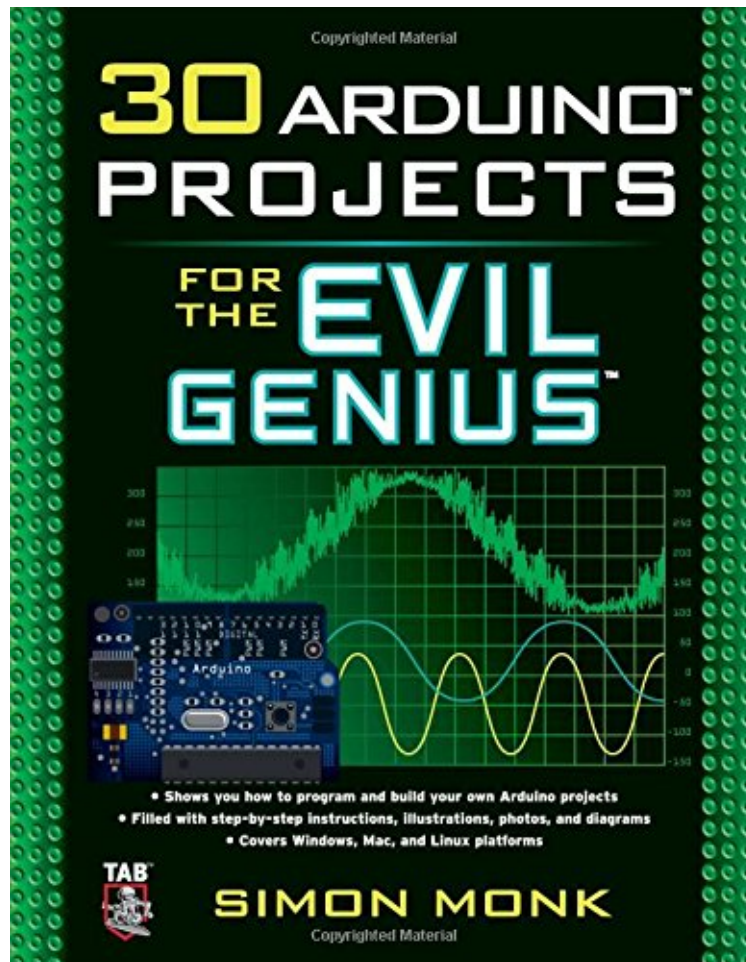


30 Arduino Projects for the Evil Genius

Simon Monk

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#831715 in BooksModel: 81-3350 2010-07-28Original language:EnglishPDF # 1 10.70 x .50 x 8.60l, #File Name: 007174133X208 pages | File size: 53.Mb

Simon Monk : 30 Arduino Projects for the Evil Genius before purchasing it in order to gage whether or not it would be worth my time, and all praised 30 Arduino Projects for the Evil Genius:

27 of 28 people found the following review helpful. You have your Arduino set up. Now what?By Brian ConnorsIf you're like me, going through example projects for things like the Arduino is a bit like drinking from a firehose -- you don't know what's good to start with, and when you're done, you haven't really done much and don't know what to do next. The "Evil Genius" conceit is a bit silly, but it does insure that the 33 projects (not 30 -- evil geniuses are liars, we all know this) in this book are generally at least somewhat useful when you're done with them.To start with, the current edition of the book focuses mainly on the Uno and Leonardo boards, with one additional project based on the LilyPad purely for the aesthetics (it's the exposed "movement" of a binary wall clock). There's almost no soldering required in most of the projects, apart from a Protoshield, the binary clock, and a couple of peripheral boards. There's even one project (building the business end of an oscilloscope) where the book delves into one of Arduino's parent

projects, the Processing IDE, to provide graphical display output that the Arduino serial monitor can't. Finally, the three added projects at the end take advantage of the Leonardo CPU's direct USB support to demonstrate its use as an input device, as both a keyboard shim and an accelerometer mouse. Mercifully, you don't need to know much about electronics beyond the basics of how to read a schematic and recognize specific components, and the longest code listings are no more than three full pages, so they're fairly easy to understand and modify. As I said above, the projects themselves all shoot for being at least somewhat useful -- a SAD light to keep your murderous impulses under control during the dark times of the year, an LCD thermostat to keep the lasersharks warm, a hypnosis wheel to make your opponent's dark side turn on them, an infrared remote to TURN OFF THAT FRAKKING MUSIC -- sorry... *twitch* sorry... I was saying... what was I saying? 11 of 11 people found the following review helpful. Fantastic book By J. Burnett I recently purchased this book and I have learned so much about Arduino programming in just a few short days. After reading the preview, I went ahead and ordered a few electronic components (Arduino Duemilanove, LEDs, breadboard, wires, resistors) so that I could get started right away. So far, everything in the book has been very well explained and actually gets you into applying programming instead of just teaching you theory. Monk starts off simply by explaining how to blink an LED, and quickly moves into advancing the code and making cooler projects. So far, I'm just about finished with the LED portion of the book and I have enjoyed every bit of it. As a note for all of you that are as eager to program an Arduino as I was / am, please be advised that you will need to purchase new equipment to do each project. As you probably already know, the Arduino board can be re-used, along with many of the LEDs and resistors. However, it may be a good idea to glance ahead once your book arrives so you can go ahead and order the parts for the upcoming projects. I quickly went through the first few, and now I'm having to wait until my new parts come ;) Overall, I don't have any complaints about the book. All of the necessary codes are given, along with wiring diagrams and actual product pictures. This book is helping me, and I'm sure it will help you too. 27 of 29 people found the following review helpful. A good beginner and heading toward intermediate book on Arduino concepts By P. Plummer Personally, I like this book. It may not be completely beginner level as it appears to assume some knowledge of C, but that has not been a problem for me as I have previous C and Objective C programming experience. It could be an issue for those who have no previous experience, however. Dr. Monk does not always tackle the problems he presents as I would have (e.g., he uses a series of "else if" statements where I would have used a "switch" statement on one project), but I think he overall gets the concepts across well. The book covers beginning to intermediate Arduino concepts well by using fun and interesting projects. Appears well written and I have not picked up on any errata as of yet, but am doing a read through first before I do any of the projects on my Uno. All of the projects appear up to date with respect to the most current Arduino IDE, but will give more feedback when I've run several of the projects firsthand.

30 Ways to Have Some Computer-Controlled Evil Fun! "The steps are easy to follow...text is precise and understandable...uses very clear pictures and schematics to show what needs doing...Most importantly these projects are fun!" --Boing Boing This wickedly inventive guide shows you how to program and build a variety of projects with the Arduino microcontroller development system. Covering Windows, Mac, and Linux platforms, 30 Arduino Projects for the Evil Genius gets you up to speed with the simplified C programming you need to know--no prior programming experience necessary. Using easy-to-find components and equipment, this do-it-yourself book explains how to attach an Arduino board to your computer, program it, and connect electronics to it to create fiendishly fun projects. The only limit is your imagination! 30 Arduino Projects for the Evil Genius: Features step-by-step instructions and helpful illustrations Provides full schematic and construction details for every project Covers the scientific principles behind the projects Removes the frustration factor--all required parts are listed along with sources Build these and other devious devices: Morse code translator High-powered strobe light Seasonal affective disorder light LED dice Keypad security code Pulse rate monitor USB temperature logger Oscilloscope Light harp LCD thermostat Computer-controlled fan Hypnotizer Servo-controlled laser Lie detector Magnetic door lock Infrared remote Each fun, inexpensive Evil Genius project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions for easy assembly. The larger workbook-style layout and convenient two-column format make following the step-by-step instructions a breeze. In December 2011, Arduino 1.0 was released. This changed a few things that have caused the sketches for Projects 10, 27, and 28 in this book to break. To fix this, you will need to get the latest versions of the Keypad and IRRemote libraries. The Keypad library has been updated for Arduino 1.0 by its original creators and can be downloaded from here: <http://www.arduino.cc/playground/Code/Keypad> Ken Shiriff's IRRemote library has been updated and can be downloaded from here: <http://www.arduinoevilgenius.com/new-downloads> Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

About the Author Simon Monk, Ph.D., is the co-founder of the mobile software company Momote Ltd. He has been an active electronics hobbyist since his early teens and is an occasional author in hobby electronics magazines. Simon

was the co-author of the textbook *Databases in Theory and Practice*.