

Make cool stuff. If you're a designer or artist without a lot of programming experience, this book will teach you to work with 2D and 3D graphics, sound, physical interaction, and electronic circuitry to create all sorts of interesting and compelling experiences -- online and off. Programming Interactivity explains programming and electrical engineering basics, and introduces three freely available tools created specifically for artists and designers: Processing, a Java-based programming language and environment for building projects on the desktop, Web, or mobile phones Arduino, a system that integrates a microcomputer prototyping board, IDE, and programming language for creating your own hardware and controls OpenFrameworks, a coding framework simplified for designers and artists, using the powerful C++ programming language BTW, you don't have to wait until you finish the book to actually make something. You'll get working code samples you can use right away, along with the background and technical information you need to design, program, build, and troubleshoot your own projects. The cutting edge design techniques and discussions with leading artists and designers will give you the tools and inspiration to let your imagination take flight.

If you are a hobbyist who wants to develop projects based on Arduino as the main microcontroller platform or an engineer interested in finding out what the Arduino platform offers, then this book is ideal for you. Some prior knowledge of the C programming language is required.

Getting started with Matlab Simulink and Arduino comprehensively explains how to use MATLAB and Simulink to perform Arduino simulation. This book begins with covering the Matlab Simulink with targeting Arduino, and the solutions to different problems in simulation. *TOC* 1. Preparing Development Environment 2. Matlab Simulink and Arduino 3. Hello World - Matlab Simulink and Arduino 4. Simulink with Arduino Digital I/O 4.1 Working with Arduino Digital I/O 4.2 Digital Sources 4.3 Simulink with Arduino Digital I/O 4.4 Testing 5. Simulink with Arduino Analog I/O 5.1 Simulink with Arduino Analog Input 5.2 Simulink with Arduino Analog Output 6. Simulink with Arduino Serial 6.1 Arduino Serial Communication 6.2 Configuring Arduino 6.3 Building a Simulink Model 6.4 Testing 7. Simulink with Arduino and Servo Motor 7.1 Servo Motor 7.2 Building A Simulink Hardware 7.3 Building A Simulink Model with Arduino and Servo Motor 7.4 Testing

Presents an introduction to the open-source electronics prototyping platform.

Recipes to Begin, Expand, and Enhance Your Projects

Learning C for Arduino

Programming Arduino with LabVIEW

Essential Skills Every Maker Needs

Making Interactive Graphics with Processing's Python Mode

Getting Started with Adafruit Circuit Playground Express

Program your own Raspberry Pi projects Create innovative programs and fun games on your tiny yet powerful Raspberry Pi. In this book, electronics guru Simon Monk explains the basics of Raspberry Pi application development, while providing hands-on examples and ready-to-use scripts. See how to set up hardware and software, write and debug applications, create user-friendly interfaces, and control external electronics. Do-it-yourself projects include a hangman game, an LED clock, and a software-controlled roving robot. **Boot up and configure your Raspberry Pi** Navigate files, folders, and menus **Create Python programs using the IDLE editor** Work with strings, lists, and functions **Use and write your own libraries, modules, and classes** **Add Web features to your programs** Develop interactive games with Pygame **Interface with devices through the GPIO port** Build a Raspberry Pi Robot and LED Clock **Build professional-quality GUIs using Tkinter**

Discover all the amazing things you can do with Arduino Arduino is a programmable circuit board that is being used by everyone from scientists, programmers, and hardware hackers to artists, designers, hobbyists, and engineers in order to add interactivity to objects and projects and experiment with programming and electronics. This easy-to-understand book is an ideal place to start if you are interested in learning more about Arduino's vast capabilities. Featuring an array of cool projects, this Arduino beginner guide walks you through every step of each of the featured projects so that you can acquire a clear understanding of the different aspects of the Arduino board. Introduces Arduino basics to provide you with a solid foundation of understanding before you tackle your first project Features a variety of fun projects that show you how to do everything from automating your garden's watering system to constructing a keypad entry system, installing a tweeting cat flap, building a robot car, and much more Provides an easy, hands-on approach to learning more about electronics, programming, and interaction design for Makers of all ages **Arduino Projects For Dummies** is your guide to turning everyday electronics and plain old projects into incredible innovations. Get Connected! To find out more about Brock Craft and his recent Arduino creations, visit www.facebook.com/ArduinoProjectsForDummies

Annotation In just 24 sessions of one hour or less, "Sams Teach Yourself Arduino Programming In 24 Hours" teaches you C programming on Arduino, so you can start creating inspired "DIY" hardware projects of your own Using this book's straightforward, step-by-step approach, you'll walk through everything from setting up your programming environment to mastering C syntax and features, interfacing your Arduino to performing full-fledged prototyping. Every hands-on lesson and example builds on what you've already learned, giving you a rock-solid foundation for real-world success " "Step-by-step instructions carefully walk you through the most common Arduino programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out cautions alert you to possible problems and give you advice on how to avoid them. Learn how to ... Get the right Arduino hardware and accessories for your needs **Download the Arduino IDE**, install it, and link it to your Arduino **Quickly create, compile, upload, and run your first Arduino program** **Master C syntax, decision control, strings, data structures, and functions** **Use pointers to work with memory--and avoid common mistakes** **Store data on your Arduino's EEPROM or an external SD card** **Use existing hardware libraries, or create your own** **Send output and read input from analog devices or digital interfaces** **Create and handle interrupts in software and hardware** **Communicate with devices via the SPI interface and I2C protocol** **Work with analog and digital sensors** **Write Arduino C programs that control motors** **Connect an LCD to your Arduino, and code the output** **Install an Ethernet shield, configure an Ethernet connection, and write networking programs** **Create prototyping environments, use prototyping shields, and interface electronics to your Arduino.**

Programming Arduino Getting Started with Sketches