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# Arduino Robotic Projects



## Synopsis

Build awesome and complex robots with the power of Arduino Who This Book Is For 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. About This Book Develop a series of exciting robots that can sail, go under water, and fly Simple, easy-to-understand instructions to program Arduino Effectively control the movements of all types of motors using Arduino Use sensors, GSP, and a magnetic compass to give your robot direction and make it lifelike In Detail Arduino is an open source microcontroller, built on a single circuit board that is capable of receiving sensory input from the environment and controlling interactive physical objects. Arduino Robotic Projects starts with the fundamentals of turning on the basic hardware and then provides complete, step-by-step instructions that allow almost anyone to use this low-cost hardware platform. You'll build projects that can move using DC motors, walk using servo motors, and then add sensors to avoid barriers. You'll also learn how to add more complex navigational techniques such as GPRS so that your robot won't get lost.

## Book Information

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## Customer Reviews

Maybe I'm thick headed, but I am of the opinion that this book does not bear a title that accurately

describes what it is about. This book is much more about and being an introduction to the Arduino family of microcontrollers than it is about robots. While everyone interested by the topic has had to learn how to set up an Arduino at some point, I am of the opinion that with a title such as "Arduino Robotic Projects," readers should be spared chapters that would befit a title as such as "Introducing Arduino." Nonetheless, there are sections that handles techniques specifically linked to building Arduino-driven robots. If you already know how to work with an Arduino, you will likely want to skip the first four chapters as they lead readers to learn what is the Arduino all the way to flashing a LED which is the "Hello World!" of microcontroller programming. From Chapter 5 onwards, the author describes how to connect the Arduino with different devices and sensors. LCD displays are presented in Chapter 5. DC Motors are presented in Chapter 6 and servos in 7. Different sensors, useful to obstacle avoidance, such as ultrasonic sensors and IR sensors are presented in Chapter 8. Chapter 9 is about figuring out the orientation of a project using either a digital compass, an accelerometer/gyro sensor, and/or an altimeter/pressure sensor. Some remote control technologies are explained on Chapter 10. This chapters handles RF tx/rx pairs, XBee tx/rx, Bluetooth and also Wi-Fi. GPS capabilities are demonstrated in Chapter 11. Somewhere around here in terms chapter progression, this book would have benefited from a section dedicated to battery power. Robots per se are demonstrated from Chapter 12.

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