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The ultimate collection of DIY Arduino projects! In this easy-to-follow book, electronics guru Simon Monk shows you how to create a wide variety of fun and functional gadgets with the Arduino Uno and Leonardo boards. Filled with step-by-step instructions and detailed illustrations, The TAB Book of Arduino Projects: 36 Things to Make with Shields and Proto Shields provides a cost estimate, difficulty level, and list of required components for each project. You'll learn how to design custom circuits with Proto Shields and solder parts to the prototyping area to build professional-quality devices. Catapult your Arduino skills to the next level with this hands-on guide. Build these and many more innovative Arduino creations: Persistence-of-vision (POV) display High-power LED controller Color recognizer RFID door lock Fake dog Person counter Laser alarm Theramin-like instrument FM radio receiver Email notifier Network temperature and humidity sensor Seven segment LED clock Larson scanner Conway's game of life Singing plant Ultrasonic rangefinder Temperature and light logger Autoranging capacitance meter Geiger counter

Program Arduino with ease! Using clear, easy-to-follow examples, Programming Arduino: Getting Started with Sketches reveals the software side of Arduino and explains how to write well-crafted sketches using the modified C language of Arduino. No prior programming experience is required! The downloadable sample programs featured in

the book can be used as-is or modified to suit your purposes. Understand Arduino hardware fundamentals Install the software, power it up, and upload your first sketch Learn C language basics Write functions in Arduino sketches Structure data using arrays and strings Use Arduino's digital and analog inputs and outputs in your programs Work with the Standard Arduino Library Write sketches that can store data Program LCD displays Use an Ethernet shield to enable Arduino to function as a web server Write your own Arduino libraries In December 2011, Arduino 1.0 was released. This changed a few things that have caused two of the sketches in this book to break. The change that has caused trouble is that the classes 'Server' and 'Client' have been renamed to 'EthernetServer' and 'EthernetClient' respectively. To fix this: Edit sketches 10-01 and 10-02 to replace all occurrences of the word 'Server' with 'EthernetServer' and all occurrences of 'Client' with 'EthernetClient'. Alternatively, you can download the modified sketches for 10-01 and 10-02 from here: http://www.arduinobook.com/arduino-1-0 Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

Presents an introduction to the open-source electronics prototyping platform.

Mastering Arduino is a practical, no-nonsense guide that will teach you the electronics and programming skills that you need to create advanced Arduino projects. Key Features Covers enough electronics and code for users at any level Includes complete circuit diagrams for all projects Final robot project combines knowledge from all the chapters Book Description Mastering Arduino is an all-in-one guide to

getting the most out of your Arduino. This practical, no-nonsense guide teaches you all of the electronics and programming skills that you need to create advanced Arduino projects. This book is packed full of real-world projects for you to practice on, bringing all of the knowledge in the book together and giving you the skills to build your own robot from the examples in this book. The final two chapters discuss wireless technologies and how they can be used in your projects. The book begins with the basics of electronics, making sure that you understand components, circuits, and prototyping before moving on. It then performs the same function for code, getting you into the Arduino IDE and showing you how to connect the Arduino to a computer and run simple projects on your Arduino. Once the basics are out of the way, the next 10 chapters of the book focus on small projects centered around particular components, such as LCD displays, stepper motors, or voice synthesizers. Each of these chapters will get you familiar with the technology involved, how to build with it, how to program it, and how it can be used in your own projects. What you will learn Explains the basics of electronics and circuits along with the Arduino IDE and basic C operations Use sensors to build a mini weather station Control LEDs using code Power a robot arm using stepper motors Remotely control your Arduino using RF, Bluetooth LE, and Bluetooth Classic Make a sound tone generator with buttons Who this book is for Mastering Arduino is for anybody who wants to experiment with an Arduino board and build simple projects. No prior knowledge is required, as the fundamentals of electronics and coding are covered in this book as well as advance projects.

If you've ever wanted to build and control electronic devices

then learning to program Arduino development boards is the kick start you're looking for! The Arduino Book for Beginners is a tutorial style collection of lessons designed to be simple and easy to follow which uses only the most relevant circuits and programs and assumes nothing about your prior electronics or programming experience. The book also comes with access to over 15 supplemental video lessons to help drive home concepts. These supplemental video lessons are pulled from training at Programming Electronics Academy, the premiere online training website for learning to program Arduino. What you will Learn: How to program your Arduino...from variables to arrays, for loops and if statements How to make your Arduino respond to sensors How to communicate to your computer with the Arduino How to build teleporters, levitating fortresses and nuclear reactors (maybe a stretch…) This book covers the most useful, enlightening and simplest examples to get you started on the road to hacking just about anything. What to Expect: Step-by-step instructions to walk you through building circuits and programming your Arduino Each line of code in the programs are discussed to maximize your understanding of the fundamentals Repetition of the basic programming building blocks are used to increase your retention of the material Only a handful of additional parts are necessary to complete the course lessons, many of which are reused from lesson to lesson, reducing your investment in learning how to use Arduino The simple building blocks you learn will be put together to build more complex examples Each lesson ends with suggestions of experiments to try on your own. These are generally simple changes that make you think about the operation of the Arduino and the underlying programming language. It is doing these where you will learn the most. Get Started Now: There is no better time to jump in then now! The Arduino

community is vibrant and growing.

The quick, easy way to leap into the fascinating world ofphysical computing This is no ordinary circuit board. Arduino allows anyone,whether you're an artist, designer, programmer or hobbyist, tolearn about and play with electronics. Through this book you learnhow to build a variety of circuits that can sense or control thingsin the real world. Maybe you'll prototype your own product orcreate a piece of interactive artwork? This book equips you witheverything you'll need to build your own Arduino project, but whatyou make is up to you! If you're ready to bring your ideas into thereal world or are curious about the possibilities, this book is foryou. ? Learn by doing ? start building circuits and programmingyour Arduino with a few easy to follow examples - rightaway! ? Easy does it ? work through Arduino sketches line by linein plain English, to learn of how a they work and how to write yourown ? Solder on! ? Only ever used a breadboard in the kitchen?Don't know your soldering iron from a curling iron? No problem,you'll be prototyping in no time ? Kitted out ? discover new and interesting hardware to makeyour Arduino into anything from a mobile phone to a geigercounter! ? Become an Arduino savant ? learn all about functions,arrays, libraries, shields and other tools of the trade to takeyour Arduino project to the next level. ? Get social ? teach your Arduino to communicate withsoftware running on a computer to link the physical world with thevirtual world It's hardware, it's software, it's fun! Start building the nextcool gizmo with Arduino and Arduino For Dummies.

The bestselling beginner Arduino guide, updated with new projects! Exploring Arduino makes electrical engineering

and embedded software accessible. Learn step by step everything you need to know about electrical engineering, programming, and human-computer interaction through a series of increasingly complex projects. Arduino guru Jeremy Blum walks you through each build, providing code snippets and schematics that will remain useful for future projects. Projects are accompanied by downloadable source code, tips and tricks, and video tutorials to help you master Arduino. You'll gain the skills you need to develop your own microcontroller projects! This new 2nd edition has been updated to cover the rapidly-expanding Arduino ecosystem, and includes new full-color graphics for easier reference. Servo motors and stepper motors are covered in richer detail, and you'll find more excerpts about technical details behind the topics covered in the book. Wireless connectivity and the Internet-of-Things are now more prominently featured in the advanced projects to reflect Arduino's growing capabilities. You'll learn how Arduino compares to its competition, and how to determine which board is right for your project. If you're ready to start creating, this book is your ultimate guide! Get up to date on the evolving Arduino hardware, software, and capabilities Build projects that interface with other devices—wirelessly! Learn the basics of electrical engineering and programming Access downloadable materials and source code for every project Whether you're a first-timer just starting out in electronics, or a pro looking to mock-up more complex builds, Arduino is a fantastic tool for building a variety of devices. This book offers a comprehensive tour of the hardware itself, plus in-depth introduction to the various peripherals, tools, and techniques used to turn your little Arduino device into something useful, artistic, and educational. Exploring Arduino is your roadmap to adventure—start your journey today!

Want to create devices that interact with the physical world? This cookbook is perfect for anyone who wants to experiment with the popular Arduino microcontroller and programming environment. You'll find more than 200 tips and techniques for building a variety of objects and prototypes such as IoT solutions, environmental monitors, location and position-aware systems, and products that can respond to touch, sound, heat, and light. Updated for the Arduino 1.8 release, the recipes in this third edition include practical examples and guidance to help you begin, expand, and enhance your projects right away—whether you're an engineer, designer, artist, student, or hobbyist. Get up to speed on the Arduino board and essential software concepts quickly Learn basic techniques for reading digital and analog signals Use Arduino with a variety of popular input devices and sensors Drive visual displays, generate sound, and control several types of motors Connect Arduino to wired and wireless networks Learn techniques for handling time delays and time measurement Apply advanced coding and memory-handling techniques

Master programming Arduino with this hands-on guide Arduino Sketches is a practical guide to programming theincreasingly popular microcontroller that brings gadgets to life.Accessible to tech-lovers at any level, this book provides expertinstruction on Arduino programming and hands-on practice to testyour skills. You'll find coverage of the various Arduino boards,detailed explanations of each standard library, and guidance oncreating libraries from scratch – plus practical examplesthat demonstrate the everyday use of the skills you're learning.Work on increasingly advanced programming projects, and gain morecontrol as you learn about hardware-specific libraries

and how tobuild your own. Take full advantage of the Arduino API, and learnthe tips and tricks that will broaden your skillset. The Arduino development board comes with an embedded processorand sockets that allow you to quickly attach peripherals withouttools or solders. It's easy to build, easy to program, and requiresno specialized hardware. For the hobbyist, it's a dream come true– especially as the popularity of this open-source projectinspires even the major tech companies to develop compatibleproducts. Arduino Sketches is a practical, comprehensiveguide to getting the most out of your Arduino setup. You'll learnto: Communicate through Ethernet, WiFi, USB, Firmata, and Xbee Find, import, and update user libraries, and learn to createyour own Master the Arduino Due, Esplora, Yun, and Robot boards forenhanced communication, signal-sending, and peripherals Play audio files, send keystrokes to a computer, control LEDand cursor movement, and more This book presents the Arduino fundamentals in a way that helpsyou apply future additions to the Arduino language, providing agreat foundation in this rapidly-growing project. If you're lookingto explore Arduino programming, Arduino Sketches is thetoolbox you need to get started.

This companion book to MakerShed's Ultimate Arduino Microcontroller Pack provides 26 clearly explained projects that you can build with this top-selling kit right away--including multicolor flashing lights, timers, tools for testing circuits, sound effects, motor control, and sensor devices. With the Ultimate Arduino Microcontroller Pack, you'll find everything from common components such as resistors and capacitors to specialized sensors and actuators like force-sensing resistors and motors. The kit also features the Arduino Uno Microcontroller and a MakerShield, the

definitive prototyping shield for Arduino. Build 26 cool mini Arduino projects and gadgets Work on projects that are both instructive and have practical application Get circuit diagrams and detailed instructions for building each project Understand circuit design and simulation with easy-to-use tools

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