

Make: Getting Started with Arduino

4th Edition



The Open Source Electronics
Prototyping Platform

by Massimo Banzi co-founder of Arduino
and Michael Shiloh

Getting Started With Arduino Massimo Banzi

Kimmo Karvinen, Tero Karvinen



Getting Started With Arduino Massimo Banzi:

Getting Started with Arduino Massimo Banzi, 2011-09-06 Arduino is the open source electronics prototyping platform that's taken the design and hobbyist world by storm. This thorough introduction, updated for Arduino 1.0, gives you lots of ideas for projects and helps you work with them right away. From getting organized to putting the final touches on your prototype, all the information you need is here. Inside you'll learn about Interaction design and physical computing. The Arduino hardware and software development environment. Basics of electricity and electronics. Prototyping on a solderless breadboard. Drawing a schematic diagram. Getting started with Arduino is a snap. To use the introductory examples in this guide, all you need is an Arduino Uno or earlier model, along with a USB A/B cable and an LED. The easy-to-use Arduino development environment is free to download. Join hundreds of thousands of hobbyists who have discovered this incredible and educational platform. Written by the co-founder of the Arduino project. Getting Started with Arduino gets you in on all the fun.

Make: Getting Started with Arduino Massimo Banzi, Michael Shiloh, 2014-12-28 Presents an introduction to the open source electronics prototyping platform.

Getting Started with Arduino Massimo Banzi, 2009-02-09 This valuable little book offers a thorough introduction to the open source electronics prototyping platform that's taking the design and hobbyist world by storm. Getting Started with Arduino gives you lots of ideas for Arduino projects and helps you get going on them right away. From getting organized to putting the final touches on your prototype, all the information you need is right in the book. Inside you'll learn about Interaction design and physical computing. The Arduino hardware and software development environment. Basics of electricity and electronics. Prototyping on a solderless breadboard. Drawing a schematic diagram. And more. With inexpensive hardware and open source software components that you can download free, getting started with Arduino is a snap. To use the introductory examples in this book, all you need is a USB Arduino, a USB A/B cable, and an LED. Join the tens of thousands of hobbyists who have discovered this incredible and educational platform. Written by the co-founder of the Arduino project, with illustrations by Elisa Canducci. Getting Started with Arduino gets you in on the fun. This 128-page book is a greatly expanded follow-up to the author's original short PDF that's available on the Arduino website.

Getting Started with Processing.py Allison Parrish, Ben Fry, Casey Reas, 2016-05-11 Processing opened up the world of programming to artists, designers, educators, and beginners. The Processing.py Python implementation of Processing reinterprets it for today's web. This short book gently introduces the core concepts of computer programming and working with Processing. Written by the co-founders of the Processing project, Reas and Fry, along with co-author Allison Parrish.

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Getting Started with Processing Casey Reas,Ben Fry,2015-09-09 Processing opened up the world of programming to artists designers educators and beginners This short book gently introduces the core concepts of computer programming and working with Processing Written by the co founders of the Processing project Reas and Fry Getting Started with Processing shows you how easy it is to make software and systems with interactive graphics If you re an artist looking to develop interactive graphics programs or a programmer on your way to becoming an artist this book will take you where you want to go Updated with new material on graphics manipulation data and for the latest version of Processing

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the door to exciting and expressive instruments and control systems that respond to light touch pressure breath and other forms of real time control He provides a comprehensive guide to the underlying technologies enabling electronic musicians and technologists to tap into the vast creative potential of the platform Arduino for Musicians presents relevant concepts including basic circuitry and programming in a building block format that is accessible to musicians and other individuals who enjoy using music technology In addition to comprehensive coverage of music related concepts including direct digital synthesis audio input and output and the Music Instrument Digital Interface MIDI the book concludes with four projects that build on the concepts presented throughout the book The projects which will be of interest to many electronic musicians include a MIDI breath controller with pitch and modulation joystick retro step sequencer custom digital analog synthesizer and an expressive MIDI hand drum Throughout Arduino for Musicians Edstrom emphasizes the convenience and accessibility of the equipment as well as the extensive variety of instruments it can inspire While circuit design and programming are in themselves formidable topics Edstrom introduces their core concepts in a practical and straightforward manner that any reader with a background or interest in electronic music can utilize Musicians and hobbyists at many levels from those interested in creating new electronic music devices to those with experience in synthesis or processing software will welcome Arduino for Musicians

Make: Wearable Electronics Kate Hartman, 2014-08-12 What if your clothing could change color to complement your skin tone respond to your racing heartbeat or connect you with a loved one from afar Welcome to the world of shoes that can dynamically shift your height jackets that display when the next bus is coming and neckties that can nudge your business partner from across the room Whether it be for fashion function or human connectedness wearable electronics can be used to design interactive systems that are intimate and engaging Make Wearable Electronics is intended for those with an interest in physical computing who are looking to create interfaces or systems that live on the body Perfect for makers new to wearable tech this book introduces you to the tools materials and techniques for creating interactive electronic circuits and embedding them in clothing and other things you can wear Each chapter features experiments to get you comfortable with the technology and then invites you to build upon that knowledge with your own projects Fully illustrated with step by step instructions and images of amazing creations made by artists and professional designers this book offers a concrete understanding of electronic circuits and how you can use them to bring your wearable projects from concept to prototype

Suasive Iterations David M. Rieder, 2016-12-01 The PC era is giving way to a new form of popular computing in which smart globally connected objects and environments are the new computational ground This new ground is the exigence for a new approach to digital rhetoric and writing In Suasive Iterations Rieder calls for an approach that is grounded in a new canon of digital style He explains that the growing range of microcomponents and processes can be botanized for the new canon Drawing on Claude Levi Strauss theory of bricolage he describes his stylistic approach as a transductive science of the concrete the goal of which is to engage audiences suasively

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Homemade Robots Randy Sarafan, 2021-08-10. Homemade Robots teaches total beginners how to quickly and easily build 10 mobile autonomous bots with simple tools and common household materials. A Perfect DIY STEAM adventure for the electronically curious. Homemade Robots is a beginner's guide to building a wide range of mobile autonomous bots using common household materials. Its 10 creative and easy to follow projects are designed to maximize fun with minimal effort, no electronics experience necessary. From the teetering Wobbler to the rolling Barreller, each bot is self-driving and has a unique personality. There's the aptly named Inchworm Bot, made of aluminum rulers. Buffer, a street sweeper-like bot that polishes the floor as it walks, and Sail Bot, which changes direction based on the wind. Randy Sarafan's hacker approach to sculptural robotics will appeal to builders of all ages. You'll learn basic electronics, get comfortable with tools and mechanical systems, and gain the confidence to explore further on your own. A wide world of robots is yours to discover, and Homemade Robots is the perfect starting point.

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