



Arduino Cookbook

Michael Margolis

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Create your own toys, remote controllers, alarms, detectors, robots, and many other projects with the Arduino device. This simple microcontroller board lets artists and designers build a variety of amazing objects and prototypes that interact with the physical world. With this cookbook you can dive right in and experiment with more than a hundred tips and techniques, no matter what your skill level is.

The recipes in this book provide solutions for most common problems and questions Arduino users have, including everything from programming fundamentals to working with sensors, motors, lights, and sound, or communicating over wired and wireless networks. You'll find the examples and advice you need to begin, expand, and enhance your projects right away.

Get to know the Arduino development environment

Understand the core elements of the Arduino programming language

Use common output devices for light, motion, and sound

Interact with almost any device that has a remote control

Learn techniques for handling time delays and time measurement

Use simple ways to transfer digital information from sensors to the Arduino device

Create complex projects that incorporate shields and external modules

Use and modify existing Arduino libraries, and learn how to create your own

Arduino Cookbook Details

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From Reader Review Arduino Cookbook for online ebook

Michael says

Pretty good. Lots of concise examples covering everything I might want to do.

Dinda Tisi says

I read this because my lecture recommend this book to the students. Sooo many arduino projects you can try, along with clear descriptions and explanations. The projects also varied from the super easy ones to the hard ones. However, there are some mistake, or maybe misprint, in this book. But it's no big deal because as soon as you find something wrong, you can immediately notice the cause. From my experience, this book is really good to help us get used to many kinds of arduino projects.

Frank says

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Joe says

Good starting point for exploration of the Arduino and its capabilities. The book includes numerous examples - code that will no doubt be useful in a wide variety of projects.

It also includes a bit of the more 'hard code' technical details for those wanting to understand more of what happens under the hood - i.e., how the Aruino IDE compiles the code and how it's uploaded to the Arduino - plus more details on how the arduino works at a hardware level.

Rob Trahms says

Great resource for all sorts of Arduino based projects! Highly recommended for the Arduino tinkerer.

Sal Mangano says

Lots of examples to get you up to speed fast.

BBFlyer says

good

Good motor & Sensor example sketches

Jesse Henning says

awesome. great desk reference. out of the handful of projects i've worked on, this has come in handy in every one.

Toby Van reenen says

Must have resource. Bought Kindle version, hard copy would have been better.

Westerville says

awesome. great desk reference. out of the handful of projects i've worked on, this has come in handy in every one. - Jesse, Adult Services

Reserve a library copy.

Haig says

This book is a great resource to have on the shelf while you're working through problems. Many of the 'recipes' have helped me through difficult problems and allowed me to extract good bits of code to use in my own projects.

Tony Mulhern says

Really useful ideas for arduino projects. Not for reading straight through, but definitely gives me LOTS of fodder for experimentation. May human created intelligence supersede that of their creators! Hooray! :D

Steve Stout sr. says

this is more of a reference book... I didn't read it cover to cover... but it has some fun projects in it and useful routines.

Peter Gould says

Will probably never finish this but so much fun!

Perry Nally says

The recipes in this book are very helpful in learning the arduino life cycle.
