

Make: JavaScript Robotics



**Building NodeBots
with Johnny-Five**

Rick Waldron & Backstop Media

With Donovan Buck, Bryan Hughes, Pawel Szymczykowski, Raquel Velez, Kassandra Perch, Susan Hinton, Julian David Duque, Andrew Fisher, David Resseguie, Jonathan Beri, Emily Rose, Anna Gerber, Sara Gorecki & Lyza Danger Gardner

Javascript Robotics

Andrew Wooldridge, Mike Morgan



JavaScript Robotics:

JavaScript Robotics Backstop Media, Rick Waldron, Pawel Szymczykowski, Raquel Velez, Julian David Duque, Anna Gerber, Emily Rose, Susan Hinton, Jonathan Beri, Donovan Buck, Sara Gorecki, Cassandra Perch, Andrew Fisher, David Resseguie, Lyza Danger Gardner, Bryan Hughes, 2015-04-13 JavaScript Robotics is on the rise Rick Waldron the lead author of this book and creator of the Johnny Five platform is at the forefront of this movement Johnny Five is an open source JavaScript Arduino programming framework for robotics This book brings together fifteen innovative programmers each creating a unique Johnny Five robot step by step and offering tips and tricks along the way Experience with JavaScript is a prerequisite

Hands-On Robotics with JavaScript Cassandra Perch, 2018-08-31 Leverage Raspberry Pi 3 and different JavaScript platforms to build exciting Robotics projects Key Features Build robots that light up and make noise Learn to work with Raspberry Pi 3 and JavaScript Connect your Johnny Five projects to external APIs and create your own IoT Book Description There has been a rapid increase in the use of JavaScript in hardware and embedded device programming JavaScript has an effective set of frameworks and libraries that support the robotics ecosystem Hands On Robotics with JavaScript starts with setting up an environment to program robots in JavaScript Then you will dive into building basic level projects such as a line following robot You will walk through a series of projects that will teach you about the Johnny Five library and develop your skills with each project As you make your way through the chapters you ll work on creating a blinking LED before moving on to sensors and other more advanced concepts You will then progress to building an advanced level AI enabled robot connect their NodeBots to the internet create a NodeBots Swarm and explore MQTT By the end of this book you will have gained hands on experience in building robots using JavaScript What you will learn Install and run Node js and Johnny Five on Raspberry Pi Assemble code and run an LED project Leverage JavaScript libraries to build exciting robots Use sensors to collect data from the world around you Employ servos and motors to make your project move Add internet capabilities to your Johnny Five project Who this book is for Hands On Robotics with JavaScript is for individuals who have prior experience with Raspberry Pi 3 and like to write sketches in JavaScript Basic knowledge of JavaScript and Node js will help you get the most out of this book

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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

JavaScript Robotics Backstop Media, Rick Waldron, Pawel Szymczykowski, Jonathan Beri, Lyza Danger Gardner, Donovan Buck, Emily Rose, Cassandra Perch, Bryan Hughes, Anna Gerber, David Resseguie, Sara Gorecki, Andrew Fisher, Raquel Velez, Julian David Duque, Susan Hinton, 2015-04-13 JavaScript Robotics is on the rise Rick Waldron the lead author of this book and creator of the Johnny Five platform is at the forefront of this movement Johnny Five is an open source JavaScript Arduino programming framework for robotics This book brings together fifteen innovative programmers each creating a unique Johnny Five robot step by step and offering tips and tricks along the way Experience with JavaScript is a prerequisite

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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 [Make Backstop Media](#),Rick Waldron,2015 JavaScript Robotics is on the rise Rick Waldron the lead author of this book and creator of the Johnny Five platform is at the forefront of this movement Johnny Five is an open source JavaScript Arduino programming framework for robotics This book brings together fifteen innovative programmers each creating a unique Johnny Five robot step by step and offering tips and tricks along the way Experience with JavaScript is a prerequisite [JavaScript The Complete Reference 3rd Edition](#) Thomas A. Powell,Fritz Schneider,2012-07-22 The essential JavaScript resource fully updated Design debug and publish high performance web pages and applications using tested techniques and best practices from expert developers The all new edition of this comprehensive guide has been thoroughly revised and expanded to cover the latest JavaScript features tools and programming methods JavaScript The Complete Reference Third Edition provides illustrative examples line by line code samples and practical development advice from the core of the language to the various standard and emerging APIs supported by modern web browsers This in depth resource covers everything you need to know whether you re trying to understand the fundamentals of weak typing in JavaScript reduce your confusion over closures or perform common tasks like form validation or Ajax calls Explore core JavaScript syntax and data types Investigate often confusing concepts such as weak typing and closures Use object oriented programming the JavaScript way See what changes come from ECMAScript 5 Perform dynamic content updates using DOM methods Handle user generated events with modern event models Modernize form handling with HTML5 and JavaScript Use the XMLHttpRequest object to create Ajax applications Control animation and multimedia content with JavaScript Generate bitmap graphics with the Canvas API Learn

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Inside JavaScript Bill Bercik,Jill Bond,1996 This comprehensive guide will show you how to access JavaScript s true power by detailing not only its core functions but also how it operates with other popular technologies You ll learn how to use JavaScript to integrate LiveWire LiveWire Pro LivePayment LiveConnect and other applications to work together in concert as part of a whole Internet application framework In depth coverage and real world examples of using JavaScript with intranet applications are also provided Create useful and active multimedia web applications with Inside JavaScript

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Unmanned Ground Vehicle Technology ,2005

PRO JAVASCRIPT, MCFARLANE,1999-07-22 JavaScript is still in a growth phase as one of the primary scripting languages Written for JavaScript programmers seeking to increase their knowledge and programmers of other languages seeking to add JavaScript to their quiver of skills this book is packed full of practical tips real world examples and customizable scripts

The Robot Builder's Bonanza Gordon McComb,2001 Provides instructions for building 99 inexpensive robots

IROS ,2001

The book delves into Javascript Robotics. Javascript Robotics is an essential topic that must be grasped by everyone, ranging from students and scholars to the general public. The book will furnish comprehensive and in-depth insights into Javascript Robotics, encompassing both the fundamentals and more intricate discussions.

1. The book is structured into several chapters, namely:

- Chapter 1: Introduction to Javascript Robotics
- Chapter 2: Essential Elements of Javascript Robotics
- Chapter 3: Javascript Robotics in Everyday Life
- Chapter 4: Javascript Robotics in Specific Contexts
- Chapter 5: Conclusion

2. In chapter 1, the author will provide an overview of Javascript Robotics. The first chapter will explore what Javascript Robotics is, why Javascript Robotics is vital, and how to effectively learn about Javascript Robotics.

3. In chapter 2, the author will delve into the foundational concepts of Javascript Robotics. This chapter will elucidate the essential principles that need to be understood to grasp Javascript Robotics in its entirety.

4. In chapter 3, the author will examine the practical applications of Javascript Robotics in daily life. The third chapter will showcase real-world examples of how Javascript Robotics can be effectively utilized in everyday scenarios.

5. In chapter 4, this book will scrutinize the relevance of Javascript Robotics in specific contexts. This chapter will explore how Javascript Robotics is applied in specialized fields, such as education, business, and technology.

6. In chapter 5, the author will draw a conclusion about Javascript Robotics. The final chapter will summarize the key points that have been discussed throughout the book.

The book is crafted in an easy-to-understand language and is complemented by engaging illustrations. This book is highly recommended for anyone seeking to gain a comprehensive understanding of Javascript Robotics.

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