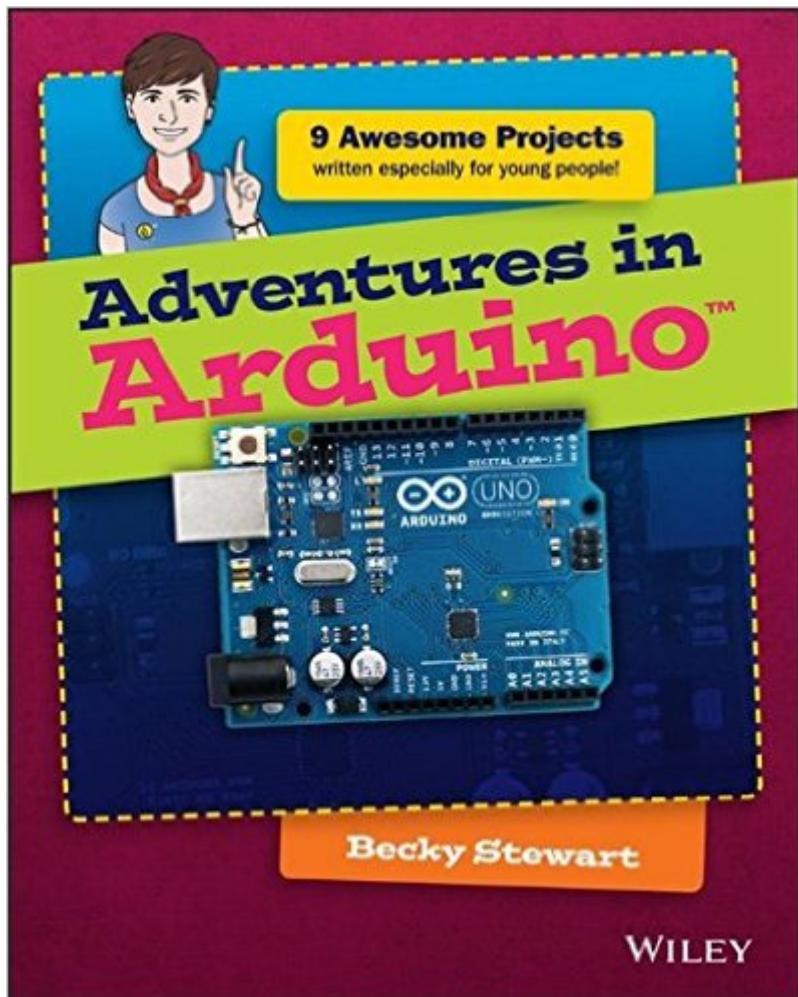


The book was found

Adventures In Arduino



Synopsis

Arduino programming for the absolute beginner, with project-based learning Adventures in Arduino is the beginner's guide to Arduino programming, designed specifically for 11-to 15-year olds who want to learn about Arduino, but don't know where to begin. Starting with the most basic concepts, this book coaches you through nine great projects that gradually build your skills as you experiment with electronics. The easy-to-follow design and clear, plain-English instructions make this book the ideal guide for the absolute beginner, geared toward those with no computing experience. Each chapter includes a video illuminating the material, giving you plenty of support on your journey to electronics programming. Arduino is a cheap, readily available hardware development platform based around an open source, programmable circuit board. Combining these chips with sensors and servos allows you to gain experience with prototyping as you build interactive electronic crafts to bring together data and even eTextiles. Adventures in Arduino gets you started on the path of scientists, programmers, and engineers, showing you the fun way to learn electronic programming and interaction design. Discover how and where to begin Arduino programming Develop the skills and confidence to tackle other projects Make the most of Arduino with basic programming concepts Work with hardware and software to create interactive electronic devices There's nothing like watching your design come to life and interact with the real world, and Arduino gives you the capability to do that time and again. The right knowledge combined with the right tools can create an unstoppable force of innovation, and your curiosity is the spark that ignites the flame. Adventures in Arduino gets you started on the right foot, but the path is totally up to you.

Book Information

Series: Adventures In ...

Paperback: 320 pages

Publisher: Wiley; 1 edition (May 4, 2015)

Language: English

ISBN-10: 1118948475

ISBN-13: 978-1118948477

Product Dimensions: 7.4 x 0.6 x 9.1 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 starsÂ See all reviewsÂ (17 customer reviews)

Best Sellers Rank: #344,977 in Books (See Top 100 in Books) #163 inÂ Books > Computers & Technology > Hardware & DIY > Single Board Computers #275 inÂ Books > Engineering &

Transportation > Engineering > Industrial, Manufacturing & Operational Systems > Robotics & Automation #422 in Books > Textbooks > Computer Science > Software Design & Engineering
Age Range: 11 - 15 years
Grade Level: 4 - 8

Customer Reviews

Go from beginner to Arduinoâ„¢ developer with 9 amazing adventures Have a blast building and programming interactive electronic crafts with Arduino. Author Becky Stewart walks you step by step through 9 exciting projects geared toward the beginner. You will learn how to download and install Arduino for multiple operating systems (Windows, Mac or Linux), how to make the most of Arduino with basic programming concepts and much more, so you can start having fun right away watching your designs come to life. You'll start with simple creations and move toward more complex crafts as you master each new set of skills. Every chapter is a project, and before you're finished, you'll build a crystal ball that reacts to touch and a computer game controller! You'll learn to: Build an LED circuit Prototype on a breadboard and use servos, shift registers and sounds Create an electronic status message sign Work with motors Make an augmented wind chime Sew a secret message in lights onto a hoodie Construct a marble maze game that keeps track of your score Develop the skills and confidence to tackle other projects

Becky Stewart founded Codasign, a London education company that teaches Arduino and other technology skills to young people. She documents her engineering work at <http://blog.theleadingzero.com/>.

[Download to continue reading...](#)

Arduino: Complete Beginners Guide For Arduino - Everything You Need To Know To Get Started (Arduino 101, Arduino Mastery) Arduino: The Ultimate QuickStart Guide - From Beginner to Expert (Arduino, Arduino for Beginners) Arduino + Android Projects for the Evil Genius: Control Arduino with Your Smartphone or Tablet Arduino for Musicians: A Complete Guide to Arduino and Teensy Microcontrollers Arduino: 2016 Arduino Beginner User Guide Arduino prÃ¡ctico / Practical Arduino (Manual Imprescindible / Essential Manual) (Spanish Edition) Adventures in Arduino MINECRAFT: DIARY OF A MINECRAFTER ADVENTURES: The Minecraft Nightmare (An Unofficial Minecraft Book For Kids) (Diary Of A Minecrafter Adventures Books) NEW ADVENTURES OF SHERLOCK HOLMES (VOL.9) (New Adventures of Sherlock Holmes, Vol 9/Audio Cassette) Las aventuras de Tintin 4 / The Adventures of Tintin 4: Los Cigarros Del Faraon / Cigars of the Pharaoh (Las

Aventuras De Tintin / the Adventures of Tintin) (Spanish Edition) Make: Sensors: A Hands-On Primer for Monitoring the Real World with Arduino and Raspberry Pi Arduino Programming in 24 Hours, Sams Teach Yourself Getting Started with Arduino: The Open Source Electronics Prototyping Platform (Make) Programming Arduino: Getting Started with Sketches, Second Edition (Tab) Exploring Arduino: Tools and Techniques for Engineering Wizardry Programming Arduino Getting Started with Sketches Hacking: How to Hack Computers, Basic Security and Penetration Testing (Hacking, How to Hack, Hacking for Dummies, Computer Hacking, penetration testing, basic security, arduino, python) Arduino Workshop: A Hands-On Introduction with 65 Projects Arduino For Dummies Building Wireless Sensor Networks: with ZigBee, XBee, Arduino, and Processing

[Dmca](#)