1. Unpacking and Installation
2. Using the Integrated Development Environment (IDE)
3. Compiling and Running a Program
4. Handling Input
5. Program Structure
6. Debugging
7. Stand-Alone Programs and External EEPROM
8. Analog to Digital Conversion and Liquid Crystal Displays
9. Audio Codec
10. Pulse Code Modulation
11. Sample Size
12. Direct Memory Access and SD/MMC
13. FFT
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15. Migrating To Your Own Hardware