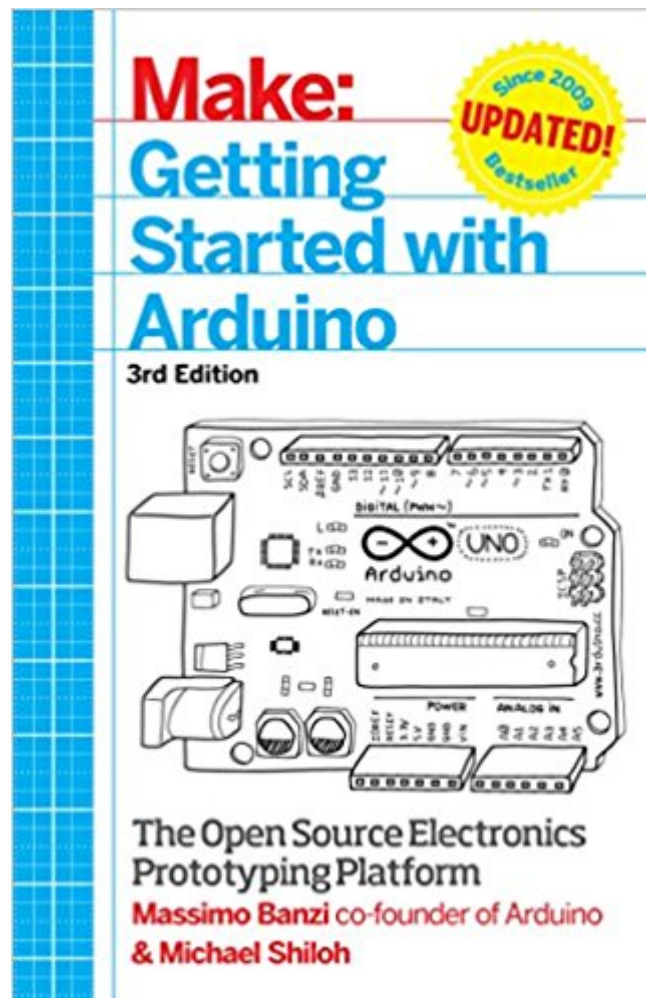The book was found

Getting Started With Arduino: The Open Source Electronics Prototyping Platform (Make)

Synopsis

Arduino is the open source electronics prototyping platform that has taken the Maker Movement by storm. This thorough introduction, updated for the latest Arduino release, helps you start prototyping right away. From obtaining the required components to putting the final touches on your project, all the information you need is here! Getting started with Arduino is a snap. To use the introductory examples in this guide, all you need is an Arduino Uno or Leonardo, along with a USB cable and an LED. The easy-to-use, free Arduino development environment runs on Mac, Windows, and Linux. In Getting Started with Arduino, you'll learn about: Interaction design and physical computingThe Arduino board and its software environmentBasics of electricity and electronicsPrototyping on a solderless breadboardDrawing a schematic diagramTalking to a computer--and the cloud--from ArduinoBuilding a custom plant-watering system

Book Information

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Best Sellers Rank: #47,514 in Books (See Top 100 in Books)   #2 inÃ Â Books > Engineering & Transportation > Engineering > Electrical & Electronics > Electronics > Sensors   #15 inÃ Â Books > Computers & Technology > Hardware & DIY > Single Board Computers   #29 inÃ Â Books > Computers & Technology > Computer Science > Robotics

Customer Reviews

Massimo Banzi is the co-founder of the Arduino project and has worked for clients such as: Prada, Artemide, Persol, Whirlpool, V&A Museum and Adidas. He spent 4 years at the Interaction Design Institute Ivrea as Associate Professor. Massimo has taught workshops and has been a guest speaker at institutions like: Architectural Association - London, Hochschule f r Gestaltung und Kunst Basel, Hochschule f r Gestaltung Schw bisch Gm nd, FH Potsdam, Domus Academy, Medialab Madrid, Escola Superior de Disseny Barcelona, ARS Electronica Linz, Mediamatic Amsterdam,

Doors of Perception Amsterdam.Before joining IDII he was CTO for the Seat Ventures incubator. He spent many years working as a software architect,both in Milan and London, on projects for clients like Italia Online, Sapient, Labour Party, BT, MCI WorldCom, SmithKlineBeecham, Storagetek, BSkyB and boo.com.Michael Shiloh is Associate Professor at the California College of the Arts where he teaches electronics, programming, robotics, and electromechanics. Trained formally as an electrical engineer, Michael worked for various consumer and embedded engineering firms before discovering a passion for teaching. Michael frequently lectures and speaks at conferences and universities worldwide. In 2013, Michael started working for Arduino, speaking about the open-source electronics prototyping platform to new audiences and leading hands-on workshops.

If you are looking for a reference book, this is not it. If you are just getting started with Arduino, this will help you understand the architecture and think creatively about hacking skills. Hacking skills are important if you want to do more than just reproduce other people's projects.

I think that it is a very good starting guide. I have read through it one time and am going through again more slowly. There is a lot to try to follow in the coding, at least for me, that I had to go through several times but I liked the way they break up the code into shorter segments instead of doing the whole program in one go.

Thoroughly written and well thought out how to get started

Excellent book, takes you from basics to semi-advanced projects. Highly recommend this to noobs. Good examples and explanations. Well done!!!

A perfect addition to my school's Maker library.

Very good e-book.

Great!

Great book

Download to continue reading...

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