ARDUINO DUEMILANOVE

Version 0.1

Generated by Doxygen 1.6.1

Sat Dec 4 22:32:34 2010

Contents

1	Dire	Directory Hierarchy							
	1.1	Direct	ories	1					
2	Clas	lass Index							
	2.1	Class	List	3					
3	Dire	ectory D	Documentation	5					
	3.1	Arduii	no/ Directory Reference	5					
	3.2	Arduii	no/loop_cpp/include/ Directory Reference	6					
	3.3	Arduii	no/loop_cpp/ Directory Reference	7					
	3.4	Arduii	no/loop_cpp/src/ Directory Reference	8					
4	Clas	s Docu	mentation	9					
	4.1	Arduii	no Class Reference	9					
		4.1.1	Detailed Description	9					
		4.1.2	Constructor & Destructor Documentation	9					
			4.1.2.1 Arduino	9					
			4.1.2.2 Arduino	10					
			4.1.2.3 Arduino	10					
			4.1.2.4 ~Arduino	10					
		4.1.3	Member Function Documentation	11					
			4.1.3.1 init_ethernet	11					
			4.1.3.2 operator=	11					
	4.2	StartIt	Class Reference	12					
		4.2.1	Detailed Description	12					
		4.2.2	Constructor & Destructor Documentation	12					
			4.2.2.1 StartIt	12					
		4.2.3	Member Function Documentation	12					
			4231 run it	12					

Directory Hierarchy

1.1 Directories

This	directory	hierarchy	is sorted	roughly.	but not o	completely.	alphabetically	v
11110	an ector y	morarcmy	15 501104	Tought,	out not	compicion,	aipilaocticali	7

Arduino	
loop_cpp	
include	
src	

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:						
Arduino			9			
StartIt			12			

4 Class Index

Directory Documentation

3.1 Arduino/ Directory Reference

Directories

• directory loop_cpp

3.2 Arduino/loop_cpp/include/ Directory Reference

Files

- file arduino.h
- file StartIt.h

3.3 Arduino/loop_cpp/ Directory Reference

Directories

- directory include
- directory src

3.4 Arduino/loop_cpp/src/ Directory Reference

Files

- file arduino.cpp
- file loop_cpp.pde
- file StartIt.cpp

Class Documentation

4.1 Arduino Class Reference

Public Member Functions

• Arduino ()

CONSTRUCTOR: Arduino::Arduino() Class default constructor.

• Arduino (byte mac[6], byte ip[4])

CONSTRUCTOR: Arduino::Arduino(byte mac [6], byte ip [4]) Class ethernet style constructor.

• Arduino (const Arduino &rhs)

COPY CONSTRUCTOR: Arduino::Arduino(const Arduino &rhs) Class copy constructor.

• Arduino operator= (const Arduino &rhs)

ASSIGNMENT OPERATOR: Arduino::operator=Arduino(const Arduino rhs) Class assignment operator.

• ~Arduino ()

DESTRUCTOR: Arduino::~Arduino() Class default destructor.

• void init_ethernet ()

METHOD: Arduino::init_ethernet() Default ether net mode initializer.

4.1.1 Detailed Description

Definition at line 24 of file arduino.h.

4.1.2 Constructor & Destructor Documentation

4.1.2.1 Arduino::Arduino ()

CONSTRUCTOR: Arduino::Arduino() Class default constructor.

10 Class Documentation

Returns:

None

Parameters:

 $\leftarrow None$

Definition at line 24 of file arduino.cpp.

4.1.2.2 Arduino::Arduino (byte mac[6], byte ip[4])

CONSTRUCTOR: Arduino::Arduino(byte mac [6], byte ip [4]) Class ethernet style constructor.

Returns:

None

Parameters:

```
\leftarrow byte mac[6] (MAC address)
```

 \leftarrow byte ip[4] (IP address [IEEE 802.11 IPv4])

Returns:

None

Parameters:

- \leftarrow *byte* mac[6] (mac address)
- $\leftarrow \textit{byte} \;\; \text{ip[4] (ip address [IEEE 802.11 \; IPv4])}$

Definition at line 36 of file arduino.cpp.

4.1.2.3 Arduino::Arduino (const Arduino & rhs)

COPY CONSTRUCTOR: Arduino::Arduino(const Arduino &rhs) Class copy constructor. Class copy constructor. Effectively copies over all private member variables from object rhs.

Returns:

None

Parameters:

← const Arduino rhs - Reference to the right hand side of the equation

Definition at line 67 of file arduino.cpp.

4.1.2.4 Arduino::~Arduino ()

DESTRUCTOR: Arduino::~Arduino() Class default destructor.

Returns:

None

Parameters:

 $\leftarrow None$

Definition at line 135 of file arduino.cpp.

4.1.3 Member Function Documentation

4.1.3.1 void Arduino::init_ethernet ()

METHOD: Arduino::init_ethernet() Default ether net mode initializer.

Returns:

None

Parameters:

 \leftarrow None

Definition at line 155 of file arduino.cpp.

4.1.3.2 Arduino::Arduino Arduino::operator= (const Arduino & rhs)

ASSIGNMENT OPERATOR: Arduino::operator=Arduino(const Arduino rhs) Class assignment operator.

Returns:

Arduino lhs - Reference to the left hand side of the equation

Parameters:

← const Arduino rhs - Reference to the right hand side of the equation

Returns:

Arduino *lhsPtr - Reference to the left hand side of the equation

Parameters:

← const Arduino rhs - Reference to the right hand side of the equation

Definition at line 100 of file arduino.cpp.

The documentation for this class was generated from the following files:

- · arduino.h
- · arduino.cpp

12 Class Documentation

4.2 StartIt Class Reference

Public Member Functions

• StartIt ()

METHOD: StartIt() Class default constructor.

• void run_it ()

METHOD: run_it() Runs the main code we wish to execute on the microcontroller.

4.2.1 Detailed Description

Definition at line 24 of file StartIt.h.

4.2.2 Constructor & Destructor Documentation

4.2.2.1 StartIt::StartIt()

METHOD: StartIt() Class default constructor. CONSTRUCTOR: StartIt() Class default constructor.

Returns:

None

Parameters:

← None

Definition at line 23 of file StartIt.cpp.

4.2.3 Member Function Documentation

4.2.3.1 void StartIt::run_it ()

METHOD: run_it() Runs the main code we wish to execute on the microcontroller. METHOD: run_it() Runs the main code we wish to execute on the microcontroller.

Returns:

None

Parameters:

 $\leftarrow None$

Returns:

None

Parameters:

← None

Definition at line 35 of file StartIt.cpp.

The documentation for this class was generated from the following files:

- StartIt.h
- StartIt.cpp

Index

```
\simArduino
    Arduino, 10
Arduino, 9
    ~Arduino, 10
    Arduino, 9, 10
    init_ethernet, 11
    operator=, 11
Arduino/ Directory Reference, 5
Arduino/loop_cpp/ Directory Reference, 7
Arduino/loop_cpp/include/ Directory Reference, 6
Arduino/loop_cpp/src/ Directory Reference, 8
init_ethernet
    Arduino, 11
operator=
    Arduino, 11
run_it
    StartIt, 12
StartIt, 12
    run_it, 12
    StartIt, 12
```