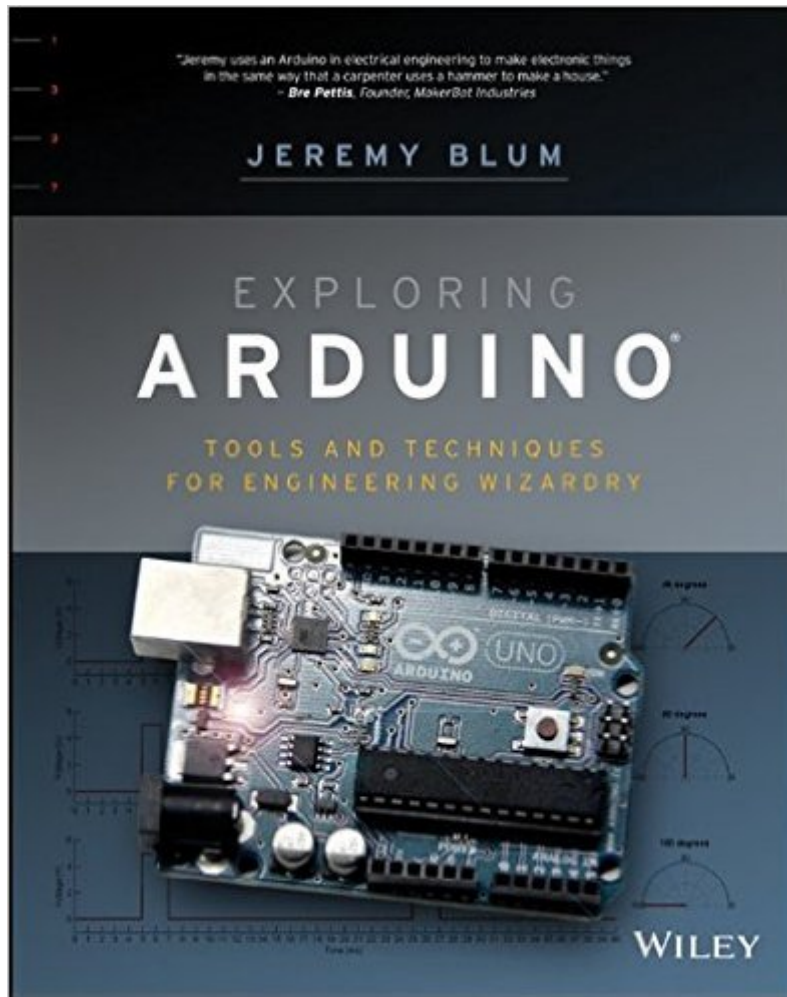


The book was found

Exploring Arduino: Tools And Techniques For Engineering Wizardry



Synopsis

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 Projects compatible with many official Arduino boards including Arduino Uno; Arduino Leonardo; Arduino Mega 2560; Arduino Due; Arduino Nano; Arduino Mega ADK; LilyPad Arduino and may work with Arduino-compatible boards such as Freeduino and new third party certified boards such as the Intel Galileo Exploring Arduino takes you on an adventure and provides you with exclusive access to materials not found anywhere else!

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Customer Reviews

I'm coming to review this book rather late. It was published in late 2013, I believe, but I've only recently purchased it and wanted to pipe up with my two cents worth. As many people would probably say, I originally encountered the works of Jeremy Blum on YouTube. I bought my first Arduino board in late 2013. Being a busy professional and father, I didn't have a whole lot of time to play around with it.. But I can't really learn new things in a vacuum, so I quickly developed a project to use my first board on: a timing track for my son's Boxwood Derby car. (He had a brief interest in the Cub Scouts, which has long since waned.) So searching the Intertubes for training materials on the Arduino was natural. I looked at many of them, but by far the best, at least in my opinion, were the short videos produced on the topic by Jeremy Blum with the support of the electronics supply company Element 14. Jeremy Blum is the host of a series of 15 tutorials for working with Arduinos, sponsored by Element 14. I used those Arduino Tutorial videos to bring myself up to speed quickly. I actually managed to get a timing circuit built in time for my son to enter his car in an elementary school science fair. True, we only re-proved what Galileo figured out in 1638, but still, it's always nice to see that the laws of physics haven't changed. I was very grateful to Mr. Blum for his guidance. At the time, I remember being astonished that such clear, cleanly explained training films existed for the Arduino and that they had been created by an undergraduate student! When he announced that he was writing a book, I sort of felt like I owed it to him to buy and read it. (Plus, he had helped to get me hooked on this whole open-source hardware maker movement, so I was naturally curious to learn more.

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