LEDs, and other hardware using PWM•Transfer data to and from peripheral devices u DMA•Generate waveforms and pulses through your microcontroller's DAC

This book helps you how to get started with STM32 Nucleo board development. Several illustration samples are provided to a learning using Eclipse C/C++, GNU ARM, OpenOCD, and mbed development. The following is highlight topics in this book: * Pre Development Environment * Setup Development Environment * Digital Input/Output * Serial Communication - UART * ADC * m Development

ARM-based Microcontroller Projects Using mbed gives readers a good understanding of the basic architecture and programm based microcontrollers using ARM's mbed software. The book presents the technology through a project-based approach wit structured sections that enable readers to use or modify them for their application. Sections include: Project title, Descriptio Aim of the project, Block diagram of the project, Circuit diagram of the project, Construction of the project, Program listing, for expansion. This book will be a valuable resource for professional engineers, students and researchers in computer enginee science, automatic control engineering and mechatronics. Includes a wide variety of projects, such as digital/analog inputs an ADC, DAC), serial communications (UART, 12C, SPI), WIFI, Bluetooth, DC and servo motors Based on the popular Nucleo-L476R development board, but can be easily modified to any ARM compatible processor Shows how to develop robotic applications Contains complete mbed program listings for all the projects in the book

Designing Embedded Systems and the Internet of Things (IoT) with the ARM mbed

Nucleo Boards Programming with the STM32CubeIDE

Beginning C for Microcontrollers

Programming with STM32: Getting Started with the Nucleo Board and C/C++

Advanced Programming with STM32 Microcontrollers

Getting Started With STM32 Nucleo Development

Start developing Azure Functions and building simple solutions for serverless computing without worrying about infrastructure. With the increased need for deploying serverless computing, Azure Functions integrates with other Azure resources. This book is a quick reference and consists of a practical and problem-driven approach with the latest technology. Guided by step-by-step explanations and sample projects, you'll set up, build, and deploy Azure Functions to get the most out of this compute-on-demand service. After a foundational introduction to Azure Functions you'll prepare a development environment to serve and process an IoT Telemetry system, create Microservices, and monitor Azure Functions services to get application insights. What You'll LearnReview the Interaction between Azure Functions and Azure data services Apply Azure Functions in web applications and build interaction systems for mobile applications Develop a serverless micro-service Serve and process IoT Telemetry systemsMonitor Azure Functions services and get application insights Who This Book Is For

Developers, students, professionals and anyone interested in Azure Function technology and the Azure platform. This book was written to help anyone want to get started with STM32 Nucleo-32 board development. This book describes all the basic elements of the STM32 Nucleo-32 I/O development with step-by-step approach using GNU ARM, OpenOCD and mbed development. The following is a list of highlight topics in this book: * Preparing Development Environment * Setup Development Environment * Debugging * Digital Input/Output * Serial Communication - UART * Working with Analog Input (ADC) * Working with Analog Output (PWM) * Working with Analog Output (DAC) * Working with SPI * Working with I2C * mbed Development

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed

to achieve proficiency with embedded software.

Getting started with Matlab Simulink and Arduino comprehensively explains how to use MATLAB and Simulink to perform Arduino simulation. This book begins with covering the Matlab Simulink with targeting Arduino, and the solutions to different problems in simulation. *TOC* 1. Preparing Development Environment 2. Matlab Simulink and Arduino 3. Hello World - Matlab Simulink and Arduino 4. Simulink with Arduino Digital I/O 4.1 Working with Arduino Digital I/O 4.2 Digital Sources 4.3 Simulink with Arduino Digital I/O 4.4 Testing 5. Simulink with Arduino Analog I/O 5.1 Simulink with Arduino Analog Input 5.2 Simulink with Arduino Analog Output 6. Simulink with Arduino Serial 6.1 Arduino Serial Communication 6.2 Configuring Arduino 6.3 Building a Simulink Model 6.4 Testing 7. Simulink with Arduino and Servo Motor 7.1 Servo Motor 7.2 Building A Simulink Hardware 7.3 Building A Simulink Model with Arduino and Servo Motor 7.4 Testing

Embedded Systems with Arm Cortex-M Microcontrollers in Assembly Language and C: Third Edition

Hands-On RTOS with Microcontrollers

AI-Enabled Internet of Things Projects for Beginners

STM32 Nucleo-32 Development Workshop

Programming Embedded Systems

The Definitive Guide to the ARM Cortex-M3

Developing with FreeRTOS, libopencm3 and GCC

Getting Started With STM32 Nucleo Development PE Press

The Definitive Guide to the ARM Cortex-M0 is a guide for users of ARM Cortex-M0 microcontrollers. It presents many examples to make it easy for novice embedded-software developers to use the full 32-bit ARM Cortex-M0 processor. It provides an overview of ARM and ARM processors and discusses the benefits of ARM Cortex-M0 over 8-bit or 16-bit devices in terms of energy efficiency, code density, and ease of use, as well as their features and applications. The book describes the architecture of the Cortex-M0 processor and the programmers model, as well as Cortex-M0 programming and instruction set and how these instructions are used to carry out various operations. Furthermore, it considers how the memory architecture of the Cortex-M0 processor affects software development; Nested Vectored Interrupt Controller (NVIC) and the features it supports, including flexible interrupt management, nested interrupt support, vectored exception entry, and interrupt masking; and Cortex-M0 features that target the embedded operating system. It also explains how to develop simple applications on the Cortex-M0, how to program the Cortex-M0 microcontrollers in assembly and mixed-assembly languages, and how the low-power features of the Cortex-M0 processor are used in programming. Finally, it describes a number of ARM Cortex-M0 products, such as microcontrollers, development boards, starter kits, and development suites. This book will be useful to both new and advanced users of ARM Cortex devices, from students and hobbyists to researchers, professional embedded-software developers, electronic enthusiasts, and even semiconductor product designers. The first and definitive book on the new ARM Cortex-M0 architecture targeting the large 8-bit and 16-bit microcontroller market Explains the Cortex-M0 architecture and how to program it using practical examples Written by an engineer at ARM who was heavily involved in its development

This book aims to develop professional and practical microcontroller applications in the ARM-MDK environment with Texas Instruments MSP432P401R LaunchPad kits. It introduces ARM Cortex-M4 MCU by highlighting the most important elements, including: registers, pipelines, memory, and I/O ports. With the updated MSP432P401R Evaluation Board (EVB), MSP-EXP432P401R, this MCU provides various control functions with multiple peripherals to enable users to develop and build various modern control projects with rich control strategies. Micro-controller programming is approached with basic and straightforward programming codes to reduce learning curves, and furthermore to enable students to build embedded applications in more efficient and interesting ways. For authentic examples, 37 Class programming projects are built into the book that use MSP432P401R MCU. Additionally, approximately 40 Lab programming projects with MSP432P401R MCU are included to be assigned as homework.

This book covers the peripheral programming of the STM32 Arm chip. Throughout this book, we use C language to program the STM32F4xx chip peripherals such as I/O ports, ADCs, Timers, DACs, SPIs, I2Cs and UARTs. We use STM32F446RE NUCLEO Development Board which is based on ARM(R) Cortex(R)-M4 MCU. Volume 1 of this series is dedicated to Arm Assembly Language Programming and Architecture. See our website for other titles in this series: www.MicroDigitalEd.com You can also find the tutorials, source codes, PowerPoints and other support materials for this book on our website.

Master the Software Tools Behind the STM32 Microcontroller

TinyML

Getting Started with Matlab Simulink and Arduino

Python Playground

Using the FreeRTOS Multitasking Kernel

Embedded Digital Control with Microcontrollers

Learn to Program with C

Beginning C for Microcontrollers is written for those who have no prior programming experience in any language, but would like to learn the C programming language. While this book uses the free Arduino Integrated Development Environment (IDE) tools for its examples, the book can be used on any platform that supports a C compiler. Dr. Purdum, a retired Purdue University professor of Computer Technology, has an engaging style that walks the reader through the C programming language on a specific path that has been honed by over 40 years of teaching experience and 20 programming texts. He uses unique teaching methods, like The Backpack Analogy, The Five Programming Steps, and The Right-Left Rule, which enables the reader to avoid many of the stumbling blocks that new students often incur. His unique teaching methods lead to a more complete understanding of the more difficult elements of the C language (e.g., pointers). The book also provides help in understanding where to find compatible libraries to simplify your work and develop a better understanding of how to use those libraries. The reader is not limited to just the Arduino family (e.g., Uno, Nano, and ATmega2560) of microcontrollers. The learning experience may be used with other microcontrollers, including the STM32 (aka "Blue Pill"), ESP32, and the Teensy 4.0. All the software you need is free and download and install instructions are included in the text. You will have your first program up and running at the end of Chapter 1! The book is written in a relaxed, yet informative, manner. Exercises at the end of the chapters helps you gauge your learning experience as you read the book. Dr. Purdum own his own software company for 17 years and the books narrative is laced with the lessons learned while running that company. The book offers a unique experience in being able to apply what you've learned.

Deep learning networks are getting smaller. Much smaller. The Google Assistant team can detect words with a model just 14 kilobytes in size—small enough to run on a microcontroller. With this practical book you'll enter the field of TinyML, where deep learning and embedded systems combine to make astounding things possible with tiny devices. Pete Warden and Daniel Situnayake explain how you can train models small enough to fit into any environment. Ideal for software and hardware developers who want to build embedded systems using machine learning, this guide walks you through creating a series of TinyML projects, step-by-step. No machine learning or microcontroller experience is necessary. Build a speech recognizer, a camera that detects people, and a magic wand that responds to gestures Work with Arduino and ultra-low-power microcontrollers Learn the essentials of ML and how to train your own models Train models to understand audio, image, and accelerometer data Explore TensorFlow Lite for Microcontrollers, Google's toolkit for TinyML Debug applications and provide safeguards for privacy and security Optimize latency, energy usage, and model and binary size

This book explores about MicroPython development with STM32 Nucleo boards. Some basic development are provided with step-by-step. The following is a list of topics in this book: * Preparing Development Environment * Setting Up MicroPython for STM32 Nucleo * GPIO Programming * PWM and Analog Input * Working with I2C * Working with UART * Working with SPI * Working with DHT Module

EMBEDDED DIGITAL CONTROL WITH MICROCONTROLLERS Explore a concise and practical introduction to implementation methods and the theory of digital control systems on microcontrollers Embedded Digital Control with Microcontrollers delivers expert instruction in digital control system implementation techniques on the widely used ARM Cortex-M microcontroller. The accomplished authors present the included information in three phases. First, they describe how to implement prototype digital control systems via the Python programming language in order to help the reader better understand theoretical digital control concepts. Second, the book offers readers direction on using the C programming language to implement digital control systems on actual microcontrollers. This will allow readers to solve real-life problems involving digital control, robotics, and mechatronics. Finally, readers will learn how to merge the theoretical and practical issues discussed in the book by implementing digital control systems in real-life applications. Throughout the book, the application of digital control systems using the Python programming language ensures the reader can apply the theory contained within. Readers will also benefit from the inclusion of: A thorough introduction to the hardware used in the book, including STM32 Nucleo Development Boards and motor drive expansion boards An exploration of the software used in the book, including Python, MicroPython, and Mbed Practical discussions of digital control basics, including discrete-time signals, discrete-time systems, linear and time-invariant systems, and constant coefficient difference equations An examination of how to represent a continuous-time system in digital form, including analog-to-digital conversion and digital-to-analog conversion Perfect for undergraduate students in electrical engineering, Embedded Digital Control with Microcontrollers will also earn a place in the libraries of professional engineers and hobbyists working on digital control and robotics systems seeking a one-stop reference for digital control systems on microcontrollers.

Designing Embedded Hardware

Machine Learning with TensorFlow Lite on Arduino and Ultra-Low-Power Microcontrollers

ARM Assembly Language Programming With STM32 Microcontrollers

Geeky Projects for the Curious Programmer

Learning By Example

Real-Time C++

ARM-Based Microcontroller Multitasking Projects

The STM32F103 microcontroller from ST is one of the widely used ARM microcontrollers. The blue pill board is based on STM32F103 microcontroller. It has a low price and it is widely available around the world. This book uses the blue pill board to discuss designing embedded systems using STM32F103. In this book, the authors use a step-by-step and systematic approach to show the programming of the STM32F103. Examples show how to program many of the STM32F10x features, such as timers, serial communication, ADC, SPI, I2C, and PWM. To write programs for Arm microcontrollers you need to know both Assembly and C languages. So, the text is organized into two parts: 1) The first chapters cover the Arm Assembly language programming. 2) Chapters 7-19 uses C to show the STM32F10x peripherals and I/O interfacing world devices such as keypad, 7-segment, character and graphic LCDs, motor, and sensor. The source codes, power points, tutorials, and materials for the book is available on the following website: <http://www.NicerLand.co>

This user's guide does far more than simply outline the ARM Cortex-M3 CPU features; it explains step-by-step how to program and implement the processor in real-world designs. It teaches readers how to utilize the complete and thumb instruction sets in order to obtain the best functionality, efficiency, and reuseability. The author, an ARM engineer who helped develop the core, provides many examples and diagrams to aid understanding. Quick reference appendices make locating specific details a snap! Whole chapters are dedicated to: Debugging using the CoreSight technology Migrating effectively from the ARM7 The Memory Protection Unit Interfaces, Exceptions, Interrupts ...and much more. This is the only available guide to programming and using the groundbreaking ARM Cortex-M3 processor Easy-to-understand examples, diagrams, quick reference appendices, full instruction and Thumb-2 instruction sets are included. It teaches end users how to start from the ground up with ARM and how to migrate from the ARM7

ARM designs the cores of microcontrollers which equip most "embedded systems" based on 32-bit processors. Cortex M3 is one of these recently developed by ARM with microcontroller applications in mind. To conceive a particularly optimized piece of software (as is often the case in the world of embedded systems) it is often necessary to know how to program in an assembly language. This book explains the basics of programming in an assembly language, while being based on the architecture of Cortex M3 in detail and developing many examples. It is written for people who have never programmed in an assembly language and is thus didactic and progresses step by step by defining the concepts necessary to acquiring a good understanding of these techniques.

Explore the capabilities of the NVIDIA Jetson Nano, an IoT device designed to perform computations like a computer desktop. This book will show you how to build your first project and optimize your devices, programs, and daily activities with the AI computation abilities of the Nano. This board consists of CPU Quad-core ARM A57 @ 1.43 GHz and GPU 128-core Maxwell. With this hardware specification, the board can run multiple neural networks in parallel for complex AI applications. With the integrated sensor and actuators, this board enables stronger solutions and provides more advanced capabilities. Discover how to develop complex IoT projects with the Jetson Nano today. What You'll Learn Set up NVIDIA Jetson Nano device Build applications like image classification, object detection, segmentation, and speech processing Use the Jetson Nano to process daily computer activities such as browsing the internet, checking emails, or playing music and videos Implement machine learning computations into your projects Who This Book Is For Makers, developers, students, and professional of all levels who are new to NVIDIA Jetson Nano technology.

Practical Azure Functions

Design Patterns for Great Software

A Tutorial Approach

Efficient Object-Oriented and Template Microcontroller Programming

Assembly Language Programming

The STM32F103 Arm Microcontroller and Embedded Systems: Using Assembly and C

Microcontroller Engineering with MSP432

Using FreeRTOS and libopencm3 instead of the Arduino software environment, this book will help you develop multi-tasking applications that go beyond Arduino norms. In addition to the usual peripherals found in the typical Arduino device, the STM32 device includes a USB controller, RTC (Real Time Clock), DMA (Direct Memory Access controller), CAN bus and more. Each chapter contains clear explanations of the STM32 hardware capabilities to help get you started with the device, including GPIO and several other ST Microelectronics peripherals like USB and CAN bus controller. You'll learn how to download and set up the libopencm3 + FreeRTOS development environment, using GCC. With everything set up, you'll leverage FreeRTOS to create tasks, queues, and mutexes. You'll also learn to work with the I2C bus to add GPIO using the PCF8574 chip. And how to create PWM output for RC control using hardware timers. You'll be introduced to new concepts that are necessary to master the STM32, such as how to extend code with GCC overlays using an external Winbond W25Q32 flash chip. Your knowledge is tested at the end of each chapter with exercises. Upon completing this book, you'll be ready to work with any of the devices in the STM32 family. Beginning STM32 provides the professional, student, or hobbyist a way to learn about ARM without costing an arm! What You'll Learn Initialize and use the libopencm3 drivers and handle interrupts Use DMA to drive a SPI based OLED displaying an analog meter Read PWM from an RC control using hardware timers Who This Book Is For Experienced embedded engineers, students, hobbyists and makers wishing to explore the ARM architecture, going beyond Arduino limits.

Interested in developing embedded systems? Since they don't tolerate inefficiency, these systems require a disciplined approach to programming. This easy-to-read guide helps you cultivate a host of good development practices, based on classic software design patterns and new patterns unique to embedded programming. Learn how to build system architecture for processors, not operating systems, and discover specific techniques for dealing with hardware difficulties and manufacturing requirements. Written by an expert who's created embedded systems ranging from urban surveillance and DNA scanners to children's toys, this book is ideal for intermediate and experienced programmers, no matter what platform you use. Optimize your system to reduce cost and increase performance Develop an architecture that makes your software robust in resource-constrained environments Explore sensors, motors, and other I/O devices Do more with less: reduce RAM consumption, code space, processor cycles, and power consumption Learn how to update embedded code directly in the processor Discover how to implement complex mathematics on small processors Understand what interviewers look for when you apply for an embedded systems job "Making Embedded Systems is the book for a C programmer who wants to enter the fun (and lucrative) world of embedded systems. It's very well written—entertaining, even—and filled with clear illustrations." –Jack Ganssle, author and embedded system expert.

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. Designing Embedded Hardware covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.

A comprehensive and accessible introduction to the development of embedded systems and Internet of Things devices using ARM mbed Designing Embedded Systems and the Internet of Things (IoT) with the ARM mbed offers an accessible guide to the development of ARM mbed and includes a range of topics on the subject from the basic to the advanced. ARM mbed is a platform and operating system based on 32-bit ARM Cortex-M microcontrollers. This important resource puts the focus on ARM mbed NXP LPC1768 and FRDM-K64F evaluation boards. NXP LPC1768 has powerful features such as a fast microcontroller, various digital and analog I/Os, various serial communication interfaces and a very easy to use Web based compiler. It is one of the most popular kits that are used to study and create projects. FRDM-K64F is relatively new and largely compatible with NXP LPC1768 but with even more powerful features. This approachable text is an ideal guide that is divided into four sections; Getting Started with the ARM mbed, Covering the Basics, Advanced Topics and Case Studies. This getting started guide: Offers a clear introduction to the topic Contains a wealth of original and illustrative case studies Includes a practical guide to the development of projects with the ARM mbed platform Presents timely coverage of how to develop IoT applications Designing Embedded Systems and the Internet of Things (IoT) with the ARM mbed offers students and R&D engineers a resource for understanding the ARM mbed NXP LPC1768 evaluation board.

Extreme C

Fundamentals and Applications

ARM Cortex-M3

Esp32 Programming for the Internet of Things

Digital Signal Processing Using Arm Cortex-M Based Microcontrollers

Making Embedded Systems

Making Electronics Dance with Software

This book offers a quick and easy way to learn low-level programming of ARM microcontrollers using Assembly Language. The material of the book aims at those who has some experience in programming and wants to learn how to get more control over microcontroller hardware and software. Low-level programming comes into the category of more advanced programming and involves some knowledge of a target microcontroller. The material of this book is based upon the popular STM32 Cortex-M4 microcontrollers. It would be nice to have the datasheet, Programming and Reference Manuals on the particular STM32 microcontroller on hand while reading this book. All examples are developed using the NUCLEO-L476RG development board equipped with the STM32L476RGT6 Cortex microcontroller. The program code is developed using a free STM32CubeIDE version 1.4.2. The programming techniques described in this guide can also be applied to other development boards equipped with Cortex-M4/M7/L4 microcontrollers (STM32F4xx, STM32F7, etc.) with corresponding changes in source code. To develop the low-level code, the Assembler Language of STM32CubeIDE was used. This assembly language supports a subset of the ARM Thumb-2 instruction set that is a mix of 16- and 32-bit instructions designed to be very efficient when using together with high-level languages.

The Designer's Guide to the Cortex-M Family is a tutorial-based book giving the key concepts required to develop programs in C with a Cortex M- based processor. The book begins with an overview of the Cortex- M family, giving architectural descriptions supported with practical examples, enabling the engineer to easily develop basic C programs to run on the Cortex- M0/M0+/M3 and M4. It then examines the more advanced features of the Cortex architecture such as memory protection, operating modes and dual stack operation. Once a firm grounding in the Cortex M processor has been established the book introduces the use of a small footprint RTOS and the CMSIS DSP library. With this book you will learn: The key differences between the Cortex M0/M0+/M3 and M4 How to write C programs to run on Cortex-M based processors How to make best use of the Coresight debug system How to do RTOS development The Cortex-M operating modes and memory protection Advanced software techniques that can be used on Cortex-M microcontrollers How to optimise DSP code for the cortex M4 and how to build real time DSP systems An Introduction to the Cortex microcontroller software interface standard (CMSIS), a common framework for all Cortex M- based microcontrollers Coverage of the CMSIS DSP library for Cortex M3 and M4 An evaluation tool chain IDE and debugger which allows the accompanying example projects to be run in simulation on the PC or on low cost hardware It is estimated that trillions of devices will be interconnected over the next decade through the Internet of Things, demanding a huge effort from developers. The emergence of low-cost Espressif microcontrollers, with WiFi connectivity, allows independent developers to quickly become part of this process. This book is not intended to comprehensively teach you the theory, but to give you practical and fully functional solutions, in the form of complete programs. Much of the theory is already known by some of the readers, or may be found in many other textbooks. However, the programs presented here include great effort and have many original solutions following one of the basic paradigms of programming: "Keep i(o)t simple". In addition, the most important thing for such a book – all the programs have already been verified by third parties, in this case students from Hyperion University, who have provided a very valuable feedback.

This new edition has been fully revised and updated to include extensive information on the ARM Cortex-M4 processor, providing a complete up-to-date guide to both Cortex-M3 and Cortex-M4 processors, and which enables migration from various processor architectures to the exciting world of the Cortex-M3 and M4. This book presents the background of the ARM architecture and outlines the features of the processors such as the instruction set, interrupt-handling and also demonstrates how to program and utilize the advanced features available such as the Memory Protection Unit (MPU). Chapters on getting started with IAR, Keil, gcc and CoCoX ColIDE tools help beginners develop program codes. Coverage also includes the important areas of software development such as using the low power features, handling information input/output, mixed language projects with assembly and C, and other advanced topics. Two new chapters on DSP features and CMSIS-DSP software libraries, covering DSP fundamentals and how to write DSP software for the Cortex-M4 processor, including examples of using the CMSIS-DSP library, as well as useful information about the DSP capability of the Cortex-M4 processor A new chapter on the Cortex-M4 floating point unit and how to use it A new chapter on using embedded OS (based on CMSIS-RTOS), as well as details of processor features to support OS operations Various debugging techniques as well as a troubleshooting guide in the appendix topics on software porting from other architectures A full range of easy-to-understand examples, diagrams and quick reference appendices

A Guide to Web, Mobile, and IoT Applications

Implementation with C and Python

The Definitive Guide to ARM® Cortex®-M3 and Cortex®-M4 Processors

Getting Started with Julia

Building real-time embedded systems using FreeRTOS, STM32 MCUs, and SEGGER debug tools

The Hands-on ARM mbed Development Lab Manual

IoT Projects with NVIDIA Jetson Nano

Push the limits of what C - and you - can do, with this high-intensity guide to the most advanced capabilities of C Key Features Make the most of C's low-level control, flexibility, and high performance A comprehensive guide to C's most powerful and challenging features A thought-provoking guide packed with hands-on exercises and examples Book Description There's a lot more to C than knowing the language syntax. The industry looks for developers with a rigorous, scientific understanding of the principles and practices. Extreme C will teach you to use C's advanced low-level power to write effective, efficient systems. This intensive, practical guide will help you become an expert C programmer. Building on your existing C knowledge, you will master preprocessor directives, macros, conditional compilation, pointers, and much more. You will gain new insight into algorithm design, functions, and structures. You will discover how C helps you squeeze maximum performance out of critical, resource-constrained applications. C still plays a critical role in 21st-century programming, remaining the core language for precision engineering, aviations, space research, and more. This book shows how C works with Unix, how to implement OO principles in C, and fully covers multi-processing. In Extreme C, Amini encourages you to think, question, apply, and experiment for yourself. The book is essential for anybody who wants to take their C to the next level. What you will learn Build advanced C knowledge on strong foundations, rooted in first principles Understand memory structures and compilation pipeline and how they work, and how to make most out of them Apply object-oriented design principles to your procedural C code Write low-level code that's close to the hardware and squeezes maximum performance out of a computer system Master concurrency, multithreading, multi-processing, and integration with other languages Unit Testing and debugging, build systems, and inter-process communication for C programming Who this book is for Extreme C is for C programmers who want to dig deep into the language and its capabilities. It will help you make the most of the low-level control C gives you.

This book teaches computer programming to the complete beginner using the native C language. As such, it assumes you have no knowledge whatsoever about programming. The main goal of this book is to teach fundamental programming principles using C, one of

the most widely used programming languages in the world today. We discuss only those features and statements in C that are necessary to achieve our goal. Once you learn the principles well, they can be applied to any language. If you are worried that you are not good at high-school mathematics, don't be. It is a myth that you must be good at mathematics to learn programming. C is considered a 'modern' language even though its roots date back to the 1970s. Originally, C was designed for writing 'systems' programs—things like operating systems, editors, compilers, assemblers and input/output utility programs. But, today, C is used for writing all kinds of applications programs as well—word processing programs, spreadsheet programs, database management programs, accounting programs, games, robots, embedded systems/electronics (i.e., Arduino), educational software—the list is endless. Note: Appendices A-D are available as part of the free source code download at the Apress website. What You Will Learn: How to get started with programming using the C language How to use the basics of C How to program with sequence, selection and repetition logic How to work with characters How to work with functions How to use arrays Who This Book Is For: This book is intended for anyone who is learning programming for the first time. This book is for you if you are a data scientist or working on any technical or scientific computation projects. The book assumes you have a basic working knowledge of high-level dynamic languages such as MATLAB, R, Python, or Ruby.

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 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 Beginning STM32

Stm32 Arm Programming for Embedded Systems

Taking you to the limit in Concurrency, OOP, and the most advanced capabilities of C

The Designer's Guide to the Cortex-M Processor Family

With C and GNU Development Tools

Programming with STM32 Nucleo Boards

MicroPython for STM32 Nucleo Technical Workshop

Python is a powerful programming language that's easy to learn and fun to play with. But once you've gotten a handle on the basics, what do you do next? Python Playground is a collection of imaginative programming projects that will inspire you to use Python to make art and music, build simulations of real-world phenomena, and interact with hardware like the Arduino and Raspberry Pi. You'll learn to use common Python tools and libraries like numpy, matplotlib, and pygame to do things like: -Generate Spirograph-like patterns using parametric equations and the turtle module -Create music on your computer by simulating frequency overtones -Translate graphical images into ASCII art -Write an autostereogram program that produces 3D images hidden beneath random patterns -Make realistic animations with OpenGL shaders by exploring particle systems, transparency, and billboard techniques -Construct 3D visualizations using data from CT and MRI scans -Build a laser show that responds to music by hooking up your computer to an Arduino Programming shouldn't be a chore. Have some solid, geeky fun with Python Playground. The projects in this book are compatible with both Python 2 and 3.

This book introduces basic programming of ARM Cortex chips in assembly language and the fundamentals of embedded system design. It presents data representations, assembly instruction syntax, implementing basic controls of C language at the assembly level, and instruction encoding and decoding. The book also covers many advanced components of embedded systems, such as software and hardware interrupts, general purpose I/O, LCD driver, keypad interaction, real-time clock, stepper motor control, PWM input and output, digital input capture, direct memory access (DMA), digital and analog conversion, and serial communication (USART, I2C, SPI, and USB).

Build a strong foundation in designing and implementing real-time systems with the help of practical examples Key Features Get up and running with the fundamentals of RTOS and apply them on STM32 Enhance your programming skills to design and build real-world embedded systems Get to grips with advanced techniques for implementing embedded systems Book Description A real-time operating system (RTOS) is used to develop systems that respond to events within strict timelines. Real-time embedded systems have applications in various industries, from automotive and aerospace through to laboratory test equipment and consumer electronics. These systems provide consistent and reliable timing and are designed to run without intervention for years. This microcontrollers book starts by introducing you to the concept of RTOS and compares some other alternative methods for achieving real-time performance. Once you've understood the fundamentals, such as tasks, queues, mutexes, and semaphores, you'll learn what to look for when selecting a microcontroller and development environment. By working through examples that use an STM32F7 Nucleo board, the STM32CubeIDE, and SEGGER debug tools, including SEGGER J-Link, Ozone, and SystemView, you'll gain an understanding of preemptive scheduling policies and task communication. The book will then help you develop highly efficient low-level drivers and analyze their real-time performance and CPU utilization. Finally, you'll cover tips for troubleshooting and be able to take your new-found skills to the next level. By the end of this

book, you'll have built on your embedded system skills and will be able to create real-time systems using microcontrollers and FreeRTOS. What you will learn Understand when to use an RTOS for a project Explore RTOS concepts such as tasks, mutexes, semaphores, and queues Discover different microcontroller units (MCUs) and choose the best one for your project Evaluate and select the best IDE and middleware stack for your project Use professional-grade tools for analyzing and debugging your application Get FreeRTOS-based applications up and running on an STM32 board Who this book is for This book is for embedded engineers, students, or anyone interested in learning the complete RTOS feature set with embedded devices. A basic understanding of the C programming language and embedded systems or microcontrollers will be helpful.

*** Covers low-level networking in Python –essential for writing a new networked application protocol. * Many working examples demonstrate concepts in action -- and can be used as starting points for new projects. * Networked application security is demystified. * Exhibits and explains multitasking network servers using several models, including forking, threading, and non-blocking sockets. * Features extensive coverage of Web and E-mail. Describes Python's database APIs.**

Theory and Practice

Hands-on in More Than 50 Projects

The Definitive Guide to the ARM Cortex-M0

ARM-based Microcontroller Projects Using mbed

Foundations of Python Network Programming

This textbook introduces readers to digital signal processing fundamentals using Arm Cortex-M based microcontrollers as demonstrator platforms. It covers foundational concepts, principles and techniques such as signals and systems, sampling, reconstruction and anti-aliasing, FIR and IIR filter design, transforms, and adaptive signal processing.

*This book helps you to get started with ARM mbed development. Several codes samples are provided to illustrate how to work with ARM mbed boards using online mbed Compiler. The following is highlight topics in this book. * Setting Up Development Environment * mbed Digital I/O * ARM mbed UART * mbed Analog I/O * mbed I2C/TWI * mbed SPI * mbed and Bluetooth Low Energy (BLE) * Controlling Servo Motor*