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The ultimate collection of DIY Arduino projects! In this easy-to-follow book, electronics guru Simon Monk shows you how to create a wide variety of fun and functional gadgets with the Arduino Uno and Leonardo boards. Filled with step-by-step instructions and detailed illustrations, The TAB Book of Arduino Projects: 36 Things to Make with Shields and Proto Shields provides a cost estimate, difficulty level,

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and list of required components for each project. You'll learn how to design custom circuits with Proto Shields and solder parts to the prototyping area to build professional-quality devices. Catapult your Arduino skills to the next level with this hands-on guide. Build these and many more innovative Arduino creations: Persistence-of-vision (POV) display High-power LED controller Color recognizer RFID door lock Fake dog Person counter Laser alarm Theramin-like instrument FM radio receiver Email notifier Network temperature and humidity sensor Seven segment LED

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clock Larson scanner  
Conway's game of life  
Shields And Proto Shields  
Singing plant Ultrasonic  
rangefinder Temperature and  
light logger Autoranging  
capacitance meter Geiger  
counter

Program Arduino with ease!  
Using clear, easy-to-follow  
examples, Programming  
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with Sketches reveals the  
software side of Arduino and  
explains how to write well-  
crafted sketches using the  
modified C language of  
Arduino. No prior  
programming experience is  
required! The downloadable  
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the book can be used as-is

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or modified to suit your  
purposes. Understand Arduino  
hardware fundamentals

Install the software, power  
it up, and upload your first  
sketch Learn C language  
basics Write functions in  
Arduino sketches Structure  
data using arrays and  
strings Use Arduino's  
digital and analog inputs  
and outputs in your programs  
Work with the Standard  
Arduino Library Write  
sketches that can store data  
Program LCD displays Use an  
Ethernet shield to enable  
Arduino to function as a web  
server Write your own  
Arduino libraries In  
December 2011, Arduino 1.0  
was released. This changed a

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few things that have caused two of the sketches in this book to break. The change that has caused trouble is that the classes 'Server' and 'Client' have been renamed to 'EthernetServer' and 'EthernetClient' respectively. To fix this: Edit sketches 10-01 and 10-02 to replace all occurrences of the word 'Server' with 'EthernetServer' and all occurrences of 'Client' with 'EthernetClient'.

Alternatively, you can download the modified sketches for 10-01 and 10-02 from here: <http://www.arduinoobook.com/arduino-1-0> Make Great Stuff! TAB, an imprint

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easy to follow which uses  
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circuits and programs and assumes nothing about your prior electronics or programming experience. The book also comes with access to over 15 supplemental video lessons to help drive home concepts. These supplemental video lessons are pulled from training at Programming Electronics Academy, the premiere online training website for learning to program Arduino. What you will Learn: How to program your Arduino...from variables to arrays, for loops and if statements How to make your Arduino respond to sensors How to communicate to your computer with the Arduino How to



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build teleporters,  
levitating fortresses and  
nuclear reactors (maybe a  
stretch...) This book covers  
the most useful,  
enlightening and simplest  
examples to get you started  
on the road to hacking just  
about anything. What to  
Expect: Step-by-step  
instructions to walk you  
through building circuits  
and programming your Arduino  
Each line of code in the  
programs are discussed to  
maximize your understanding  
of the fundamentals  
Repetition of the basic  
programming building blocks  
are used to increase your  
retention of the material  
Only a handful of additional

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parts are necessary to complete the course lessons, many of which are reused from lesson to lesson, reducing your investment in learning how to use Arduino. The simple building blocks you learn will be put together to build more complex examples. Each lesson ends with suggestions of experiments to try on your own. These are generally simple changes that make you think about the operation of the Arduino and the underlying programming language. It is doing these where you will learn the most. Get Started Now: There is no better time to jump in than now! The Arduino

# Download Free The Tab Book Of Arduino Projects community is vibrant and growing. 36 Things To Make With Shields And Proto Shields

Mastering Arduino is a practical, no-nonsense guide that will teach you the electronics and programming skills that you need to create advanced Arduino projects. Key Features Covers enough electronics and code for users at any level Includes complete circuit diagrams for all projects Final robot project combines knowledge from all the chapters Book Description Mastering Arduino is an all-in-one guide to getting the most out of your Arduino. This practical, no-nonsense guide

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teaches you all of the electronics and programming skills that you need to create advanced Arduino projects. This book is packed full of real-world projects for you to practice on, bringing all of the knowledge in the book together and giving you the skills to build your own robot from the examples in this book. The final two chapters discuss wireless technologies and how they can be used in your projects. The book begins with the basics of electronics, making sure that you understand components, circuits, and prototyping before moving

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on. It then performs the same function for code, getting you into the Arduino IDE and showing you how to connect the Arduino to a computer and run simple projects on your Arduino. Once the basics are out of the way, the next 10 chapters of the book focus on small projects centered around particular components, such as LCD displays, stepper motors, or voice synthesizers. Each of these chapters will get you familiar with the technology involved, how to build with it, how to program it, and how it can be used in your own projects. What you will learn Explains the basics of

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electronics and circuits along with the Arduino IDE and basic C operations Use sensors to build a mini weather station Control LEDs using code Power a robot arm using stepper motors Remotely control your Arduino using RF, Bluetooth LE, and Bluetooth Classic Make a sound tone generator with buttons Who this book is for Mastering Arduino is for anybody who wants to experiment with an Arduino board and build simple projects. No prior knowledge is required, as the fundamentals of electronics and coding are covered in this book as well as advance projects.

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## 36 Things To Make With

Want to light up a display?  
Control a touch screen?

Program a robot? The Arduino is a microcontroller board that can help you do all of these things, plus nearly anything you can dream up.

Even better, it's inexpensive and, with the help of *Beginning Arduino, Second Edition*, easy to learn. In *Beginning Arduino, Second Edition*, you will learn all about the popular Arduino by working your way through a set of 50 cool projects. You'll progress from a complete Arduino beginner to intermediate Arduino and electronic skills and the confidence to

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create your own amazing projects. You'll also learn about the newest Arduino boards like the Uno and the Leonardo along the way. Absolutely no experience in programming or electronics required! Each project is designed to build upon the knowledge learned in earlier projects and to further your knowledge of Arduino programming and electronics. By the end of the book you will be able to create your own projects confidently and with creativity. You'll learn about: Controlling LEDs Displaying text and graphics on LCD displays Making a line-following robot Using digital pressure



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sensors Reading and writing data to SD cards Connecting your Arduino to the Internet Shields And Proto Shields

This book is for electronics enthusiasts who are new to the Arduino as well as artists and hobbyists who want to learn this very popular platform for physical computing and electronic art. Please note: The print version of this title is black and white; the eBook is full color. The color fritzing diagrams are available in the source code downloads on <http://www.apress.com/9781430250166>

The bestselling beginner Arduino guide, updated with new projects! Exploring

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Arduino makes electrical engineering and embedded software accessible. Learn step by step everything you need to know about electrical engineering, programming, and human-computer interaction through a series of increasingly complex projects. Arduino guru Jeremy Blum walks you through each build, providing code snippets and schematics that will remain useful for future projects. Projects are accompanied by downloadable source code, tips and tricks, and video tutorials to help you master Arduino. You'll gain the skills you need to develop your own microcontroller

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projects! This new 2nd edition has been updated to cover the rapidly-expanding Arduino ecosystem, and includes new full-color graphics for easier reference. Servo motors and stepper motors are covered in richer detail, and you'll find more excerpts about technical details behind the topics covered in the book. Wireless connectivity and the Internet-of-Things are now more prominently featured in the advanced projects to reflect Arduino's growing capabilities. You'll learn how Arduino compares to its competition, and how to determine which board is

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right for your project. If you're ready to start creating, this book is your ultimate guide! Get up to date on the evolving Arduino hardware, software, and capabilities Build projects that interface with other devices—wirelessly! Learn the basics of electrical engineering and programming Access downloadable materials and source code for every project Whether you're a first-timer just starting out in electronics, or a pro looking to mock-up more complex builds, Arduino is a fantastic tool for building a variety of devices. This book offers a comprehensive tour of the

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hardware itself, plus in-depth introduction to the various peripherals, tools, and techniques used to turn your little Arduino device into something useful, artistic, and educational. Exploring Arduino is your roadmap to adventure—start your journey today!

The quick, easy way to leap into the fascinating world of physical computing. This is no ordinary circuit board. Arduino allows anyone, whether you're an artist, designer, programmer or hobbyist, to learn about and play with electronics. Through this book you learn how to build a variety

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of circuits that can sense or control things in the real world. Maybe you'll prototype your own product or create a piece of interactive artwork? This book equips you with everything you'll need to build your own Arduino project, but what you make is up to you! If you're ready to bring your ideas into the real world or are curious about the possibilities, this book is for you. ? Learn by doing ? start building circuits and programming your Arduino with a few easy to follow examples - right away! ? Easy does it ? work through Arduino sketches line by line in plain

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English, to learn of how a they work and how to write your own ? Solder on! ? Only ever used a breadboard in the kitchen? Don't know your soldering iron from a curling iron? No problem, you'll be prototyping in no time ? Kitted out ? discover new and interesting hardware to make your Arduino into anything from a mobile phone to a geiger counter! ? Become an Arduino savant ? learn all about functions, arrays, libraries, shields and other tools of the trade to take your Arduino project to the next level. ? Get social ? teach your Arduino to communicate with software

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running on a computer to  
link the physical world with  
the virtual world. It's  
hardware, it's software,  
it's fun! Start building the  
next cool gizmo with Arduino  
and Arduino For Dummies.

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



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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

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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

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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.

Want to create devices that interact with the physical world? This cookbook is perfect for anyone who wants to experiment with the popular Arduino microcontroller and

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programming environment. You'll find more than 200 tips and techniques for building a variety of objects and prototypes such as IoT solutions, environmental monitors, location and position-aware systems, and products that can respond to touch, sound, heat, and light. Updated for the Arduino 1.8 release, the recipes in this third edition include practical examples and guidance to help you begin, expand, and enhance your projects right away—whether you're an engineer, designer, artist, student, or hobbyist. Get up to speed on the Arduino board and essential software

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concepts quickly Learn basic techniques for reading digital and analog signals Use Arduino with a variety of popular input devices and sensors Drive visual displays, generate sound, and control several types of motors Connect Arduino to wired and wireless networks Learn techniques for handling time delays and time measurement Apply advanced coding and memory-handling techniques

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