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Next Community of ProgrammersLWP » Programming PDFs » Arduino Project Book (19)Published on March 26, 2018134,493 views since March 26, 5th (12/12/2015)Translated by Tino Fernández Cueto Translated by Tino Fernández Cueto The authors of arduino ARDUINO PROJECTS BOOK: Projetos e textos by Scott Fitzgerald and Michael Shiloh Text Review by Tom Igoe DESIGN E ART DIRECTION ALL Giogio Olivero, Mario Ciardlliu, Vanessa Poli, Vanessa Poli, Michelle Nebiolo todo.it Digital Manufacturing and Project Management Arduino Office in Torino Katia De Coi, Enrico Bassi ASESORES AND SUPPORT Massimo Banzi, Gianluca Martino, Smart Projects PROJECT TESTERS AND CORRECTORs Michael Shiloh, Michelle Nebiolo , Katia De Coi, Alessandro Buat, Federico Vanzati, David Mellis , Luisa Castiglioni THANK YOU To the entire Arduino community for their continued contribution, support and suggestions. Also thanks, in particular, to the fritzing team: some of the illustrations of the electronic components used in this book are taken or modified from the project by Fritzing (www.fritzing.org) Thank you from the heart of Paul Badger for the CapacitveSensor library used in Project 13 The text of the Arduino Project Book is under a Creative Commons Recognition – NonCoercial -ShareAlike 3.0 License 2012 by Arduino LLC. This means that you may copy, reuse and rely on the text of this book for non-commercial purposes and indicate the authorship of the original work (but not in a way that suggests that we agree with you or the use of the work) and only if the results are performed under the same Creative Commos License. Full license terms: Creativecommons.org/licenses/by-nc-sa/3.0/es/ 2012 - 2013 Arduino LLC. Arduino's name and logo are trademarks of Arduino, registered in the U.S. and the rest of the world. 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September 2012 Second edition, May 2013 __ Engineer and Professor of Technology Manuel Díaz Santalla, Senior Electricity Technician Translated by Tino Fernández Cueto INDEX 4 20 32 42 52 62 70 78 86 94 102 114 124 136 144 156 162 170 00 INTRODUCTION 01 Meet your tools 0 2 Spacecraft Interface 03 Spacecraft Meter Passion 04 Color mixing lamp 05 Mood indicator 06 Theremin light controlled 07 Musical keyboard 08 Digital sand clock 09 Motorized color wheel 10 Zootropic 11 The Crystal Ball 12 Secret locking mechanism 13 Touch lamp 14 Tap the Arduino logo 15 Hack Buttons Glossary Notes A/Z and recommended books Translated by Tino Fernandez Cueto 00 All , every day, they use technology. Most of us leave programming for engineers because we think programming and programming are complicated and difficult to understand. Today these activities can be fun and exciting. Thanks to Arduino, designers, artists, hobbyists and students of all ages are learning to create things that illuminate, move and respond to people, animals, plants and the rest of the world. For years, Arduino has been used as a brain in thousands of projects, each more creative than the previous one. A global community of employees participated in this open source platform from the programming of people, manufacturers, who contributed to the creation of a new world of participation, cooperation and collaboration. Arduino is open and simple. It's based on lessons we learn by teaching in our classes. If you start, you have the idea that learning how to use digital technology is simple and accessible, you can do it. In this way, electronics and programming can be tools that anyone can use, such as brushes and painting. This book guides you through the basics in a simple way, with creative designs for you to build and learn. Once you master the basics, you will have on your hands programs and circuits that you can use to create something beautiful and make someone smile with your invention. Translated by Tino Fernández Cueto WELCOME TO ARDUINO ! Arduino facilitates the program of small computers called microcontrollers, which make the objects interactive You are surrounded by dozens of them every day: they are located inside clocks, thermostats, toys, remote controls, microwave ovens, on some toothbrushes. They only do a specific task and if you don't realize that they exist – that's most of the time – it's because they're doing their job well. Sensors and actuators were programmed to detect and monitor an activity. Sensors listen to the physical world. They convert the energy you use when you press a button, or when you move your arms, or when you scream, into electrical signals. Buttons and controls are sensors that you touch with your fingers, but there are other types of sensors. Actuators do something within the physical world. They convert electrical energy into physical energy, such as light heat and movement. Microcontractors listen to sensors and talk to actuators. They decide what to do based on the program you write. However, the microcontrollers and electronics that come with them are just the skeleton of your designs, you will need to have a number of skills to put some meat on the bones of this skeleton. For example, in one of the projects we suggest, you will need to make an arrow Attach it to an engine to put them together in a box with a controller, so you can make an indicator to tell people if you're busy or not. In another project you will put some lights and a tilt switch on a cardboard frame to make an hourglass. Arduino can make your projects do their job, but only you can make them beautiful. We provide suggestions in this book on how to achieve it. Arduino was designed to help you get things done. For this, we try to reduce programming as much as the electronic materials used. If you decide you want to know more about these aspects, there are many good guides available. We will provide you with some references and you can find more information through the Arduino website at: arduino.cc/starterkit Translated by Tino Fernández Cueto Introduction 6 Welcome to Arduino! + KIT TEST BOARD COMPONENTS - A board on which you can assemble electronic components. It's like a hole panel, with rows of holes that allow you to connect wires and electronic components together. The cards are also available to be welded and also without using a soldering iron like the one shown here. Arduino One – The microcontroller development card that will be at the center of your projects. It's a simple computer, but you still can't do anything with. You will build circuits and interfaces to do things and tell the microcontroller how to work with other components. Capacitors – These components store and return electrical energy in a circuit. When the circuit voltage is higher than that stored in the condenser, the current flows from the circuit to the condenser, giving it a charge. When the circuit voltage is lower, the electrical energy stored in the condenser is returned to the circuit. They are often placed between the positive and negative terminals of se sensor or engine supply to help smooth out the voltage fluctuations that se PKI implementation for safety prep 2015 2015