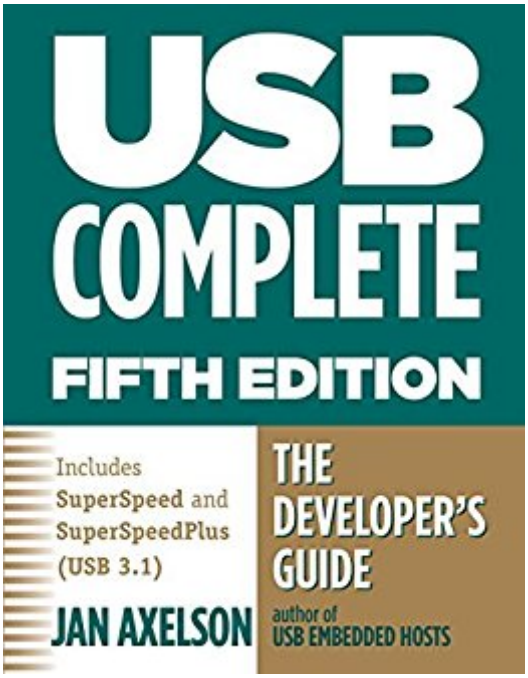
USB Complete: The Developer's Guide (Complete Guides Series)



Synopsis

Now in its fifth edition, bridges the gap between the technical specifications and the real world of designing and programming devices that connect over the Universal Serial Bus (USB). Readers will learn how to select the appropriate USB speed, device class, and hardware for a device; communicate with devices using Visual C# and Visual Basic; use standard host drivers to access devices, including devices that perform vendor-defined tasks; save power with USBâ ™s built-in power-conserving protocols; and create robust designs using testing and debugging tools. This fully revised edition also includes instruction on how to increase bus speed with SuperSpeed and SuperSpeedPlus, implement wireless communications, and develop for USB On-The-Go and embedded hosts.

Book Information

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Customer Reviews

Great / wide ranging coverage of USB at a number of levels. Like all of Jan’s stuff, easy to read and utilize. If you are after a dive into hardware level signaling, it’s there and you can use that section by it’s self. If you want to start from bits and pieces and finish up with a full blown custom driver, you

can do that as well.If you have the need to do a customized USB hardware device, you need this book. You likely also need a bunch of other stuff as well. The same is true if you are going to write a device driver. You need this book. You also need to understand a lot about writing code. If you are doing a commercial product. There is a *lot* more you will need to do to go from scratch ASIC's to "plug and play on every device on the planet" than any one book can cover.My only gripe (and it's a very minor one) is that the description does not really cover the book as well as it might. The book does cover the in's and outs of getting Windows to co-operate with USB. It is not a book on "using C# and Visual Basic". The book is by no means specifically targeted on those two languages. (ok so pretty picky ...).Is 100% of everything you would ever need to know in this one book? Of course not. You can have a few hundred books on this and related subjects and not cover *everything*. The book goes about as deep as you possibly can without becoming un-usable. It's also here at a pretty reasonable price rather than costing $250 ... (Buy many limited run academic text's lately? They are expensive).

I purchased this book on Kindle in order to get a foundational understanding of how USB works, and hopefully a few coding examples. I got exactly what I needed! The book is well organized, complete in its description of the subject matter, and even gave a primer on .NET vs API calls. If you need a quick and complete tutorial, as well as a brief reference guide....this is probably the best book you're going to find. My only unfulfilled wish was that when reading this Kindle book on an iPad, some of the screen capture photos were difficult to read. This may be different if viewed on a Kindle, or on a desktop running Kindle software. I typically purchase my books on Kindle, this one made me wish I'd been patient enough to wait for a hard copy.

I wish I had just downloaded the USB spec. The book is an abbreviated version but I didn't find the abbreviations very helpful in the end and I am going back to the USB spec. There is not really much extra value added by this author.

Extremely detailed and developer centric.

A must have for embedded engineers. Good and quick reference. The Windows applications section is clearly outdated and needs a lot of work by the author.

Projects in C: From USB to RTOS with the PIC 18F Series USB Mass Storage: Designing and Programming Devices and Embedded Hosts USB: The Universal Serial Bus (FYSOS: Operating System Design Book 8) The iOS 5 Developer's Cookbook: Core Concepts and Essential Recipes for iOS Programmers (Developer's Library) The Swift Developer's Cookbook (includes Content Update Program) (Developer's Library) ARM System Developer's Guide: Designing and Optimizing System Software (The Morgan Kaufmann Series in Computer Architecture and Design) Activex All in One: A Web Developer's Guide (Prentice Hall Ptr Activex Series) Android 6 for Programmers: An App-Driven Approach (Deitel Developer Series) QuickTime for .NET and COM Developers (QuickTime Developer Series) AJAX, Rich Internet Applications, and Web Development for Programmers (Deitel Developer Series) iOS 8 for Programmers: An App-Driven Approach with Swift (3rd Edition) (Deitel Developer Series) C# 2012 for Programmers (5th Edition) (Deitel Developer Series) Programming the Web with ColdFusion MX 6.1 Using XHTML (Web Developer Series) What Every JavaScript Developer Should Know About ECMAScript 2015 (OdeToCode Programming Series) Oracle ADF Real World Developer's Guide Start Small, Stay Small: A Developer's Guide to Launching a Startup Interviewing in Swift: Algorithms and Data Structures: Your guide in helping you prepare for the real world of software engineering interviews as an iOS or Mac OS developer. ODBC 3.5 Developer's Guide SNMP Application Developer's Guide (VNR Communications Library)