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

By Massimo Banzi, Michael Shiloh



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Getting Started with Arduino: The Open Source Electronics Prototyping Platform (Make) By Massimo Banzi, Michael Shiloh

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 computing
- The Arduino board and its software environment
- Basics of electricity and electronics
- Prototyping on a solderless breadboard
- Drawing a schematic diagram
- Talking to a computer--and the cloud--from Arduino
- Building a custom plant-watering system



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- Sales Rank: #16245 in Books
- Brand: imusti
- Published on: 2014-12-28
- Original language: English
- Number of items: 1
- Dimensions: 8.50" h x .55" w x 5.51" l, .0 pounds
- Binding: Paperback
- 262 pages

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Editorial Review

About the Author

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.

Users Review

From reader reviews:

Alice Hill:

Spent a free time to be fun activity to try and do! A lot of people spent their spare time with their family, or all their friends. Usually they carrying out activity like watching television, about to beach, or picnic within the park. They actually doing same task every week. Do you feel it? Do you want to something different to fill your personal free time/ holiday? Could be reading a book can be option to fill your totally free time/ holiday. The first thing that you'll ask may be what kinds of guide that you should read. If you want to try out look for book, may be the book untitled Getting Started with Arduino: The Open Source Electronics Prototyping Platform (Make) can be fine book to read. May be it may be best activity to you.

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