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Publisher: Wiley

Keywords: engineering, wizardry, techniques, tools, arduino, exploring

Pages: 384

Published: 2013-07-22

Language: English

ISBN-10: 1118549368 ISBN-13: 9781118549360

Binding: Paperback (1)

Introduction

Learn to easily build gadgets, gizmos, robots, and more using Arduino

Written by Arduino expert Jeremy Blum, this unique book uses the popular Arduino microcontroller platform as an instrument to teach you about topics in electrical engineering, programming, and human-computer interaction. Whether you're a budding hobbyist or an engineer, you'll benefit from the perfectly paced lessons that walk you through useful, artistic, and educational exercises that gradually get more advanced. In addition to specific projects, the book shares best practices in programming and design that you can apply to your own projects. Code snippets and schematics will serve as a useful reference for future projects even after you've mastered all the topics in the book.

Includes a number of projects that utilize different capabilities of the Arduino, while interfacing with external hardware

Features chapters that build upon each other, tying in concepts from previous chapters to illustrate new ones

Includes aspects that are accompanied by video tutorials and other multimedia content

Covers electrical engineering and programming concepts, interfacing with the world through analog and digital sensors, communicating with a computer and other devices, and internet connectivity

Explains how to combine smaller topics into more complex projects

Shares downloadable materials and source code for everything covered in the book

Exploring Arduino takes you on an adventure and provides you with exclusive access to materials not found anywhere else!