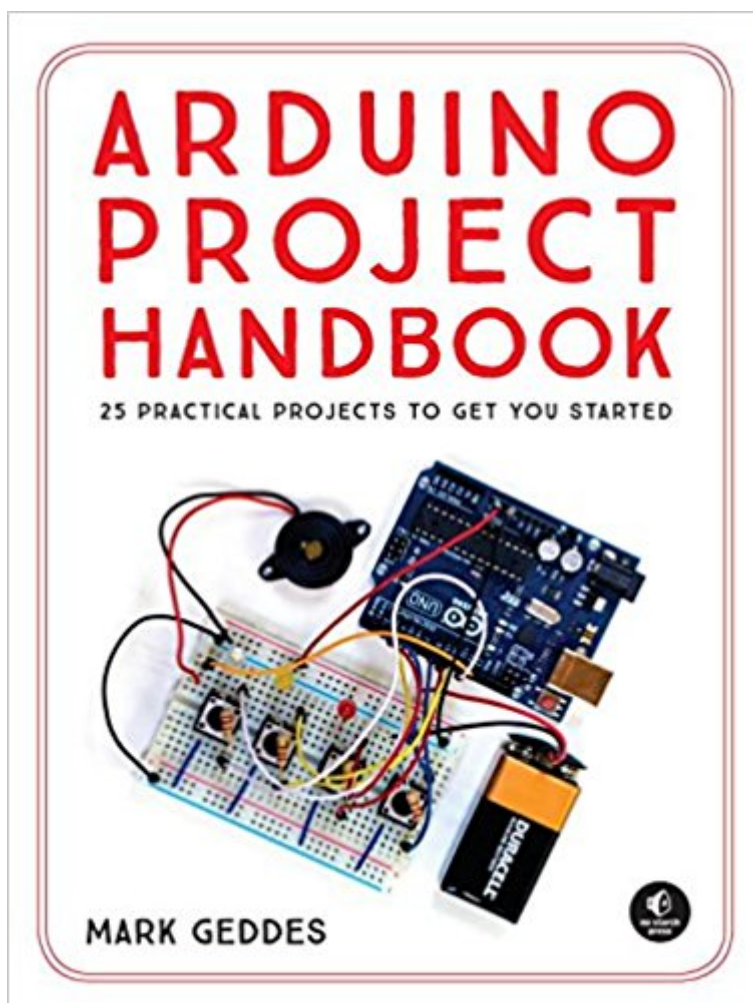The book was found

Arduino Project Handbook: 25 Practical Projects To Get You Started

Synopsis

Arduino Project Handbook is a beginner-friendly collection of electronics projects using the low-cost Arduino board. With just a handful of components, an Arduino, and a computer, youâ ™ll learn to build and program everything from light shows to arcade games to an ultrasonic security system.First youâ ™ll get set up with an introduction to the Arduino and valuable advice on tools and components. Then you can work through the book in order or just jump to projects that catch your eye. Each project includes simple instructions, colorful photos and circuit diagrams, and all necessary code.Arduino Project Handbook is a fast and fun way to get started with microÂ- controllers thatâ ™s perfect for beginners, hobbyists, parents, and educators.Uses the Arduino Uno board.

Book Information

Age Range: 10 and up

Paperback: 272 pages

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Average Customer Review: 4.7 out of 5 stars   27 customer reviews

Best Sellers Rank: #112,075 in Books (See Top 100 in Books)   #3 inÂ Books > Children's Books > Computers & Technology > Hardware & Robotics   #31 inÂ Books > Engineering & Transportation > Engineering > Electrical & Electronics > Electronics > Microelectronics   #43 inÂ Books > Computers & Technology > Hardware & DIY > Single Board Computers

Customer Reviews

Mark Geddes is a lifelong tinkerer and gadget enthusiast. Frustrated with the lack of practical, visual guides to help him teach his 10-year-old how to build with Arduino, he set out to record his own experiments, and Arduino Project Handbook is the result. Geddes has a bachelor's degree from Edinburgh College of Art. He lives in Dumfries, Scotland.

Would have been nice to know what subjects were contained in this book

This is a great book if you are looking for a reference that does not make any assumptions about your current knowledge of Arduino. It is extremely clear and easy to read. No special knowledge required to get started. Everything is explained using common everyday language. The attention to detail is helpful.

Clean, clear, easy to follow instructions. I've worked through a few and I already know a bit about Arduino.

Great book. Very complete. The best place to start programming Arduino.

A very good book for the projects.

Well explained. Very good.

Good handbook . Some projects are too simple but I can buuild 4 or 5 projects I can use.

More of "not the same". A nice quick basic refresher to start, then, pick a project and Do It.

Arduino Project Handbook: 25 Practical Projects to Get You Started Arduino Project Handbook, Volume II: 25 More Practical Projects to Get You Started ESP8266: Programming NodeMCU Using Arduino IDE - Get Started With ESP8266 (Internet Of Things, IOT, Projects In Internet Of Things, Internet Of Things for Beginners, NodeMCU Programming, ESP8266) Project Management: Secrets Successful Project Managers Already Know About: A Beginner's Guide to Project Management, nailing the interview, and essential skills to manage a project like a Pro Practical Projects for Self-Sufficiency: DIY Projects to Get Your Self-Reliant Lifestyle Started The Don't Get Me Started! Toolkit - Workbook and Teacher Answer Key: Strategies for a Culturally-Challenged World (The Don't Get Me Started! Toolkit - Workbook and Teacher Key) (Volume 1) Beginning C for Arduino, Second Edition: Learn C Programming for the Arduino Make: Lego and Arduino Projects: Projects for extending MINDSTORMS NXT with open-source electronics Getting Started with Adafruit FLORA: Making Wearables with an Arduino-Compatible Electronics Platform Programming Arduino: Getting Started with Sketches, Second Edition (Tab) Programming Arduino: Getting Started with Sketches (Tab) Getting Started with Sensors: Measure the World with Electronics, Arduino, and Raspberry Pi Programming Arduino Getting Started with Sketches Getting Started with Arduino: The

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