

Make: PROJECTS

Getting Started with Arduino

Massimo Banzi co-founder of Arduino

THE OPEN SOURCE ELECTRONICS PROTOTYPING PLATFORM

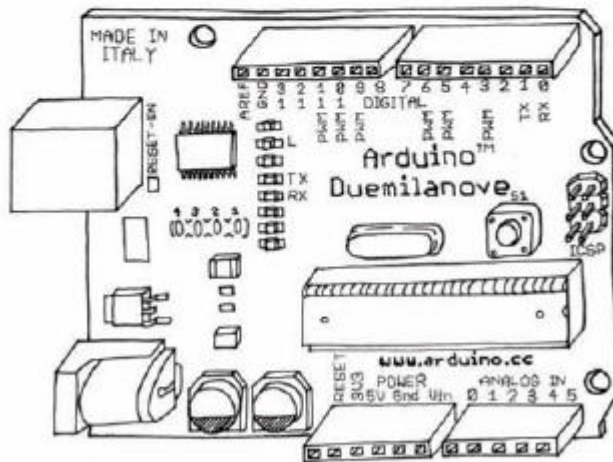
Description

This valuable little book offers a thorough introduction to the open-source electronics prototyping platform that's taking the design and hobbyist world by storm.

Getting Started with Arduino gives you lots of ideas for projects and helps you get going on them right away. To use the introductory examples in this book, all you need is a USB Arduino, USB A-B cable, and an LED. This 128-page book is a greatly expanded follow-up to the author's original short PDF that's available on the Arduino website.

Inside, you'll learn about:

- Interaction design and physical computing
- The Arduino hardware and software development environment
- Basics of electricity and electronics
- Prototyping on a solderless breadboard
- Drawing a schematic diagram



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