Synopsis
It has been said that good things come in small packages. Such is the case with Arduino. Using the Arduino programming language, users operate microcontrollers, which are essentially mini-computers that trigger physical systems such as lights and motors. This book introduces readers to one of the most popular programming platforms, taking computing beyond the computer. The text covers the particulars of Arduino’s hardware and software, its capabilities, pros and cons of the platform, and examples of the creativity its use engenders.

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