

- There are several versions of the BASIC Stamp. The text has been written for the BASIC Stamp 2 (BS2) series of controllers.
- Each BASIC Stamp has different features, below are the most popular:

Version	Memory	Speed	Additional Features
BS2	2K Bytes 500 lines of code	20MHz 4000 instructions/ second	26 Bytes of RAM
BS2 OEM	2K Bytes 500 lines of code	20MHz 4000 instructions/ second	26 Bytes of RAM Less expensive, easy to replace components.
BS2sx	16K Bytes in 8 2K banks. 4000 lines of code	50MHz 10,000 instructions/ second	26 Bytes of RAM 63 bytes of scratchpad memory
BS2p 24 and 40 pins versions	16K Bytes in 8 2K banks. 4000 lines of code.	20 MHz Turbo	I2C, Dallas 1- Wire, LCD, polling capabilities. 16 extra I/O on 40 pin version.

Basic Stamp An Introduction To Microcontrollers

Gordon McComb, Earl Boysen

Basic Stamp An Introduction To Microcontrollers:

BASIC Stamp Claus Kuhnel, Klaus Zahnert, 2000-08-04 This book introduces microcontroller theory using the Parallax BASIC Stamp I and II The book covers both the hardware and software aspects of the chip's operation Once the basic theory is established the majority of BASIC Stamp walks readers through applications suitable for designers as well as the home BASIC Stamp Claus Kuhnel, Klaus Zahnert, 2000-08-17 BASIC Stamp An Introduction to Microcontrollers introduces microcontroller theory using the Parallax BASIC Stamp I II and IIsx The BASIC Stamp microcontroller is based on Microchip's PIC hardware with some modifications and is very approachable for beginning users Once the basic theory is established BASIC Stamp 2 E walks the reader through applications suitable for designers as well as the home hobbyist These applications can be used as is or as a basis for further modifications to suit specific design needs BASIC Stamp 2 E thoroughly explains the hardware base of the BASIC Stamp microcontroller including internal architecture the peripheral functions as well as providing the technical data sheets for each kind of chip The authors also explain the BASIC Stamp development systems including DOS and Windows based tools in tremendous detail As an added feature BASIC Stamp 2 E includes full instructions for using PBASIC programming and formatting The book provides many specific applications for microcontroller use complete with programming instructions including single instructions multiple instructions interfacing directions and more complex applications such as motion detection light measurement and home automation Provides a keystone for the introductory level of the Newnes microelectronics titles Introduces PIC microcontroller operation Demonstrates applications for designers and hobbyists **BASCOM Programming of** Microcontrollers with Ease Claus Kuhnel, 2001 BASCOM 8051 and BASCOM AVR are development environments built around a powerful BASIC compiler Both are suited for project handling and program development for the 8051 family and its derivatives as well as for the AVR microcontrollers from Atmel Click here to preview the first 25 pages in Acrobat PDF format

BASIC Stamp I and II The BASIC Stamp microcontroller is based on Microchip's PIC hardware with some modifications and is very approachable for beginning users The book covers both the hardware and software ends of the chip's operation Once the basic theory is established the majority of BASIC Stamp walks you through applications suitable for designers as well as the home hobbyist These applications can be used as is or as a basis for further modifications to suit your needs Introduction to PIC microcontroller operation Applications for designers and hobbyists Integrated hardware and software coverage

<u>Practical and Experimental Robotics</u> Ferat Sahin, Pushkin Kachroo, 2017-12-19 Taking a completely hands on approach using cheap and easily available robotics kits Practical and Experimental Robotics provides a detailed exploration of the construction theory and experiments for different types of robots With topics ranging from basic stamp microcontrollers to biped and propeller based robots the text contains laboratory experiments examples with solutions and case studies The

authors begin with a review of the essential elements of electronics and mechanics They describe the basic mechanical construction and electrical control of the robot then give at least one example of how to operate the robot using microcontrollers or software The book includes a reference chapter on Basic Stamp Microcontollers with example code pieces and a chapter completely devoted to PC interfacing Each chapter begins with the fundamentals then moves on to advanced topics thus building a foundation for learning from the ground up Building a bridge between technicians who have hands on experience and engineers with a deeper insight into the workings the book covers a range of machines from arm wheel and leg robots to flying robots and robotic submarines and boats Unlike most books in this field this one offers a complete set of topics from electronics mechanics and computer interface and programming making it an independent source for knowledge and understanding of robotics Electronics All-in-One For Dummies, UK Edition Dickon Ross, Doug Lowe, 2013-09-24 Your one stop UK shop for clear concise explanations to all the important concepts in electronics and tons of direction for building simple fun electronic projects The 8 mini books in this 1 volume include Getting Started with Electronics Working with Basic Components Working with Integrated Circuits Getting into Alternating Current Working with Radio and Infrared Doing Digital Electronics Working with Basic Stamp Processors Building Special Effects With nearly 900 pages of instruction Electronics All in One For Dummies UK Edition covers all the bases and provides a fascinating hands on exploration of electronics AVR RISC Microcontroller Handbook Claus Kuhnel, 1998 The AVR RISC Microcontroller Handbook is a comprehensive guide to designing with Atmel s new controller family which is designed to offer high speed and low power consumption at a lower cost The main text is divided into three sections hardware which covers all internal peripherals software which covers programming and the instruction set and tools which explains using Atmel s Assembler and Simulator available on the Web as well as IAR's C compiler Practical guide for advanced hobbyists or design professionals Development tools and code available on the Web **Electronics All-in-One For Dummies** Doug Lowe, 2017-02-06 A comprehensive collection of 8 books in 1 offering electronics guidance that can t be found anywhere else If you know a breadboard from a breadbox but want to take your hobby electronics skills to the next level this is the only reference you need Electronics All in One For Dummies has done the legwork for you offering everything you need to enhance your experience as an electronics enthusiast in one convenient place Written by electronics guru and veteran For Dummies author Doug Lowe this down to earth guide makes it easy to grasp such important topics as circuits schematics voltage and safety concerns Plus it helps you have tons of fun getting your hands dirty working with the Raspberry Pi creating special effects making your own entertainment electronics repairing existing electronics learning to solder safely and so much more Create your own schematics and breadboards Become a circuit building expert Tackle analog digital and car electronics Debunk and grasp confusing electronics concepts If you re obsessed with all things electronics look no further This comprehensive guide is packed with all the electronics goodies you need to add that extra spark to your game

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A Brief History of Digital Electronics Doug Domke, *Programming and Customizing the PIC Microcontroller* Michael Predko, 1998 Microchip's PIC microcontroller is rapidly becoming the microcontroller of choice throughout the world This hands on tutorial and disk provide everything electronic designers engineers and advanced hobbyists need to tap the power of this invaluable chip the most complete description of PIC available over 30 experiments and ten complete PIC application projects a full set of DOS and Windows PIC development tools reusable source code and a complete PIC application program that can easily be tailored to the reader s needs **Microcontrollers Fundamentals for Engineers and Scientists** Steven F. Barrett, Daniel J. Pack, 2022-06-01 This book provides practicing scientists and engineers a tutorial on the fundamental concepts and use of microcontrollers Today microcontrollers or single integrated circuit chip computers play critical roles in almost all instrumentation and control systems Most existing books arewritten for undergraduate and graduate students taking an electrical and or computer engineering course Furthermore these texts have beenwritten with a particular model of microcontroller as the target discussion These textbooks also require a requisite knowledge of digital design fundamentals This textbook presents the fundamental concepts common to all microcontrollers Our goals are to present the over arching theory of microcontroller operation and to provide a detailed discussion on constituent subsystems available in most microcontrollers With such goals we envision that the theory discussed in this book can be readily applied to a wide variety of microcontroller technologies allowing practicing scientists and engineers to become acquainted with basic concepts prior to beginning a design involving a specific microcontroller We have found that the fundamental principles of a given microcontroller are easily transferred to other controllers Although this is a relatively small book it is packed with useful information for quickly coming up to speed on microcontroller concepts Embedded Software Development with C Kai Qian, David Den Haring, Li Cao, 2009-07-28 Embedded Software Development With C offers both an effectual reference for professionals and researchers and a valuable learning tool for students by laying the groundwork for a solid foundation in the hardware and software aspects of embedded systems development Key features include a resource for the fundamentals of embedded systems design and development with an emphasis on software an exploration of the 8051 microcontroller as it pertains to embedded systems comprehensive tutorial materials for instructors to provide students with labs of varying lengths and levels of difficulty and supporting website including all sample codes software tools and links to additional online Hacking Roomba Tod E. Kurt, 2006-11-20 The Jetsons would be proud A gizmo as cool as Roomba just begs references to be hacked Now with this book and the official ROI specification furnished by iRobot you can become the robotic engineer you ve always dreamed of being Build a Bluetooth interface for your Roomba Turn it into an artist Install Linux on it and give it a new brain Some hacks are functional others are purely fun All of them let you play with robotics and not one will void your warranty Build a serial interface tether Set up a Bluetooth interface Drive Roomba Play with sensors Make it sing Create a Roomba artist Use your Roomba as a mouse Connect Roomba to the Net Wi Fi your Roomba Replace Roomba s

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