Arduino Robotics Projects

Richard Grimmett

Arduino Robotics Projects :

   Arduino Robotic Projects Richard Grimmett,2014-08-14 This book is for anyone who has been curious about using Arduino to create robotic projects that were previously the domain of research labs of major universities or defense departments Some programming background is useful but if you know how to use a PC you can with the aid of the step by step instructions in this book construct complex robotic projects that can roll walk swim or fly   *Arduino Robotics Projects* Robert J. Davis,2013 This book shows you how to build 2 wheel 4 wheel and walking Arduino powered robots   **Practical Arduino Robotics** Lukas Kaul,2023-03-17 Build your hardware electronics and programming skills and use them to realize your advanced robotics projects with this powerful platform Purchase of the print or Kindle book includes a free PDF eBook Key Features Become an expert in selecting sensors motors and Arduino boards for any robotics project Discover how to write effective and reusable code for your Arduino robotics projects Learn to build a camera based line follower and a self balancing telepresence robot on your own Book DescriptionEvery robot needs a brain and the Arduino platform provides an incredibly accessible way to bring your Arduino robot to life Anyone can easily learn to build and program their own robots with Arduino for hobby and commercial uses making Arduino based robots the popular choice for school projects college courses and the rapid prototyping of industrial applications Practical Arduino Robotics is a comprehensive guide that equips you with the necessary skills and techniques that can be applied to various projects and applications from automating repetitive tasks in a laboratory to building engaging mobile robots Building on basic knowledge of programming and electronics this book teaches you how to choose the right components such as Arduino boards sensors and motors and write effective code for your robotics project including the use of advanced third party Arduino libraries and interfaces such as Analog SPI I2C PWM and UART You ll also learn different ways to command your robots wirelessly such as over Wi Fi Finally with basic to advanced project examples this book illustrates how to build exciting autonomous robots like a self balancing telepresence robot By the end of this book you ll be able to design and create your own custom robots for a wide variety of applications What you will learn Understand and use the various interfaces of an Arduino board Write the code to communicate with your sensors and motors Implement and tune methods for sensor signal processing Understand and implement state machines that control your robot Implement feedback control to create impressive robot capabilities Integrate hardware and software components into a reliable robotic system Tune debug and improve Arduino based robots systematically Who this book is for If you re excited about robotics and want to start creating your own robotics projects from the hardware up this book is for you Whether you are an experienced software developer who wants to learn how to build physical robots a hobbyist looking to elevate your Arduino skills to the next level or a student with the desire to kick start your DIY robotics journey you ll find this book very useful In order to successfully work with this book you ll need basic familiarity with electronics Arduino boards and the core concepts of computer programming   **Arduino Robotic Projects**

Richard Grimmett,2014-08-14 This book is for anyone who has been curious about using Arduino to create robotic projects that were previously the domain of research labs of major universities or defense departments Some programming background is useful but if you know how to use a PC you can with the aid of the step by step instructions in this book construct complex robotic projects that can roll walk swim or fly   Arduino Robotics John-David Warren,Josh Adams,Harald Molle,2011-10-08 This book will show you how to use your Arduino to control a variety of different robots while providing step by step instructions on the entire robot building process You ll learn Arduino basics as well as the characteristics of different types of motors used in robotics You also discover controller methods and failsafe methods and learn how to apply them to your project The book starts with basic robots and moves into more complex projects including a GPS enabled robot a robotic lawn mower a fighting bot and even a DIY Segway clone Introduction to the Arduino and other components needed for robotics Learn how to build motor controllers Build bots from simple line following and bump sensor bots to more complex robots that can mow your lawn do battle or even take you for a ride Please note the print version of this title is black the eBook is full color   **Arduino Robot Bonanza** Gordon McComb,2013-04-19 Create high tech walking talking and thinking robots McComb hasn t missed a beat It s an absolute winner GeekDad Wired com Breathe life into the robots of your dreams without advanced electronics or programming skills Arduino Robot Bonanza shows you how to build autonomous robots using ordinary tools and common parts Learn how to wire things up program your robot s brain and add your own unique flair This easy to follow fully illustrated guide starts with the Teachbot and moves to more complex projects including the musical TuneBot the remote controlled TeleBot a slithering snakelike bot and a robotic arm with 16 inches of reach Get started on the Arduino board and software Build a microcontroller based brain Hook up high tech sensors and controllers Write and debug powerful Arduino apps Navigate by walking rolling or slithering Program your bot to react and explore on its own Add remote control and wireless video Generate sound effects and synthesized speech Develop functional robot arms and grippers Extend plans and add exciting features   **Learning JavaScript Robotics** Kassandra Perch,2015-11-25 Design build and program your own remarkable robots with JavaScript and open source hardware About This Book Learn how to leverage Johnny Five s Read Eval Print Loop and Event API to write robot code with JavaScript Unlock a world of exciting possibilities by hooking your JavaScript programmed robots up to the internet and using external data and APIs Move your project code from the Arduino Uno to a multitude of other robotics platforms Who This Book Is For If you ve worked with Arduino before or are new to electronics and would like to try writing sketches in JavaScript then this book is for you Basic knowledge of JavaScript and Node js will help you get the most out of this book What You Will Learn Familiarise yourself with Johnny Five Read Eval and Print Loop REPL to modify and debug robotics code in real time Build robots with basic output devices to create projects that light up make noise and more Create projects with complex output devices and employ the Johnny Five API to simplify the use of components that require complex interfaces such as I2C Make use of

sensors and input devices to allow your robotics projects to survey the world around them and accept input from users Use the Sensor and Motor objects to make it much easier to move your robotics projects Learn about the Animation API that will allow you to program complex movements using timing and key frames Bring in other devices to your Johnny Five projects such as USB devices and remotes Connect your Johnny Five projects to external APIs and create your own Internet of Things In Detail There has been a rapid rise in the use of JavaScript in recent times in a variety of applications and JavaScript robotics has seen a rise in popularity too Johnny Five is a framework that gives NodeBots a consistent API and platform across several hardware systems This book walks you through basic robotics projects including the physical hardware builds and the JavaScript code for them You ll delve into the concepts of Johnny Five and JS robotics You ll learn about various components such as Digital GPIO pins PWM output pins Sensors servos and motors to be used with Johnny Five along with some advanced components such as I2C and SPI You will learn to connect your Johnny Five robots to internet services and other NodeBots to form networks By the end of this book you will have explored the benefits of the Johnny Five framework and the many devices it unlocks Style and approach This step by step guide to the Johnny Five ecosystem is explained in a conversational style packed with examples and tips Each chapter also explores the Johnny Five documentation to enable you to start exploring the API on your own   Getting the Most Out of Makerspaces to Build Robots Jacob Cohen,2014-07-15 Robots are at the heart of the makerspaces movement which aims to bring together like minded computer experts to build collaborative projects This book introduces readers to the nascent world of makerspaces and its potential Readers learn how to find these spaces in their local community or even in the local library They then learn how to use makerspaces tools such as Arduino microcontrollers or Lego Mindstorms to build full functioning programmable robots all to their specifications Not only does this knowledge inspire a sense of fun it can also be applied to any number of STEM careers   Pi-Powered Robotics Barrett Williams,ChatGPT,2024-11-09 Unlock the world of robotics with Pi Powered Robotics your essential guide to building custom robots using the versatile Raspberry Pi Ideal for hobbyists educators and tech enthusiasts this comprehensive eBook takes you on a thrilling journey from the basics to advanced robotics empowering you to transform innovative ideas into reality Begin your exploration with an introduction that reveals the appeal of Raspberry Pi in robotics highlighting its incredible flexibility and potential for creating unique robotic systems Dive into selecting the perfect Raspberry Pi model and setting up your Pi for exciting projects Master the essential components as you discover the power of motors and actuators explore the world of sensors and learn how to effectively power your creations Gain foundational skills in electronics with straightforward explanations on circuits breadboards and GPIO pins Transition into the realm of programming with Python equipping yourself with the skills to bring your robots to life From controlling motors to building basic robot chassis each step is designed to be accessible and engaging Expand your robot s capabilities with the integration of ultrasonic and infrared sensors camera modules and OpenCV for computer vision Explore wireless communication with

Bluetooth and Wi Fi adding layers of sophistication and control For those eager to push boundaries delve into building autonomous behaviors with machine learning and path planning Learn the basics of swarm robotics and the coordination of multiple Raspberry Pi robots to tackle complex tasks Real world applications showcase the impact of Pi robots in education research and home automation offering inspiration for your own ventures Maintain your creations with a practical guide to troubleshooting and diagnostics ensuring ongoing performance Conclude your journey with a look at future trends emerging technologies and resources for continued learning Pi Powered Robotics not only equips you with the knowledge to create but also ignites the imagination inviting you to join the forefront of DIY robotics innovation **30 Arduino Projects for the Evil Genius, Second Edition** Simon Monk,2013-06-22 So Many Fiendishly Fun Ways to Use the Latest Arduino Boards Fully updated throughout this do it yourself guide shows you how to program and build fascinating projects with the Arduino Uno and Leonardo boards and the Arduino 1 0 development environment 30 Arduino Projects for the Evil Genius Second Edition gets you started right away with the simplified C programming you need to know and demonstrates how to take advantage of the latest Arduino capabilities You ll learn how to attach an Arduino board to your computer program it and connect electronics to it to create your own devious devices A bonus chapter uses the special USB keyboard mouse impersonation feature exclusive to the Arduino Leonardo 30 Arduino Projects for the Evil Genius Second Edition 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 clever creations High brightness Morse code translator Seasonal affective disorder light Keypad security code Pulse rate monitor Seven segment LED double dice USB message board Oscilloscope Tune player VU meter LCD thermostat Computer controlled fan Hypnotizer Servo controlled laser Lie detector Magnetic door lock Infrared remote Lilypad clock Evil Genius countdown timer Keyboard prank Automatic password typer Accelerometer mouse ESP8266 Robotics Projects Pradeeka Seneviratne,2017-11-30 Build simple yet amazing robotics projects using ESP8266 About This Book Get familiar with ESP8266 and its features Build Wi FI controlled robots using ESP8266 A project based book that will use the ESP8266 board and some of its popular variations to build robots Who This Book Is For This book is targeted at enthusiasts who are interested in developing low cost robotics projects using ESP8266 A basic knowledge of programming will be useful but everything you need to know is are covered in the book What You Will Learn Build a basic robot with the original ESP8266 Arduino UNO and a motor driver board Make a Mini Round Robot with ESP8266 HUZZAH Modify your Mini Round Robot by integrating encoders with motors Use the Zumo chassis kit to build a line following robot by connecting line sensors Control your Romi Robot with Wiimote Build a Mini Robot Rover chassis with a gripper and control it through Wi Fi Make a robot that can take pictures In Detail The ESP8266 Wi Fi module is a self contained SOC with an integrated TCP IP protocol stack and can give any microcontroller access to your Wi Fi network It has a powerful processing and storage capability and

also supports application hosting and Wi Fi networking This book is all about robotics projects based on the original ESP8266 microcontroller board and some variants of ESP8266 boards It starts by showing all the necessary things that you need to build your development environment with basic hardware and software components The book uses the original ESP8266 board and some variants such as the Adafruit HUZZAH ESP8266 and the Adafruit Feather HUZZAH ESP8266 You will learn how to use different type of chassis kits motors motor drivers power supplies distribution boards sensors and actuators to build robotics projects that can be controlled via Wi Fi In addition you will learn how to use line sensors the ArduiCam Wii Remote wheel encoders and the Gripper kit to build more specialized robots By the end of this book you will have built a Wi Fi control robot using ESP8266 Style and approach A project based guide that will help you build exciting robotics using ESP8266 **Human-Computer Interaction: Concepts, Methodologies, Tools, and Applications** Management Association, Information Resources,2015-10-02 As modern technologies continue to develop and evolve the ability of users to interface with new systems becomes a paramount concern Research into new ways for humans to make use of advanced computers and other such technologies is necessary to fully realize the potential of 21st century tools Human Computer Interaction Concepts Methodologies Tools and Applications gathers research on user interfaces for advanced technologies and how these interfaces can facilitate new developments in the fields of robotics assistive technologies and computational intelligence This four volume reference contains cutting edge research for computer scientists faculty and students of robotics digital science and networked communications and clinicians invested in assistive technologies This seminal reference work includes chapters on topics pertaining to system usability interactive design mobile interfaces virtual worlds and more **Social Robots from a Human Perspective** Jane Vincent,Sakari Taipale,Bartolomeo Sapio,Giuseppe Lugano,Leopoldina Fortunati,2015-05-08 This book presents a comprehensive overview of the human dimension of social robots by discussing both transnational features and national peculiarities Addressing several issues that explore the human side of social robots this book investigates what a social robot is and how we might come to think about social robots in the different areas of everyday life Organized around three sections that deal with Perceptions and Attitudes to Social Robots Human Interaction with Social Robots and Social Robots in Everyday Life it explores the idea that even if the challenges of robot technologies can be overcome from a technological perspective the question remains as to what kind of machine we want to have and use in our daily lives Lessons learned from previous widely adopted technologies such as smartphones indicate that robot technologies could potentially be absorbed into the everyday lives of humans in such a way that it is the human that determines the human machine interaction In a similar way to how today s information and communication technologies were initially designed for professional industrial use but were soon commercialized for the mass market and then personalized by humans in the course of daily practice the use of social robots is now facing the same revolution of domestication In the context of this transformation which involves the profound embedding of robots in everyday life the

human aspect of social robots will play a major part This book sheds new light on this highly topical issue one of the central subjects that will be taught and studied at universities worldwide and that will be discussed widely publicly and repeatedly in the near future   30 Arduino Projects for the Evil Genius Simon Monk,2010-08-23 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   *Raspberry Pi Robotic Projects* Richard Grimmett,2016-10-17 Work through a mix of amazing robotic projects using the Raspberry Pi Zero or the Raspberry Pi 3 Key Features Easy to follow instructions yet the ones that help you build powerful robots and exclusive coverage of mobile robots with the Pi Zero Build robots that can run swim and fly and the cutting edge dimension of robotics that is possible with the Raspberry Pi Zero and Pi 3 Interact with your projects wirelessly and make sci fi possible right in your home Book DescriptionThis book will allow you to take full advantage of Raspberry Pi Zero and Raspberry Pi 3 by building both simple and complex robotic projects The book takes a mission critical approach to show you how to build amazing robots and helps you decide which board to use for which type of robot The book puts a special emphasis on designing mobile or movable

robots using the Raspberry Pi Zero The projects will show inexpensive yet powerful ways to take full advantage It will teach you how to program Raspberry Pi control the movement of your robot and add features to your robots What you will learn Control a variety of different DC motors Add a USB webcam to see what your robot can see Attach a projector to project information Insert USB control hardware to control a complex robot with two legs Include speech recognition so that your projects can receive commands Add speech output to that the robot can communicate with the world around it Include wireless communication so that you can see what the robot is seeing and control the robot from a distance Who this book is for This book is for hobbyists and programmers who are excited about using the Raspberry Pi 3 and Raspberry Pi Zero It is for those who are taking their first steps towards using these devices to control hardware and software and write simple programs that enable amazing projects No programming experience is required Just a little computer and mechanical aptitude and the desire to build some interesting projects **Handbook of Research on Educational Technology Integration and Active Learning** Keengwe, Jared,2015-05-31 As today s teachers prepare to instruct a new generation of students the question is no longer whether technology should be integrated into the classroom but only how Forced to combat shorter attention spans and an excess of stimuli teachers sometimes see technology as a threat rather than a potential enhancement to traditional teaching methods The Handbook of Research on Educational Technology Integration and Active Learning explores the need for new professional development opportunities for teachers and educators as they utilize emerging technologies to enhance the learning experience Highlighting the advancements of ubiquitous computing authentic learning and student centered instruction this book is an essential reference source for educators academics students researchers and librarians **Arduino + Android Projects for the Evil Genius: Control Arduino with Your Smartphone or Tablet** Simon Monk,2011-12-12 TEAM ARDUINO UP WITH ANDROID FOR SOME MISCHIEVOUS FUN Filled with practical do it yourself gadgets Arduino Android Projects for the Evil Genius shows you how to create Arduino devices and control them with Android smartphones and tablets Easy to find equipment and components are used for all the projects in the book This wickedly inventive guide covers the Android Open Application Development Kit ADK and USB interface and explains how to use them with the basic Arduino platform Methods of communication between Android and Arduino that don t require the ADK including sound Bluetooth and WiFi Ethernet are also discussed An Arduino ADK programming tutorial helps you get started right away Arduino Android Projects for the Evil Genius Contains step by step instructions and helpful illustrations Provides tips for customizing the projects Covers the underlying principles behind the projects Removes the frustration factor all required parts are listed Provides all source code on the book s website Build these and other devious devices Bluetooth robot Android Geiger counter Android controlled light show TV remote Temperature logger Ultrasonic range finder Home automation controller Remote power and lighting control Smart thermostat RFID door lock Signaling flags Delay timer **ESP8266 Robotics Projects** Pradeeka Seneviratne,2017-11-29

Build simple yet amazing robotics projects using ESP8266About This Book Get familiar with ESP8266 and its features Build Wi FI controlled robots using ESP8266 A project based book that will use the ESP8266 board and some of its popular variations to build robots Who This Book Is ForThis book is targeted at enthusiasts who are interested in developing low cost robotics projects using ESP8266 A basic knowledge of programming will be useful but everything you need to know is are covered in the book What You Will Learn Build a basic robot with the original ESP8266 Arduino UNO and a motor driver board Make a Mini Round Robot with ESP8266 HUZZAH Modify your Mini Round Robot by integrating encoders with motors Use the Zumo chassis kit to build a line following robot by connecting line sensors Control your Romi Robot with Wiimote Build a Mini Robot Rover chassis with a gripper and control it through Wi Fi Make a robot that can take picturesIn DetailThe ESP8266 Wi Fi module is a self contained SOC with an integrated TCP IP protocol stack and can give any microcontroller access to your Wi Fi network It has a powerful processing and storage capability and also supports application hosting and Wi Fi networking This book is all about robotics projects based on the original ESP8266 microcontroller board and some variants of ESP8266 boards It starts by showing all the necessary things that you need to build your development environment with basic hardware and software components The book uses the original ESP8266 board and some variants such as the Adafruit HUZZAH ESP8266 and the Adafruit Feather HUZZAH ESP8266 You will learn how to use different type of chassis kits motors motor drivers power supplies distribution boards sensors and actuators to build robotics projects that can be controlled via Wi Fi In addition you will learn how to use line sensors the ArduiCam Wii Remote wheel encoders and the Gripper kit to build more specialized robots By the end of this book you will have built a Wi Fi control robot using ESP8266 Style and approachA project based guide that will help you build exciting robotics using ESP8266 *BeagleBone Robotic Projects* Richard Grimmett,2017-06-13 Exciting new capabilities to enable even easier DIY robotics with BeagleBone Blue Key Features Build powerful robots with the all new BeagleBone Blue Communicate with your robot and teach it to detect and respond to its environment Control walking rolling swimming and flying robots with your iOS and Android mobile devices Book DescriptionBeagleBone Blue is effectively a small light cheap computer in a similar vein to Raspberry Pi and Arduino It has all of the extensibility of today s desktop machines but without the bulk expense or noise This project guide provides step by step instructions that enable anyone to use this new low cost platform in some fascinating robotics projects By the time you are finished your projects will be able to see speak listen detect their surroundings and move in a variety of amazing ways The book begins with unpacking and powering up the components This includes guidance on what to purchase and how to connect it all successfully and a primer on programming the BeagleBone Blue You will add additional software functionality available from the open source community including making the system see using a webcam hear using a microphone and speak using a speaker You will then learn to use the new hardware capability of the BeagleBone Blue to make your robots move as well as discover how to add sonar sensors to avoid or find objects Later you will learn to remotely

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