

Unlock the Power of IoT with ESP32 Programming For The Internet Of Things Second Edition

The latest edition of ESP32 Programming For The Internet Of Things is the definitive guide to building Internet of Things (IoT) projects with the ESP32 microcontroller. This book covers everything you need to know, from setting up your development environment to writing and debugging your own code.

Whether you're a beginner or an experienced developer, this book will help you get the most out of the ESP32. You'll learn how to use its built-in peripherals, such as Wi-Fi, Bluetooth, and ADC, to create powerful IoT applications.

The second edition of ESP32 Programming For The Internet Of Things has been completely revised and updated to cover the latest developments in the ESP32 ecosystem. New chapters have been added on topics such as:



ESP32 Programming for the Internet of Things - Second Edition: HTML, JavaScript, MQTT and WebSockets Solutions (Microcontrollers and IT Book 1)

by Sever Spanulescu

★★★★☆ 4.4 out of 5

Language : English
File size : 24905 KB
Text-to-Speech : Enabled
Enhanced typesetting : Enabled
Print length : 291 pages
Screen Reader : Supported



- **Arduino IDE and PlatformIO:** Learn how to use the Arduino IDE and PlatformIO to develop ESP32 projects.
- **FreeRTOS:** Get started with FreeRTOS, the real-time operating system that powers the ESP32.
- **ESP32-Cam:** Learn how to use the ESP32-Cam to add camera functionality to your IoT projects.
- **ESP32-S2 and ESP32-C3:** Discover the new ESP32-S2 and ESP32-C3 microcontrollers and their capabilities.

By the end of this book, you'll be able to:

- Set up your ESP32 development environment
- Write and debug ESP32 code
- Use the ESP32's built-in peripherals
- Create powerful IoT applications
- Deploy your IoT projects to the real world

This book is for anyone who wants to learn how to build IoT projects with the ESP32 microcontroller. Whether you're a beginner or an experienced developer, this book will help you get started.

Adrian McEwen is a professional software engineer with over 15 years of experience. He has worked on a wide variety of projects, from embedded systems to web applications. He is the author of several books on

programming and electronics, including *ESP32 Programming For The Internet Of Things*.

Kenneth Finnegan is a professional software engineer with over 10 years of experience. He has worked on a wide variety of projects, from mobile applications to cloud computing. He is a contributor to several open source projects, including the ESP32 Arduino core.

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