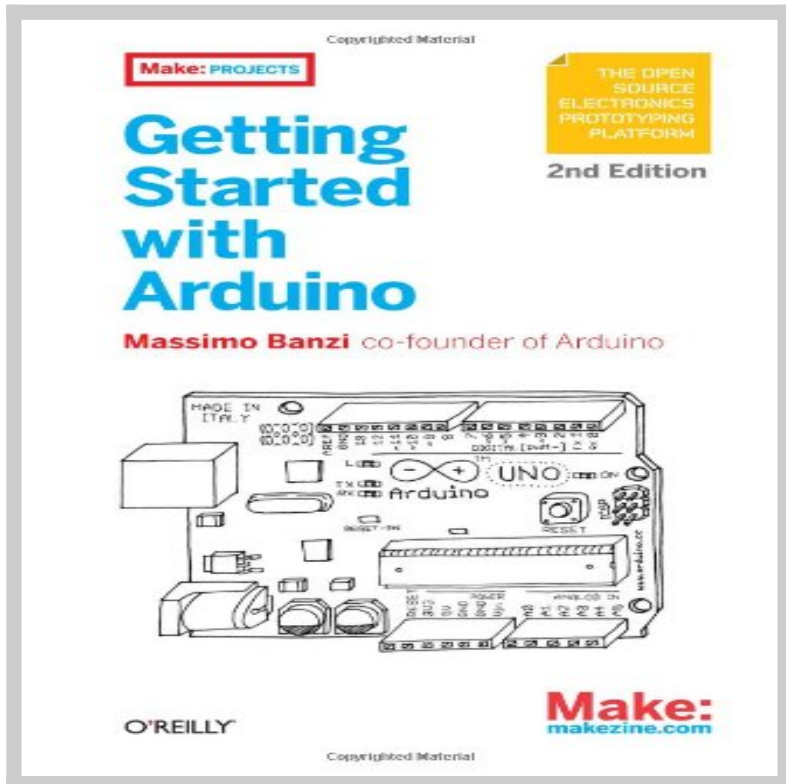


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Getting Started Arduino Massimo Banzi Book Preview

Arduino is the open-source electronics prototyping platform thatâ€™s taken the design and hobbyist world by storm. This thorough introduction, updated for Arduino 1.0, gives you lots of ideas for projects and helps you work with them right away. From getting organized to putting the final touches on your prototype, all the information you need is here!

Inside, youâ€™ll learn about:

- Interaction design and physical computing
- The Arduino hardware and software development environment

- Basics of electricity and electronics
- Prototyping on a solderless breadboard
- Drawing a schematic diagram

Getting started with Arduino is a snap. To use the introductory examples in this guide, all you need an **Arduino Uno** or earlier model, along with USB A-B cable and an LED. The easy-to-use Arduino development environment is free to download.

Join hundreds of thousands of hobbyists who have discovered this incredible (and educational) platform. Written by the co-founder of the Arduino project, *Getting Started with Arduino* gets you in on all the fun!