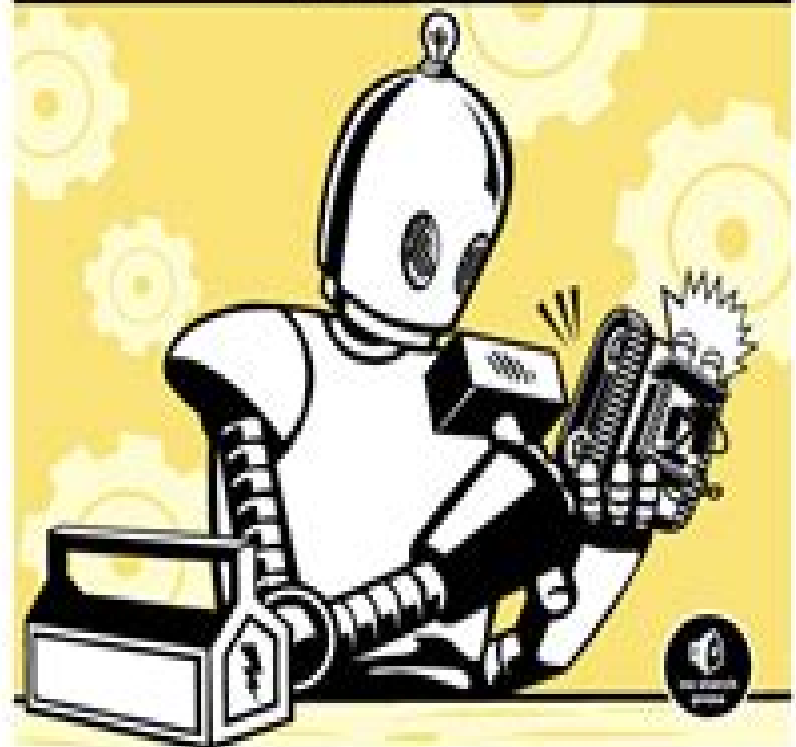


ARDUINO WORKSHOP

A HANDS-ON INTRODUCTION
WITH 65 PROJECTS

JOHN BOXALL



Arduino Workshop A Hands on Introduction With Projects

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Boxall, 2021-05-27 Long awaited revision of this best selling book on the Arduino electronics platform 50 000 copies sold Readers gain an in depth understanding of the Arduino beyond just making simple projects The Arduino is an inexpensive flexible microcontroller platform that makes it easy for hobbyists to use electronics in DIY projects With its wide range of input and output add ons sensors indicators displays and motors the Arduino offers you countless ways to create interactive devices Through 65 hands on projects *Arduino Workshop* will teach you the tricks and design principles of a master craftsman This edition has been updated for the latest version of the Arduino IDE and revised to reflect current hardware and technology It includes coverage of general electronics concepts as well as schematic diagrams and detailed images of

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off when it completes a task You'll safely control AC mains power and higher currents and conserve battery with low power and sleep modes You'll also use Charlieplexing to control LED matrix displays keep your Arduino running with a watchdog timer communicate over longer wired distances with the RS232 and RS485 buses and much more Along the way you'll build fun and useful devices like A camera enabled circuit to stream videos An MP3 player to listen to audio of your choice A CAN bus circuit to gather speed and engine data from your car A web server to display data captured with an ESP32 board A PS/2 keyboard to improve your user interfaces and easily enter and display data Guided by an Arduino master you'll harness dozens of sensors motors displays and techniques to bring your own expert inventions to life Requirements Arduino Uno and other Arduino compatible microcontrollers and USBasp programmers Some projects may require other inexpensive parts

Python Playground Mahesh Venkitachalam, 2015-10-01 Python is a powerful programming language that's easy to learn and fun to play with But once you've gotten a handle on the basics what do you do next Python Playground is a collection of imaginative programming projects that will inspire you to use Python to make art and music build simulations of real world phenomena and interact with hardware like the Arduino and Raspberry Pi You'll learn to use common Python tools and libraries like numpy matplotlib and pygame to do things like Generate Spirograph like patterns using parametric equations and the turtle module Create music on your computer by simulating frequency overtones Translate graphical images into ASCII art Write an autostereogram program that produces 3D images hidden beneath random patterns Make realistic animations with OpenGL shaders by exploring particle systems transparency and billboard techniques Construct 3D visualizations using data from CT and MRI scans Build a laser show that responds to music by hooking up your computer to an Arduino Programming shouldn't be a chore Have some solid geeky fun with Python Playground The projects in this book are compatible with both Python 2 and 3

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In a time characterized by interconnectedness and an insatiable thirst for knowledge, the captivating potential of verbal expression has emerged as a formidable force. Its power to evoke sentiments, stimulate introspection, and incite profound transformations is genuinely awe-inspiring. Within the pages of "**Arduino Workshop A Handson Introduction With Projects**," a mesmerizing literary creation penned by a celebrated wordsmith, readers set about an enlightening odyssey, unraveling the intricate significance of language and its enduring effect on our lives. In this appraisal, we shall explore the book is central themes, evaluate its distinctive writing style, and gauge its pervasive influence on the hearts and minds of its readership.

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