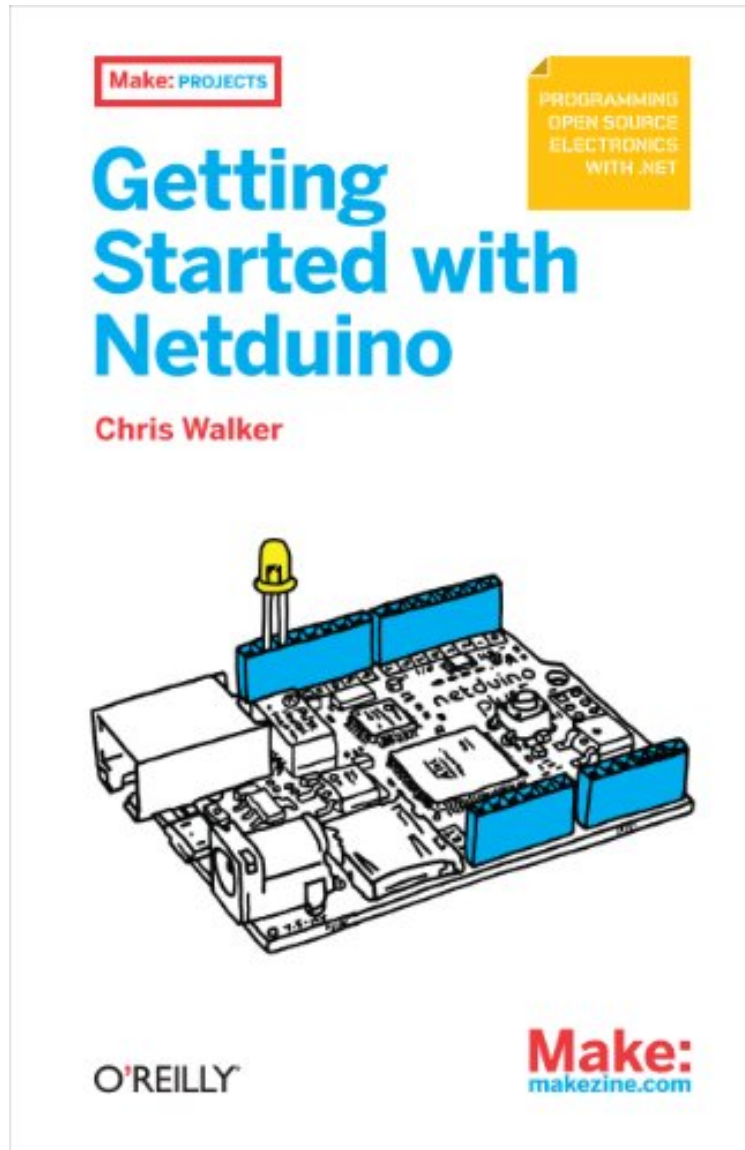


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Getting Started with Netduino: Open Source Electronics Projects with .NET

Von Chris Walker

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Von Chris Walker : Getting Started with Netduino: Open Source Electronics Projects with .NET before purchasing it in order to gage whether or not it would be worth my time, and all praised Getting Started with Netduino: Open Source Electronics Projects with .NET:

KundenrezensionenHilfreichste Kundenrezensionen3 von 3 Kunden fanden die folgende Rezension hilfreich. sehr

knapp gehalten
Von O. Maier
Dieses Buch gibt zwar eine kurze Einführung zur Verwendung von Netduino Boards. Es geht jedoch nicht in die Tiefe und behandelt nur einfachste Probleme. Beim Lesen habe ich nichts gelernt, was man nicht auch im online Tutorial schnell erfahren kann...
0 von 0 Kunden fanden die folgende Rezension hilfreich. Fair amount of info for the money
Von Jan Flikweert
I am relative new to C# I managed to get the setup right. I did write some simple test programs including a simple multithreading example I managed to get the connection going from internet explorer to the netduino. So it's fair to say the book serves its purpose. However it's fair to say that there is more learning necessary for instance if you want to hook up a RFID reader to the netduino. I accomplished this with a lot of reading on the Netduino's web site. (What is in a namespace if you don't know the meaning.)
0 von 0 Kunden fanden die folgende Rezension hilfreich. Für den schnellen Einstieg
Von V. Delfs
Das Buch hilft sehr bei den ersten Schritten. Der Netduino ist eine recht komfortable Einstiegsmöglichkeit in die Welt der Sensoren und Schalter mit Netzwerkanbindung.

Kurzbeschreibung
Start building electronics projects with Netduino, the popular open source hardware platform that captured the imagination of makers and hobbyists worldwide. This easy-to-follow book provides the step-by-step guidance you need to experiment with Netduino and the .NET Micro Framework. Through a set of simple projects, you'll learn how to create electronic gadgets including networked devices that communicate over TCP/IP. Along the way, hobbyists will pick up the basics of .NET programming, and programmers will discover how to work with electronics and microcontrollers. Follow the projects in sequence and learn techniques for building your own Netduino-based devices.
Get an overview of the Netduino microcontroller family
Install the free Visual Studio Express, .NET Micro Framework, and Netduino SDK
Write code that lets you turn Netduino's LED on and off
Learn how to increase Netduino's capabilities with various expansion shields
Measure digital and analog inputs with MakerShield
Make a light appear dimmer or brighter with Pulse Width Modulation
Use electrical pulses to play a song and control the position of a servo motor
Create an app to control your Netduino over the Web