# Arduino Programming with .NET and Sketch (Paperback)

By Agus Kurniawan

aPress, United States, 2017. Paperback. Condition: New. 1st ed.. Language: English . Brand New Book. Leverage and Sketch in your Arduino development implementation and integrate it into your program.There are many Arduino models and compatible shields that can be used in Arduino boards. Integrating between an Arduino platform and technology or Sketch can produce more advantages. Arduino Programming using and Sketch shows readers how to do so with practical Arduino projects, such as preparing a development environment, performing sensing and actuating with external devices, implementing Windows Remote Arduino and building a simple IoT program. Use this quick reference to learn the basics of the Arduino platform for multiple models and start your Arduino programming in and Sketch today. What You ll Learn:Learn the basics of the Arduino platformPrepare and set up an Arduino development environmentDevelop an Arduino program using and Sketch Implement Windows Remote ArduinoBuild a simple IoT programWho This Book Is For: and Sketch developers who want to learn Arduino programming.

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