

Serial Port Complete Com Ports Usb Virtual Com Ports And Ports For Embedded Systems Complete Guides Series

Provides advice for Visual Basic programmers attempting to interface hardware through standard ports.

New in the second edition: MPLAB X support and MPLAB C for the PIC24F v3 and later libraries I2CTM interface 100% assembly free solutions Improved video, PAL/NTSC Improved audio, RIFF files decoding PIC24F GA1, GA2, GB1 and GB2 support Most readers will associate Microchip's name with the ubiquitous 8-bit PIC microcontrollers but it is the new 16-bit PIC24F family that is truly stealing the scene. Orders of magnitude increases of performance, memory size and the rich peripheral set make programming these devices in C a must. This new guide by Microchip insider Lucio Di Jasio teaches readers everything they need to know about the architecture of these new chips: How to program them, how to test them, and how to debug them. Di Jasio's common-sense, practical, hands-on approach starts out with basic functions and guides the reader step-by-step through even the most sophisticated programming scenarios. Experienced PIC users, including embedded engineers, programmers, designers, and SW and HW engineers, and new comers alike will benefit from the text's many thorough examples, which demonstrate how to nimbly sidestep common obstacles and take full advantage of the many new features. ! A Microchip insider introduces you to 16-bit PIC programming the easy way! Condenses typical introductory "fluff" focusing instead on examples and exercises that show how to solve common, real-world design problems quickly Includes handy checklists to help readers perform the most common programming and debugging tasks

"This course discusses the WAN technologies and network services required by converged applications in a complex network. The course allows you to understand the selection criteria of network devices and WAN technologies to meet network requirements. You will learn how to configure and troubleshoot network devices and resolve common issues with data link protocols. You will also develop the knowledge and skills needed to implement IPsec and virtual private network (VPN) operations in a complex network."--Back cover.

Master PC installation, configuration, repair, maintenance, and networking and fully prepare for the CompTIA A+ 220-801 and 220-802 exams This unique tutorial and study guide teaches the fundamentals of computer desktop and laptop installation, configuration, maintenance, and networking with thorough instruction built on the CompTIA A+ 220-801 and 220-802 exam objectives. Learn all the skills you need to become a certified professional and customer-friendly technician using today's tools and technologies. Every chapter opens with focused learning objectives and lists the exam objectives covered in that chapter. To meet the learning objectives, each chapter includes detailed figures, helpful Tech Tips, explanations of key terms, step-by-step instruction, and complete coverage of every topic. At the end of every chapter are comprehensive assessment tools, including a summary, review questions, labs, activities, and exam tips. Covers Both 2012 A+ Exams: A+ 220-801: • PC Hardware •

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Networking • Laptops • Printers • Operational Procedures A+ 220-802 • Operating Systems • Security • Mobile Devices • Troubleshooting Learn more quickly and thoroughly with all these study and review tools: Learning Objectives provide the goals for each chapter Practical Tech Tips give real-world PC repair knowledge Soft Skills information and activities in each chapter cover all the tools and skills you need to become a professional, customer-friendly technician in every category Review Questions, including true/false, multiple choice, matching, fill-in-the-blank, and open-ended questions, assess your knowledge of the learning objectives More than 125 Lab Exercises enable you to link theory to practical experience Key Terms identify exam words and phrases associated with each topic Detailed Glossary clearly defines every key term Critical Thinking Activities in every chapter take you beyond the facts to complete comprehension of topics Chapter Summary provides a recap of key concepts See Special Offer in Back of Book to save 70% on the CompTIA A+ Cert Guide, Deluxe Edition, Premium Edition eBook and Practice Test Newnes PC Troubleshooting Pocket Book provides a concise and compact reference that describes, in a clear and straightforward manner, the principles and practice of faultfinding and upgrading PCs and peripherals. The strong practical emphasis is backed up with many illustrations and examples of real-life problems. The book is aimed at anyone who is involved with the installation, configuration, maintenance, upgrading, repair or support of PC systems. It also provides non-technical users with sufficient background information, charts and checklists to enable the diagnosis of faults and help to carry out simple modifications and repairs. The new edition of PC Troubleshooting will continue to include a number of short cuts that are instrumental in avoiding hours of potential frustration and costly effort. In order to reflect rapid changes in computer technology (both hardware and software) this new edition has been completely revised and rewritten. New and expanded sections on: modern machines (Pentium II, III, IV, AMD); modern buses (FSB, AGP, Cyrix, Chip sets); different RAM chip types and connectors; Win 2000, ME, XP; latest SCSI standards, Ultra DMA, "live" re-partitioning of the disc, FAT16, FAT36, NTFS, performance and compatibility differences; 'famous' viruses and personal firewalls. * All the essential data for PC fault-finding and upgrading * Ideal for systems support staff, businesses, students, teachers, and home PC users * Strong practical emphasis is backed up with many illustrations and examples of real problems

Session 2 includes 110 papers selected from 2011 3rd International Asia Conference on Informatics in Control, Automation and Robotics (CAR 2011), held on December 24-25, 2011, Shenzhen, China. As we all know, the ever growing technology in robotics and automation will help build a better human society. This session will provide a unique opportunity for the academic and industrial communities to address new challenges, share solutions, and discuss research directions for the future. Robotics research emphasizes intelligence and adaptability to cope with unstructured environments. Automation research emphasizes efficiency, productivity, quality, and reliability, focusing on systems that operate autonomously. The main focus of this session is on the autonomous acquisition of semantic information in intelligent robots and systems, as well as the use of semantic knowledge to guide further acquisition of information.

Serial Port Complete: The Developer's Guide, Second Edition Lakeview Research LLC

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Communications will play a central role in the computer applications of the next decade. The core of these applications is asynchronous serial communication. This book includes both theoretical and practical discussions of this topic, allowing programmers and technically advanced users to build their own C programming library of functions for serial communications. This book constitutes the refereed proceedings of the Forth Workshop on Engineering Applications, WEA 2017, held in Cartagena, Colombia, in September 2017. The 59 revised full papers presented were carefully reviewed and selected from 156 submissions. The papers are organized in topical sections such as computer science; computational intelligence; simulation systems; internet of things; fuzzy sets and systems; power systems; logistics and operations management; miscellaneous applications.

The popularity of serial communications demands that additional serial port interfaces be developed to meet the expanding requirements of users. The Windows Serial Port Programming Handbook illustrates the principles and methods of developing various serial port interfaces using multiple languages. This comprehensive, hands-on, and practical guide

Intermediate programmers can refer to this guide to gain a solid understanding of text formatting in an object-oriented language. "Java I/O" explores streams, which provide simple ways to read and write data of different types, and shows how to control number formatting, use characters aside from the standard (but outdated) ASCII character set, and get a head start on writing truly multi-lingual software.

Intended as a text for three courses—Signals and Systems, Digital Signal Processing (DSP), and DSP Architecture—this comprehensive book now in its Third Edition, continues to provide a thorough understanding of digital signal processing, beginning from the fundamentals to the implementation of algorithms on a digital signal processor. This Edition includes Assembly, C and real time C programs for TMS 320C54XX and 320C6713 processor, which are useful to conduct a laboratory course in Digital Signal Processing. Besides, many existing chapters are modified substantially to widen the coverage of the book. Primarily designed for undergraduate students of Electronics and Communication Engineering, Electronics and Instrumentation Engineering, Electrical and Electronics Engineering, Instrumentation and Control Engineering, Computer Science and Information Science, this text will also be useful for advanced digital signal processing and real time digital signal processing courses of postgraduate programmes.

All of Java's Input/Output (I/O) facilities are based on streams, which provide simple ways to read and write data of different types. Java provides many different kinds of streams, each with its own application. The universe of streams is divided into four large categories: input streams and output streams, for reading and writing binary data; and readers and writers, for reading and writing textual (character) data. You're almost certainly familiar with the basic kinds of streams--but did you know that there's a CipherInputStream for reading encrypted data? And a ZipOutputStream for automatically compressing data? Do you know how to use buffered streams effectively to make your I/O operations more efficient? Java I/O, 2nd Edition has been updated for Java 5.0 APIs and tells you all you ever need to know about streams--and probably more. A discussion of I/O wouldn't be complete without treatment of character sets and formatting. Java supports the Unicode standard, which provides definitions for the character sets of most written languages. Consequently, Java is the first programming language that lets you do I/O in virtually any language. Java also provides a sophisticated model for formatting textual and numeric data. Java I/O, 2nd Edition shows you how to control number formatting, use characters aside from the standard (but outdated) ASCII character set, and get a head start on writing truly multilingual software. Java I/O, 2nd Edition includes: Coverage of all I/O classes and related classes In-depth coverage of Java's number formatting facilities and its support for international character sets

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Want to create devices that interact with the physical world? This cookbook is perfect for anyone who wants to experiment with the popular Arduino microcontroller and programming environment. You'll find more than 200 tips and techniques for building a variety of objects and prototypes such as IoT solutions, environmental monitors, location and position-aware systems, and products that can respond to touch, sound, heat, and light. Updated for the Arduino 1.8 release, the recipes in this third edition include practical examples and guidance to help you begin, expand, and enhance your projects right away—whether you're an engineer, designer, artist, student, or hobbyist. Get up to speed on the Arduino board and essential software concepts quickly Learn basic techniques for reading digital and analog signals Use Arduino with a variety of popular input devices and sensors Drive visual displays, generate sound, and control several types of motors Connect Arduino to wired and wireless networks Learn techniques for handling time delays and time measurement Apply advanced coding and memory-handling techniques

"This series of books is truly an important part of my library.... They are consistently accurate.... I would recommend them to anyone doing hardware design or support, as well as to any developers who write low-level system code." Paul Tomlinson "Windows Developer's Journal" "Universal Serial Bus System Architecture "provides an in-depth discussion of USB and is based on the 1.0 version of the Universal Serial Bus specification. It focuses on the USB protocol, signaling environment, and electrical specifications, along with the hardware/software interaction required to configure and access USB devices. Although this book does not focus on writing USB device drivers, it does contain useful background information that aids in understanding the USB software environment. Key topics include: differential signaling environment device configuration suspend/resume operations device descriptors device requests (commands) transfer mechanisms USB transaction protocols bus-powered devices self-powered devices host controller designs (UHC and OHC) error detection and handling device class definitions If you design or test hardware or software that involves USB, "Universal Serial Bus System Architecture "is an essential, time-saving tool. The "PC System Architecture Series" is a crisply written and comprehensive set of guides to the most important PC hardware standards. Each title is designed to illustrate the relationship between the software and hardware and explains thoroughly the architecture, features, and operations of systems built using one particular type of chip or hardware specification. MindShare Inc.is one of the leading technical training companies in the computer industry, providing innovative courses for dozens of companies, including Intel, IBM, and Compaq. Don Anderson passes on his wealth of experience in digital electronics and computer design by training engineers, programmers, and technicians for MindShare. 0201461374B04062001

This guide takes the pain out of designing for this popular interface with specific, detailed examples that show how to develop USB devices and the applications that communicate with them. How the USB communicates with the PC, deciding if a project should use a USB interface, choosing a USB controller chip for peripheral design, and determining code with Windows applications are covered in detail.

A hands-on introduction to microcontroller project design with dozens of example circuits and programs. Presents practical designs for use in data loggers, controllers, and other small-computer applications. Example circuits and programs in the book are based on the popular 8052-BASIC microcontroller, whose on-chip BASIC programming language makes it easy to write, run, and test your programs. With over 100 commands, instructions, and operators, the BASIC-52 interpreter can do much more than other single-chip BASICs. Its abilities include floating-point math, string handling, and special commands for storing programs in EPROM, EEPROM, or battery-backed RAM.

When PCs and peripherals began showing up with USB ports in the late 1990s, many predicted that legacy serial (COM) ports would soon be obsolete. The predictions were wrong. While most standard peripherals now use USB, serial ports are the interface of choice for devices that

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require simple programming, long cables, operation in harsh environments, or basic networking capabilities. Serial ports are more versatile than ever due to developments such as USB virtual COM ports, the .NET SerialPort class, enhanced microcontroller USARTs, and new wireless interfaces. Serial Port Complete Second Edition is a completely revised and updated guide to programming and interfacing to COM ports, USB virtual COM ports, and serial ports in embedded systems. Author Jan Axelson shows how to: § Access COM ports using the SerialPort class in Microsoft's .NET Framework. § Program embedded systems for serial-port communications. § Design and program USB devices accessed as virtual COM ports. § Upgrade RS-232 designs to USB with no changes to host software or device firmware. § Design circuits for electrically harsh environments. § Create serial networks of embedded systems and PCs. § Use serial ports in wireless links. Example code is provided for PCs and embedded systems in both Basic and C/C#. The author maintains a website with articles, program code, and other links of interest to developers of serial-port applications (janaxelson.com).

"Features do-it-yourself information on everything from painting and trimwork to slipcovers and window treatments"--Provided by publisher. This introduction to networking on Linux now covers firewalls, including the use of ipchains and Netfilter, masquerading, and accounting. Other new topics in this second edition include Novell (NCP/IPX) support and INN (news administration).

Computing: general.

Peter Norton's Complete Guide to Microsoft Windows XP is a comprehensive, user-friendly guide written in the highly acclaimed Norton style. This unique approach teaches the features of Windows XP with clear explanations of the many new technologies designed to improve your system performance. The book demonstrates all of the newest features available for increasing your OS performance. You will find Peter's Principles, communications, networking, printing, performance, troubleshooting, and compatibility tips throughout the book. Whether you're just starting out or have years of experience, Peter Norton's Guide to Microsoft Windows XP has the answers, explanations, and examples you need.

This is a cookbook for communicating between a PC and a Microcontroller using the FTDI FT232R USB UART IC, and has lots of software and hardware examples. The code is in C# and Visual Basic Express allowing you to build Graphical User Interfaces and add Serial Port functions to create communications programs. Part 1 - Serial Port via USB Made Almost Easy -- In the first section you will learn the basics of serial communications using a USB UART bridge. You will further learn to write a simple terminal program in C# and Visual Basic Express .NET. Part 2 - PC to Microcontroller Conversations -- In the second section you will build on what you have learned and get into more details about GUI programming, using the SerialPort class, and some useful software tools such as XML. You will bring it all together by building a Developer Terminal, which will have most of the bells and whistles that you would want for communicating between a PC and a microcontroller. You will end this section with some neat hardware experiments. Part 3 - The FTDI FT232R -- In the final section you will chuck the serial port paradigm and communicate directly with the FT232R. You will learn how to use the Smiley Micro port of the FTDI D2XX driver, you will do some more hardware experiments bit-banging the BBUSB pins, and finally you will build a software programmer for the FT232R.

Thoroughly revised and expanded, this second edition adds sections on MPLS, Security, IPv6, and IP Mobility and presents solutions to the most common configuration problems.

A guide to using embedded systems with Ethernet covers such topics as hardware and firmware, TCP/IP protocols,

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creating embedded Web sites, local networks and the Internet, and sending and receiving e-mail using SMTP and POP3. This book catalogs the most popular and commonly used serial-port interfaces and provides details on the specifications and the latest standards, enabling you to select an interface for a new design or verify that an interface is working correctly. Each chapter is based on a different interface and is written in an easy to follow, standard format. With this book you will learn: The most widely used serial interfaces How to select the best serial interface for a specific application or design The trade-offs between data rate and distance (length or range) The operation and benefits of serial data transmission The most common media used for serial data transmission Covers the most popular and commonly used interfaces and provides details on their specifications and standards Explains the key concepts to enable an engineer to select an interface for a new design or verify that an interface is working correctly Each chapter is based on a different interface and is written in an easy to follow, standard format

The popularity of serial communications demands that additional serial port interfaces be developed to meet the expanding requirements of users. The Windows Serial Port Programming Handbook illustrates the principles and methods of developing various serial port interfaces using multiple languages. This comprehensive, hands-on, and practical guide to serial interface programming enables you to develop sophisticated interfaces and apply them in real-world applications. Each chapter addresses a language and how it can be applied in the development of serial port interfaces. The seven languages discussed are: ANSI C Visual C++ Visual Basic LabVIEW MATLAB Smalltalk Java Step by step and line by line, the Handbook clearly explains the interfacing techniques used for each different language in the serial port communication. Examples from actual systems have been compiled and debugged, with detailed source code for each included on an accompanying CD-ROM.

Nine minibooks cover everything you need to earn the A+ certification CompTIA's A+ certification is the industry-leading entry-level certification for IT professionals, and this guide is the quick, easy way to prepare for the test. 1,200 pages of up-to-date information correlates with both the hardware and operating system exams and serves as a reference after the test-taking is completed. The minibooks cover each domain of the exam: A+ Groundwork, Inside the Box, Outside the Box, Maintenance and Troubleshooting, Operating System Basics, Managing The Operating System, Recovering Systems, Networking, and Securing Systems. You'll find plenty of sample test questions to get you prepared, too. CompTIA's A+ certification is vendor-neutral and validates the skills of entry-level computer technicians; it can be the ticket to a new or better job Certification requires successful completion of two exams; this prep guide covers all the core competencies required Nine minibooks cover A+ Groundwork, Inside the Box, Outside the Box, Maintenance and Troubleshooting, Operating System Basics, Managing The Operating System, Recovering Systems, Networking, and

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Securing Systems Covers installation, configuration, diagnosing, preventive maintenance, and basic networking, with extra information about Vista and a heavier emphasis on hardware Companion CD-ROM include the Dummies Test Engine, an exclusive, fully customizable test-prep software package that includes 400 exam review questions CompTIA A+ Certification All-In-One For Dummies, 2nd Edition is the best study guide to have as you prepare for the A+ exams! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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.

Developers who want to access USB devices from their embedded systems will find a helpful resource in USB Embedded Hosts: The Developer's Guide. This new book from the author of USB Complete shows how small systems can take advantage of the same wealth of USB devices available to conventional PCs. The book begins with a review of USB host communication protocols. Readers then learn which USB host requirements are relaxed for embedded systems and what new requirements some embedded systems must meet. To help in selecting a development platform, the book explores available hardware and software for USB host communications in small systems. The heart of the book focuses on communicating with USB devices. The topics (with example code) include USB drives, keyboards, virtual serial ports, network bridges, mics, speakers, video cameras, and printers, plus devices that don't fit defined USB classes. Also discussed are systems that support both USB host and device functions. The example code is written for the BeagleBoard-xM open development board using a distribution of Linux targeted to small systems. Also covered is how to use Linux commands and utilities to learn about, monitor, and debug communications with USB devices.

Learn to design and develop safe and reliable embedded systems Key Features Identify and overcome challenges in embedded environments Understand the steps required to increase the security of IoT solutions Build safety-critical and memory-safe parallel and distributed embedded systems Book Description Embedded systems are self-contained devices with a dedicated purpose. We come across a variety of fields of applications for embedded systems in industries such as automotive, telecommunications, healthcare and consumer electronics, just to name a few. Embedded Systems Architecture begins with a bird's eye view of embedded development and how it differs from the other systems that you

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may be familiar with. You will first be guided to set up an optimal development environment, then move on to software tools and methodologies to improve the work flow. You will explore the boot-up mechanisms and the memory management strategies typical of a real-time embedded system. Through the analysis of the programming interface of the reference microcontroller, you'll look at the implementation of the features and the device drivers. Next, you'll learn about the techniques used to reduce power consumption. Then you will be introduced to the technologies, protocols and security aspects related to integrating the system into IoT solutions. By the end of the book, you will have explored various aspects of embedded architecture, including task synchronization in a multi-threading environment, and the safety models adopted by modern real-time operating systems. What you will learn Participate in the design and definition phase of an embedded product Get to grips with writing code for ARM Cortex-M microcontrollers Build an embedded development lab and optimize the workflow Write memory-safe code Understand the architecture behind the communication interfaces Understand the design and development patterns for connected and distributed devices in the IoT Master multitask parallel execution patterns and real-time operating systems Who this book is for If you're a software developer or designer wanting to learn about embedded programming, this is the book for you. You'll also find this book useful if you're a less experienced embedded programmer willing to expand your knowledge.

Provides information on designing devices that share and store data with PCs and other USB hosts.

Provides information on writing a driver in Linux, covering such topics as character devices, network interfaces, driver debugging, concurrency, and interrupts.

8115C-5.TXT The complete guide to the revolutionary new USB standard. Written for everyone-from users to engineers. Operating system support and troubleshooting techniques. USB hubs, bus interconnects, devices, hosts, protocols, and more. The new Universal Serial Bus standard handles everything from joysticks to live video, all at breathtaking speeds. USB devices are coming fast, and built-in USB support is a key feature of Windows 98. Now there's a complete guide to making the most of this hot new connectivity standard: Universal Serial Bus Explained. Co-authored by the best-selling author of RS-232 Made Easy, this book is written in layman's terms for every interested computer user-and it's comprehensive enough to serve the needs of hardware and software developers. You'll find thorough coverage of: Setting up USB hardware and interfacing peripherals. USB protocols and data flow: what actually happens "on the wire." A close look inside USB hubs, bus interconnects, devices, and hosts. Troubleshooting USB: Analyzing bus traffic and device configuration. USB support in Windows and other operating systems. Universal Serial Bus Explained shows how the USB standard delivers easy peripheral expansion, fast data transfer, guaranteed bandwidth for multimedia, low cost, true "plug-and-play" support, and a whole lot more. It answers today's most frequently asked questions about USB and the new generation of devices that utilize it. Detailed appendices provide more information about the USB specification; Internet-based resources, periodicals and technical conferences; and an extensive source list for USB devices and software. Whether you want to use USB devices or invent them, this is the only USB book you'll ever need.

PC Hardware in a Nutshell is the practical guide to buying, building, upgrading, and repairing Intel-based PCs. A longtime favorite among PC

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users, the third edition of the book now contains useful information for people running either Windows or Linux operating systems. Written for novices and seasoned professionals alike, the book is packed with useful and unbiased information, including how-to advice for specific components, ample reference material, and a comprehensive case study on building a PC. In addition to coverage of the fundamentals and general tips about working on PCs, the book includes chapters focusing on motherboards, processors, memory, floppies, hard drives, optical drives, tape devices, video devices, input devices, audio components, communications, power supplies, and maintenance. Special emphasis is given to upgrading and troubleshooting existing equipment so you can get the most from your existing investments. This new edition is expanded to include: Detailed information about the latest motherboards and chipsets from AMD, Intel, SiS, and VIA Extensive coverage of the Pentium 4 and the latest AMD processors, including the Athlon XP/MP Full details about new hard drive standards, including the latest SCSI standards, ATA/133, Serial ATA, and the new 48-bit "Big Drive" ATA interface Extended coverage of DVD drives, including DVD-RAM, DVD-R/RW, and DVD+R/RW Details about Flat Panel Displays, including how to choose one (and why you might not want to) New chapters on serial communications, parallel communications, and USB communications (including USB 2.0) Enhanced troubleshooting coverage PC Hardware in a Nutshell, 3rd Edition provides independent, useful and practical information in a no-nonsense manner with specific recommendations on components. Based on real-world testing over time, it will help you make intelligent, informed decisions about buying, building, upgrading, and repairing PCs in a cost effective manner that will help you maximize new or existing computer hardware systems. It's loaded with real-world advice presented in a concise style that clearly delivers just the information you want, without your having to hunt for it. For beginning and intermediate LabVIEW programmers, this introductory guide assumes no prior knowledge of LabVIEW. There are in-depth examples in every chapter, and all the answers and source code is provided on the accompanying CD-ROM.

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