Getting Started with Arduino (Make: Projects)

Massimo Banzi

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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 Arduino projects and helps you get going on them right away. From getting organized to putting the final touches on your prototype, all the information you need is right in the book.

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

And more. With inexpensive hardware and open-source software components that you can download free, getting started with Arduino is a snap. To use the introductory examples in this book, all you need is a USB Arduino, USB A-B cable, and an LED.

Join the tens of thousands of hobbyists who have discovered this incredible (and educational) platform. Written by the co-founder of the Arduino project, with illustrations by Elisa Canducci, *Getting Started with Arduino* gets you in on the fun! This 128-page book is a greatly expanded follow-up to the author's original short PDF that's available on the Arduino website.

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