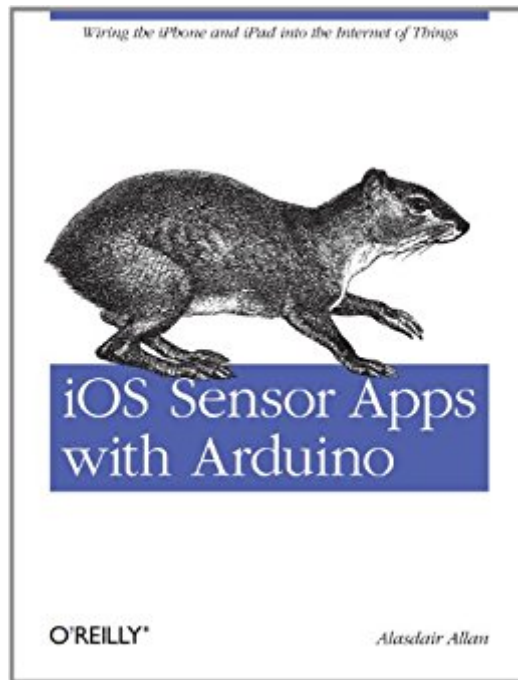


The book was found

# IOS Sensor Apps With Arduino: Wiring The iPhone And iPad Into The Internet Of Things



## Synopsis

Turn your iPhone or iPad into the hub of a distributed sensor network with the help of an Arduino microcontroller. With this concise guide, you'll learn how to connect an external sensor to an iOS device and have them talk to each other through Arduino. You'll also build an iOS application that will parse the sensor values it receives and plot the resulting measurements, all in real-time. iOS processes data from its own onboard sensors, and now you can extend its reach with this simple, low-cost project. If you're an Objective-C programmer who likes to experiment, this book explains the basics of Arduino and other hardware components you need—and lets you have fun in the process. Learn how to connect the Arduino platform to any iOS device. Build a simple application to control your Arduino directly from an iPad. Gather measurements from an ultrasonic range finder and display them on your iPhone. Connect an iPhone, iPad, or iPod Touch to an XBee radio network. Explore other methods for connecting external sensors to iOS, including Ethernet and the MIDI protocol.

## Book Information

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API's

## Customer Reviews

I am relatively new to iOS programming (one year since my first contact with Objective-C) and \*very\* new to Arduino (how could I miss this awesome device for so long!!!???). I was looking for a way to connect my iOS device to Arduino and I came across the Redpark serial cable for iOS, sold by MakerShed. Allan's book taught me everything I needed to know to make iOS apps that will connect to my Arduino. After reading the book twice (the second time devoting extra time to write and seriously understand the code), I am now fully able to develop apps that do exactly what I needed: connect my iPod Touch or iPad to my Arduino. If you are trying to learn to connect your iOS device to an Arduino, this book is for you. The book does require some knowledge of Objective-C (necessary for iOS programming) and C/C++ (necessary for programming Arduino sketches). Also, because you will need to run your apps in your iOS device, you will need to be an Apple developer (subscription is \$99 a year). To me, this book was worth every cent. I am now planning to buy and read all books from this author. I really liked his writing style and his cool approach to programming! PS - The last chapter contains code that is a little dated. If you want to connect the Arduino to the Internet using the Ethernet library, just replace `Server()` and `Client()` with `EthernetServer()` and `EthernetClient()`.

I bought this book to connect my arduino projects to my iphone and just have fun with it all. This book does teach you how to do that but the majority of the book relies on the use of a RedPark cable that you can buy for like \$50. It might say it more obvious somewhere in the description but I didn't realize that until I was reading through the book. Also I should have looked at the page count because this book is THIN! The code looks pretty good (font etc.) and there are several diagrams and pictures to help you along the way so that is really nice. I haven't bought the cable yet so once I get it and play around with it I'll update my review. All in all from what I have read through it is an ok book. I honestly just wish I knew it relied so heavily on this other cable before I bought the book.

Needs to give more clear cut instructions - very confusing

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