The Arduino Inventor's Guide: Learn Electronics by Making 10 Awesome Projects

Brian Huang, Derek Runberg
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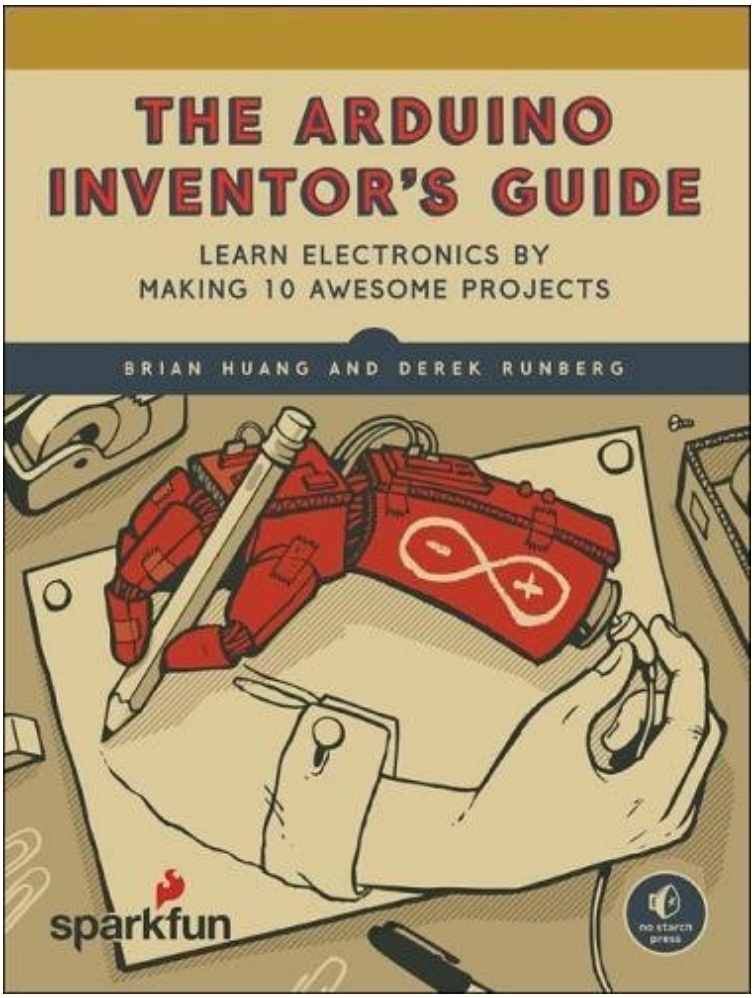

#268090 in Books 2017-05-15 2017-05-15Original language:EnglishPDF # 1 9.25 x .96 x 7.00l, .0 #File Name: 1593276524336 pages | File size: 49.Mb

Brian Huang, Derek Runberg : The Arduino Inventor's Guide: Learn Electronics by Making 10 Awesome Projects before purchasing it in order to gage whether or not it would be worth my time, and all praised The Arduino Inventor's Guide: Learn Electronics by Making 10 Awesome Projects:

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Glue Gun and Cutting Cardboard Parts as well as Electronics and Programming.An Excellent and Fun Tutorial on all that can be accomplished with the Arduino, and work-alike processors.0 of 0 people found the following review helpful. Discover DIY Electronic InventingBy Dee LongWe agree with authors Huang and Runberg that anyone can be an inventor. And this awesome guidebook to learning electronics through 10 different projects proves that point. If you or anyone in your household wants to build their skill in electronics by constructing a motorized robot, challening games, a tiny electric piano or a temperature sensing mini-greenhouse, The Arduino Inventor's Guide skillfully gets you pointed in the right direction with its well-detailed, step by step instructions. Plenty of illustrations and photography to complement the written directions. Hours of challenging fun that might even lead to a new career!

With Arduino, you can build any hardware project you can imagine. This open-source platform is designed to help total beginners explore electronics, and with its easy-to-learn programming language, you can collect data about the world around you to make something truly interactive.The Arduino Inventor's Guide opens with an electronics primer filled with essential background knowledge for your DIY journey. From there, youll learn your way around the Arduino through a classic hardware entry pointblinking LEDs. Over the course of the book, 11 hands-on projects will teach you how to:Build a stop light with LEDsDisplay the volume in a room on a warning dialDesign and build a desktop fanCreate a robot that draws with a motor and pensCreate a servo-controlled balance beamBuild your own playable mini pianoMake a drag race timer to race toy cars against your friendsEach project focuses on a new set of skills, including breadboarding circuits; reading digital and analog inputs; reading magnetic, temperature, and other sensors; controlling servos and motors; and talking to your computer and the Web with an Arduino. At the end of every project, youll also find tips on how to use it and how to mod it with additional hardware or code.What are you waiting for? Start making, and learn the skills you need to own your technology!Uses the Arduino Uno board or SparkFun RedBoard

About the AuthorDerek Runberg works in the Department of Education at SparkFun Electronics, where he runs workshops about technology in classrooms and at conferences. Before joining SparkFun, Runberg was a middle school technology teacher who taught kids and educators about circuits, Arduino, and Processing. Runberg is the author of The SparkFun Guide to Processing.Brian Huang is the Education Engineer for SparkFun Electronics. Before SparkFun, Huang spent eight years as an electrical engineer, followed by a second career as a high school physics and robotics teacher. Now, Huang combines his knowledge of teaching and engineering to create professional development materials that help educators integrate electronics into the classroom.SparkFun Electronics is an online retail store that sells electronic parts for DIY projects. SparkFun is dedicated to making the world of electronics more accessible to the average person. In addition to selling products, SparkFun also offers classes and online tutorials.