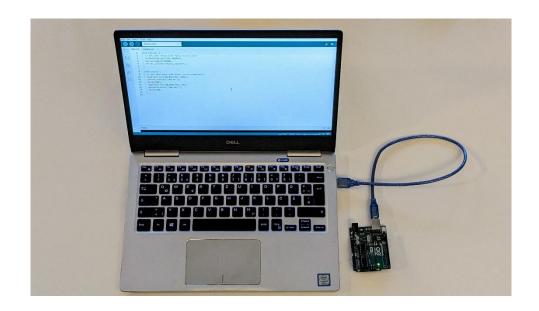
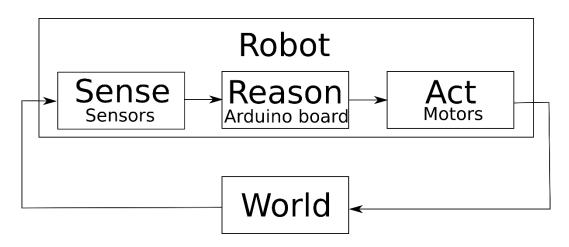
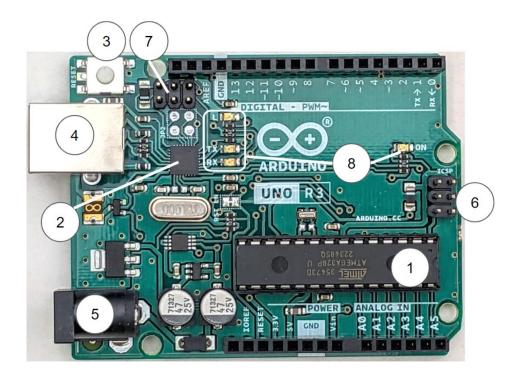
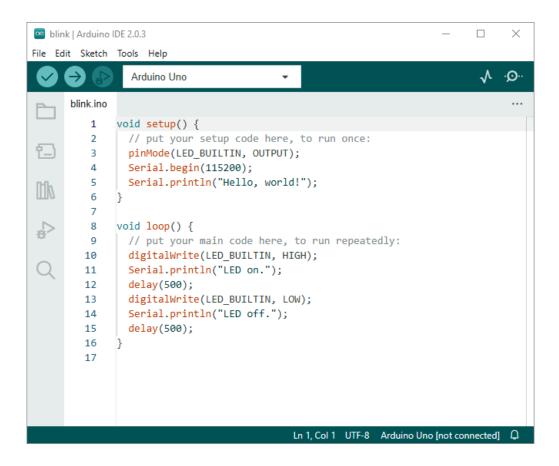
Chapter 1: Introducing Robotics and the Arduino Ecosystem

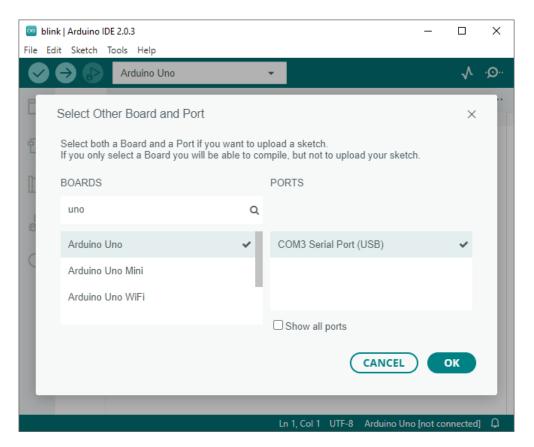


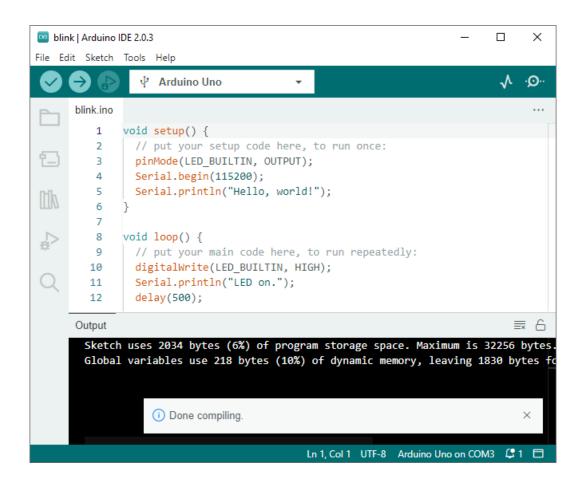


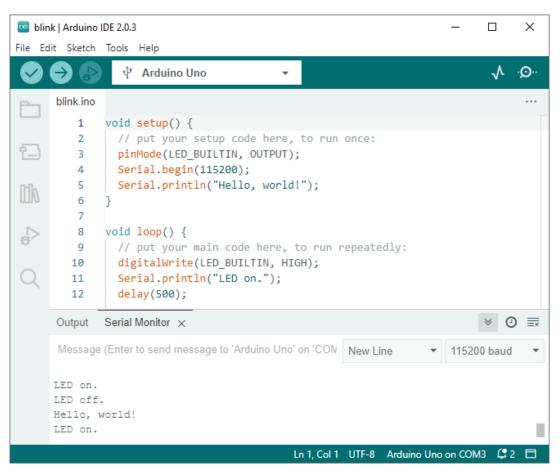
```
empty_sketch | Arduino IDE 2.0.3
                                                                            ×
File Edit Sketch Tools Help
                                                                            √ .Ö.
                Arduino Uno
      empty_sketch.ino
              void setup() {
         1
          2
                // put your setup code here, to run once:
3
         4
          5
void loop() {
         6
         7
                // put your main code here, to run repeatedly:
₽>
         9
         10
Q
                                             Ln 1, Col 1 UTF-8 Arduino Uno [not connected] 🚨
```



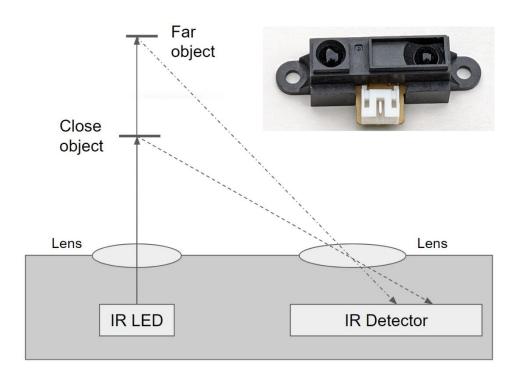


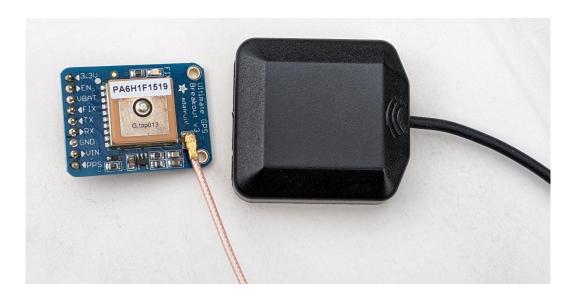


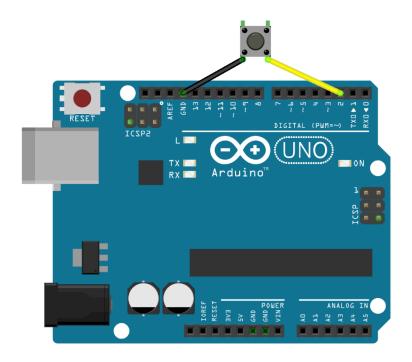


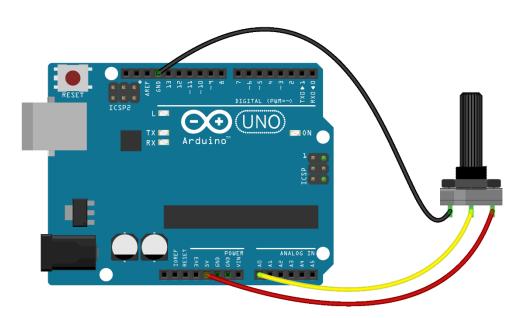


Chapter 2: Making Robots Perceive the World with Sensors

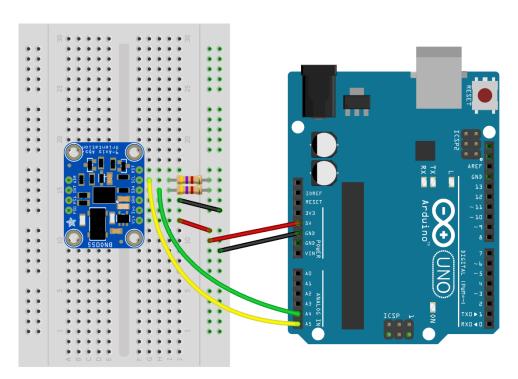


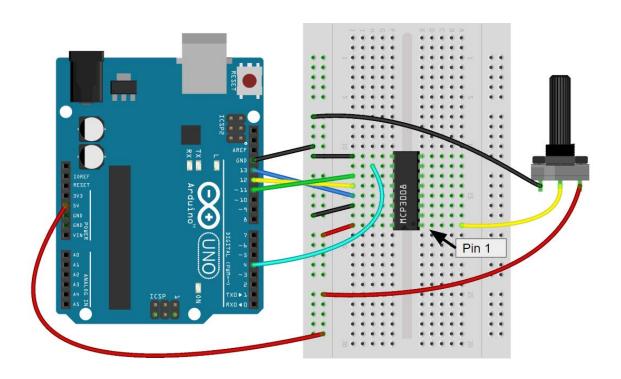


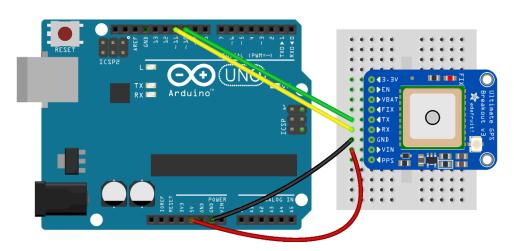


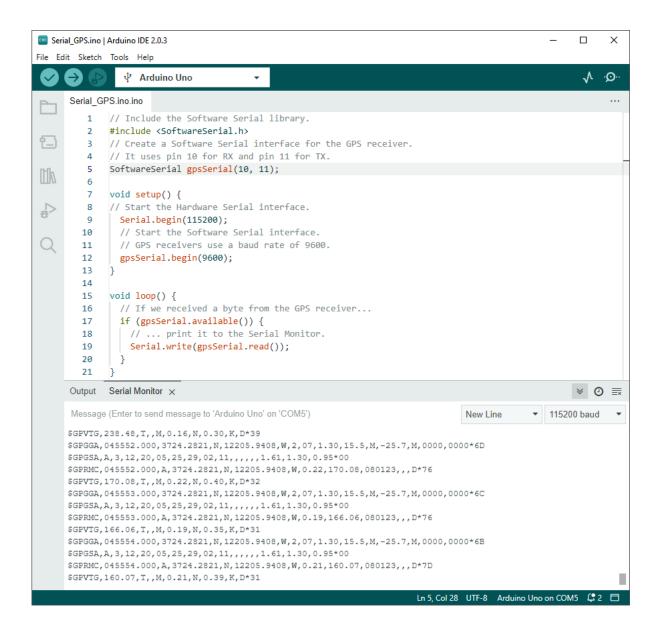






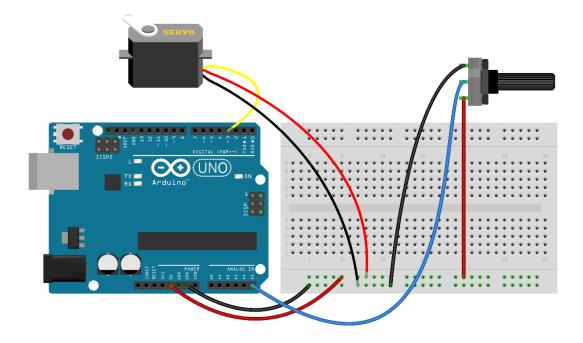


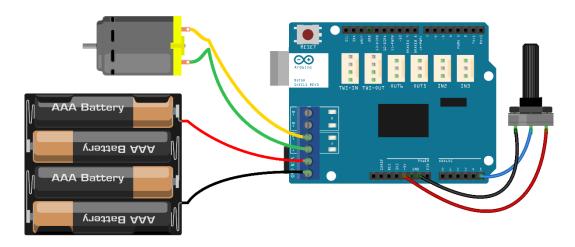


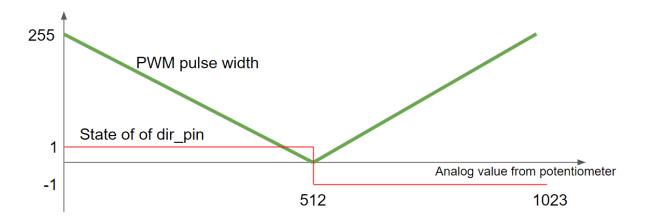


Chapter 3: Making Your Robot Move and Interact with the World with Actuators

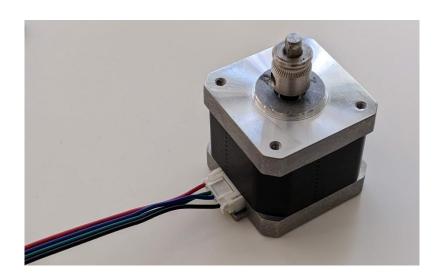


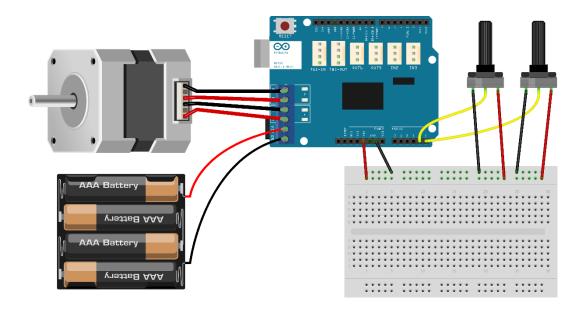


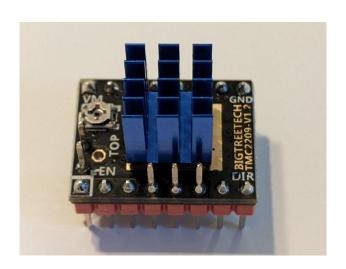




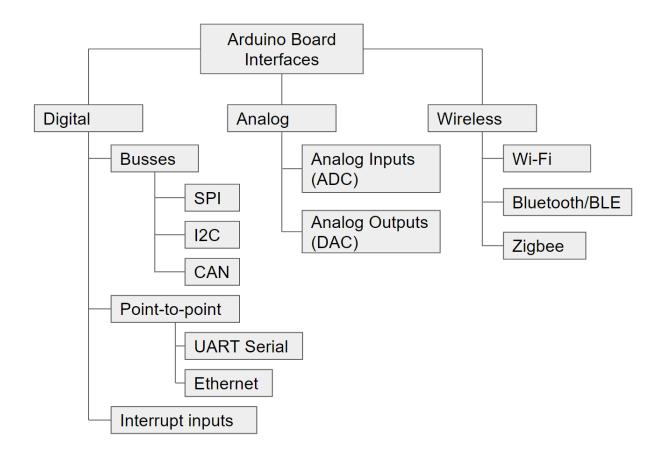


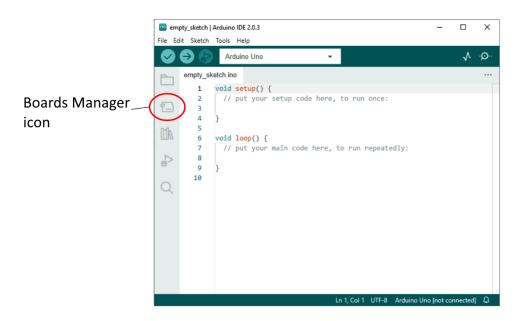


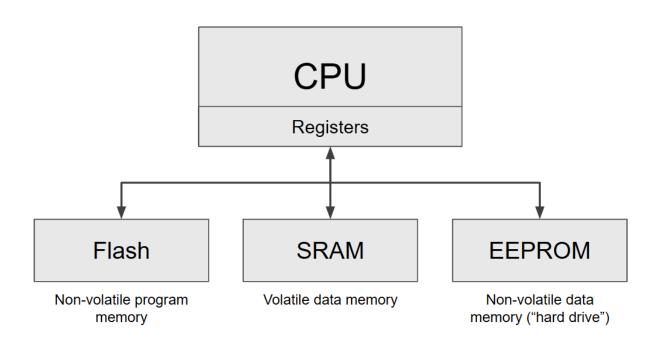


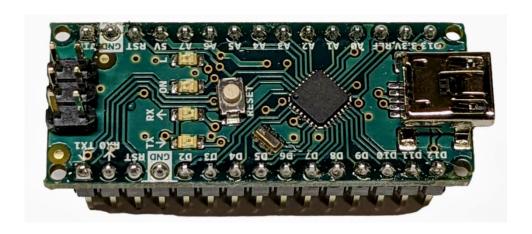


Chapter 4: Selecting the Right Arduino Board for Your Project

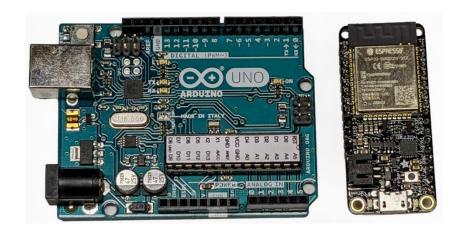






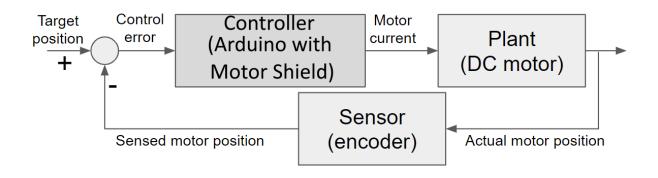


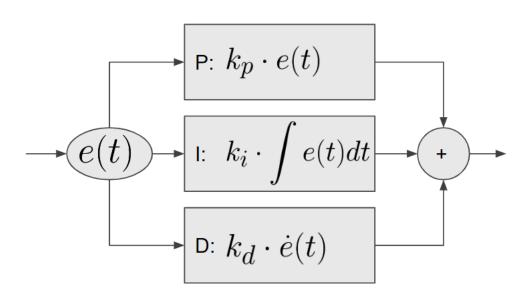




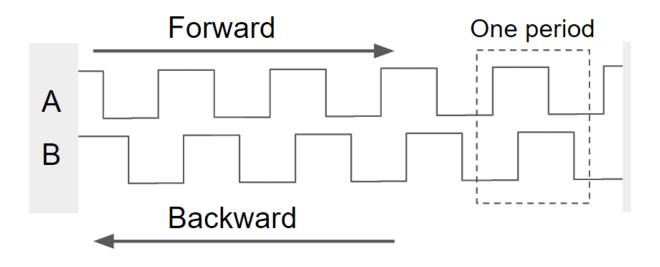


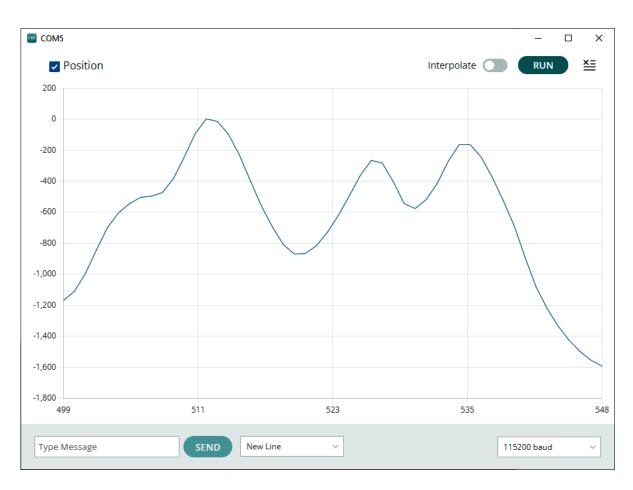
Chapter 5: Getting Started with Robot Programming









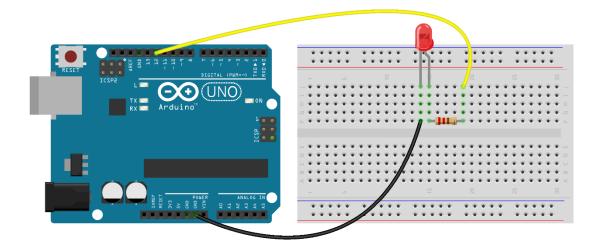


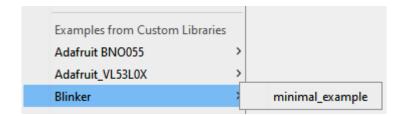


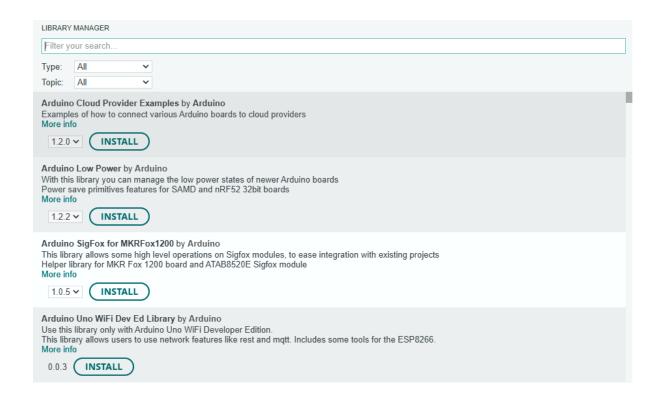




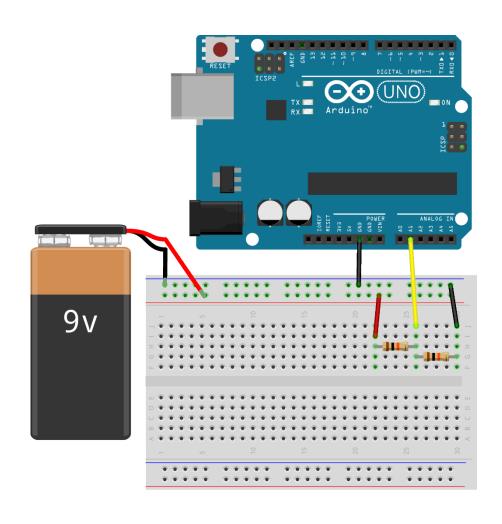
Chapter 6: Understanding Object-Oriented Programming and Creating Arduino Libraries



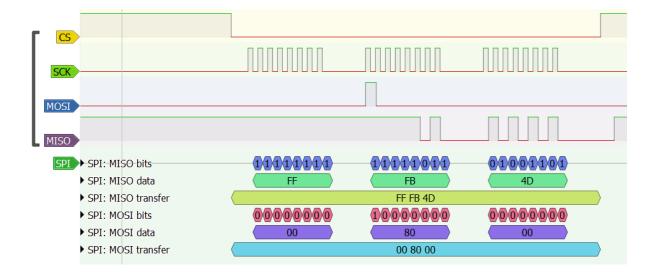


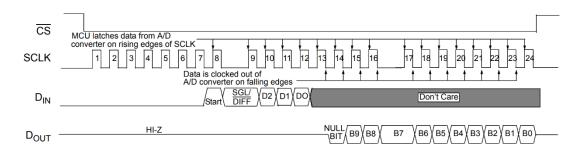


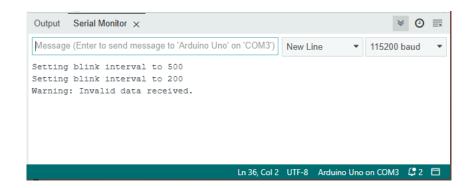
Chapter 7: Testing and Debugging with the Arduino IDE

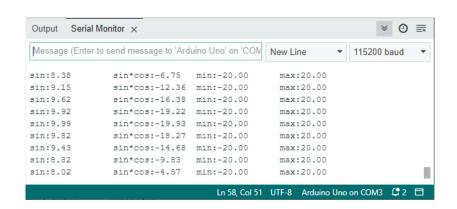


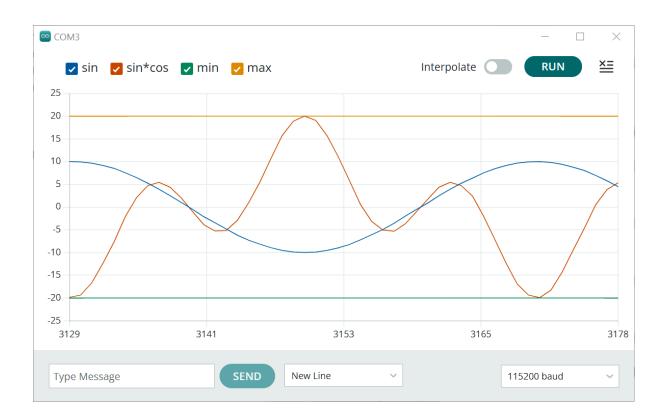




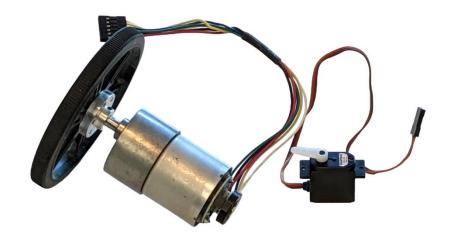




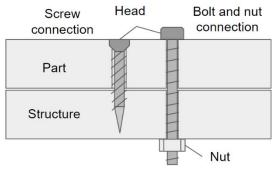




Chapter 8: Exploring Mechanical Design and the 3D Printing Toolchain

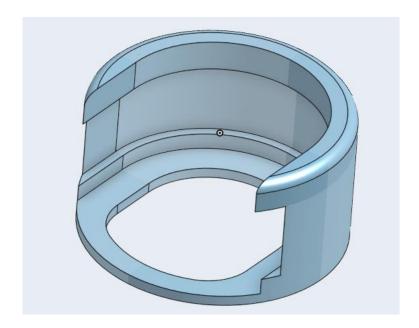


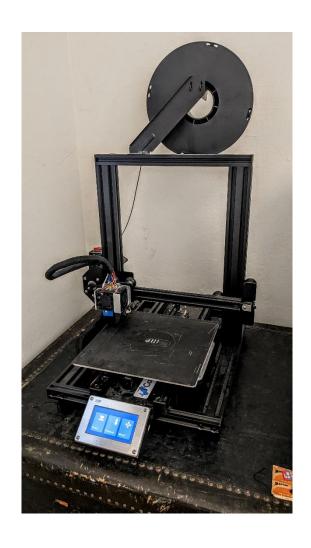


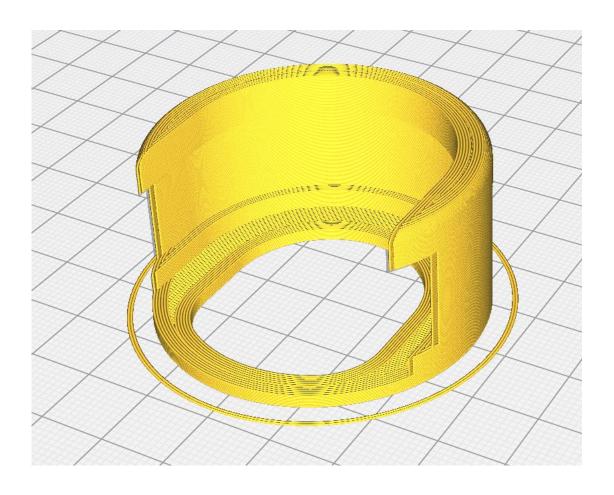






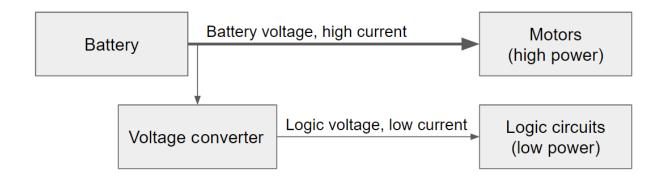




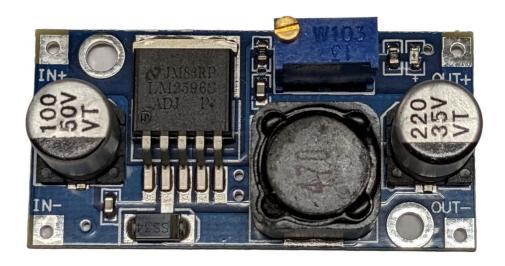


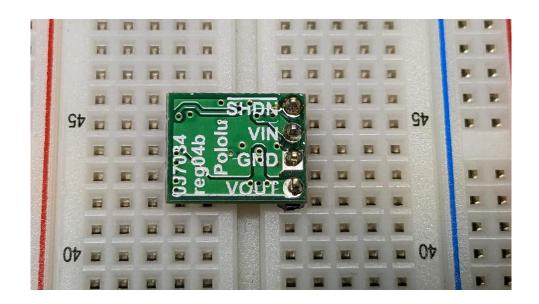


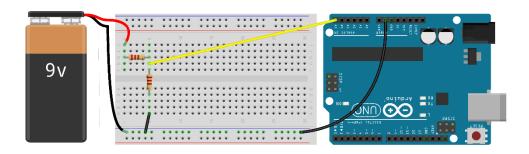
Chapter 9: Designing the Power System of Your Robot



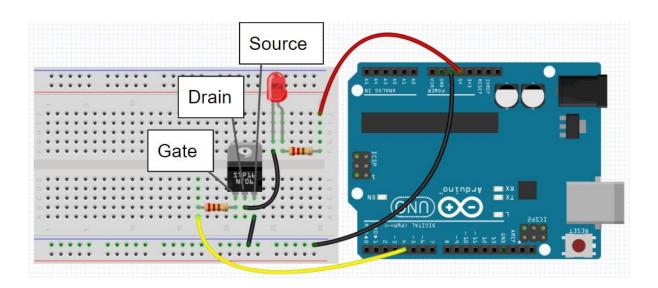


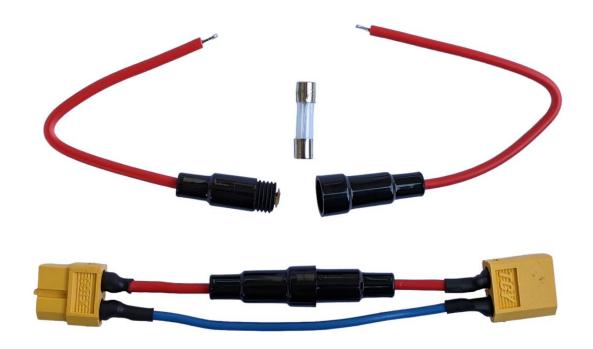


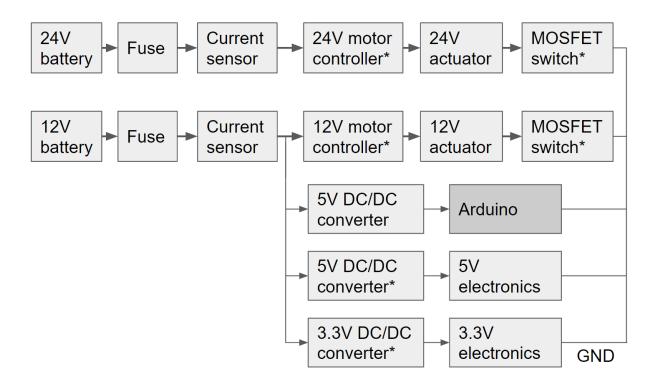




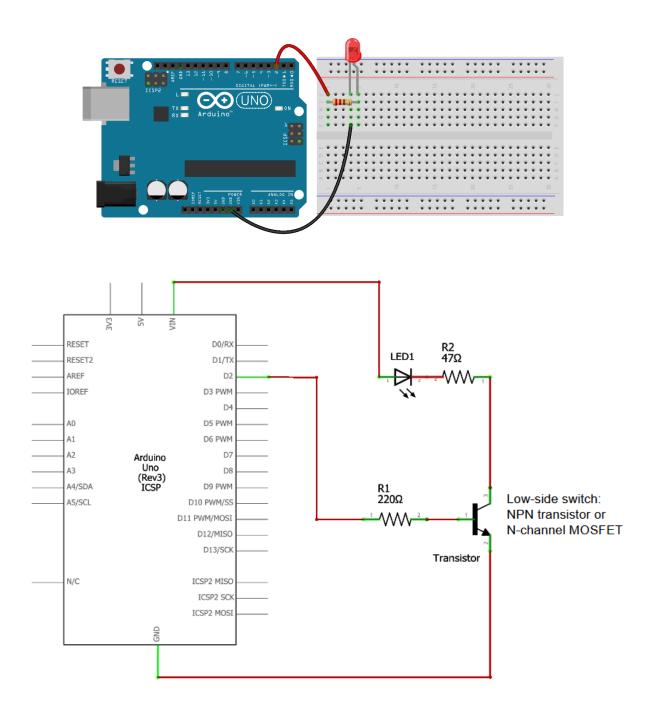


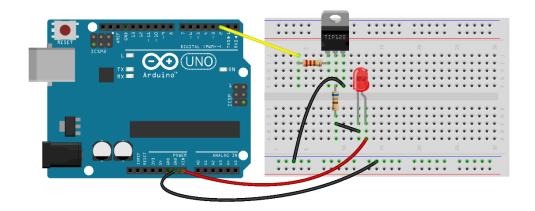


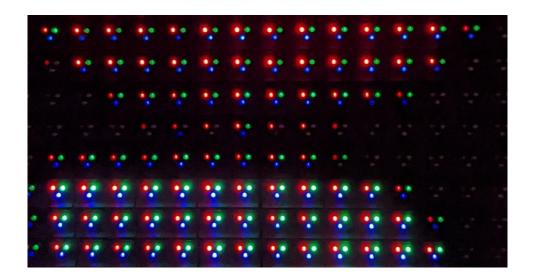


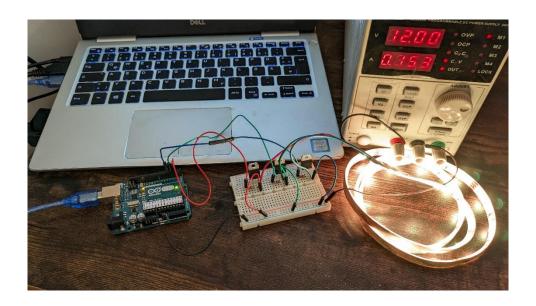


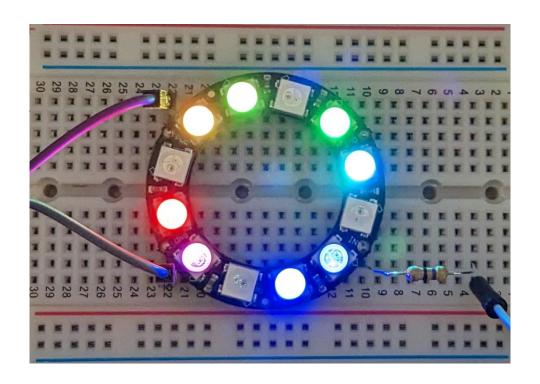
Chapter 10: Working with Displays, LEDs, and Sound







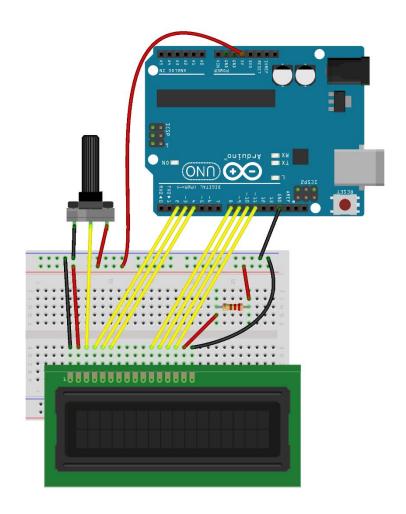


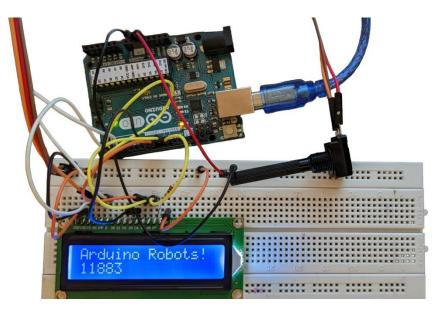


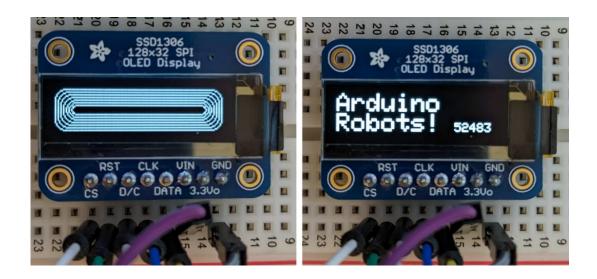
Power Analog Data and control Backlight

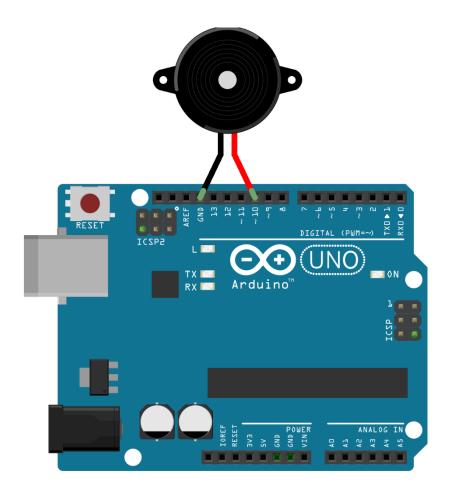
VSS VDD V0 RS RW E D4 D5 D6 D7 A K



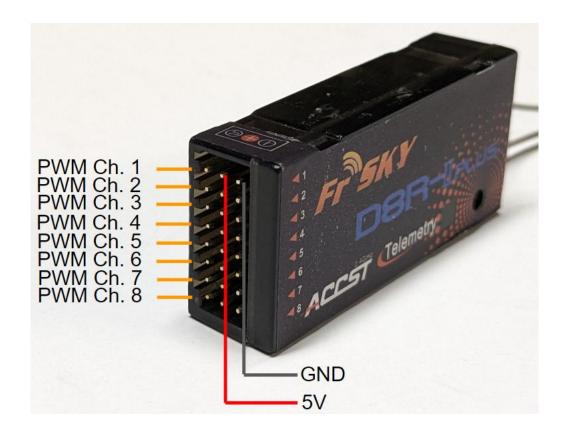


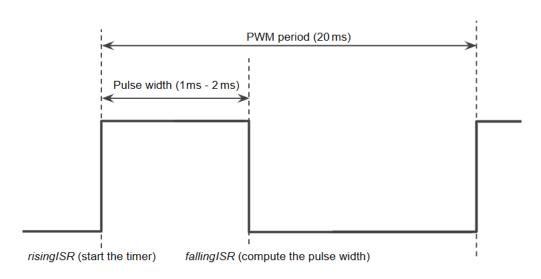


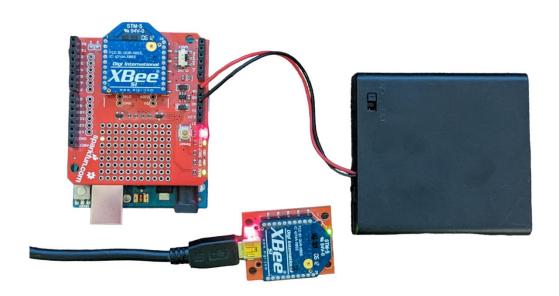


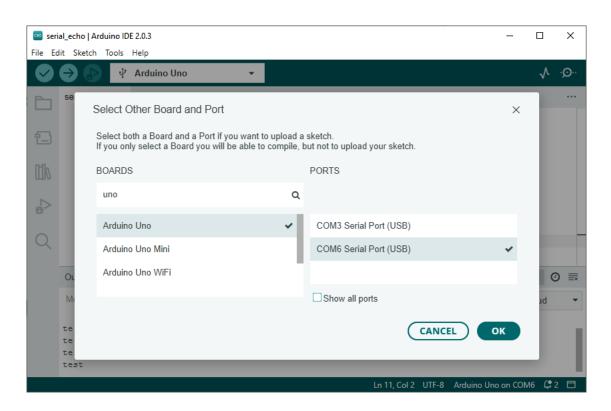


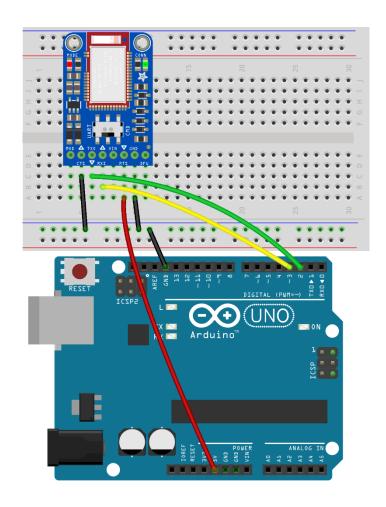
Chapter 11: Adding Wireless Interfaces to Your Robot



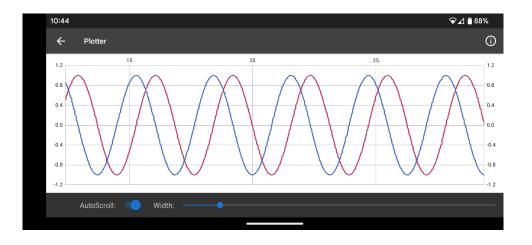


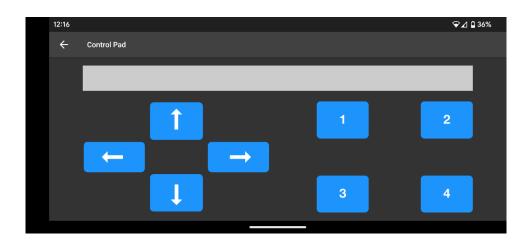


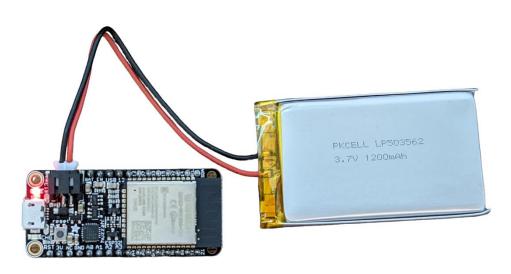


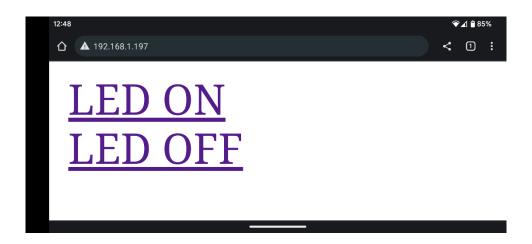




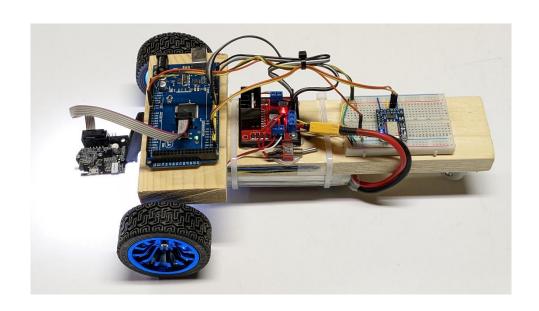


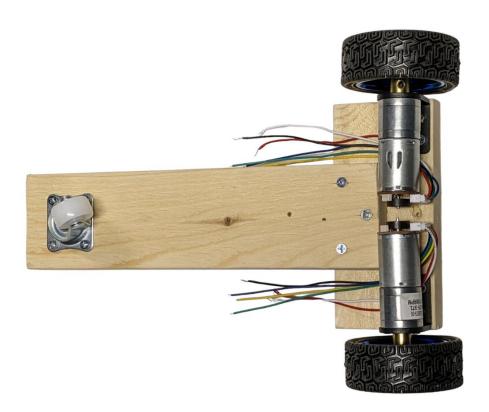


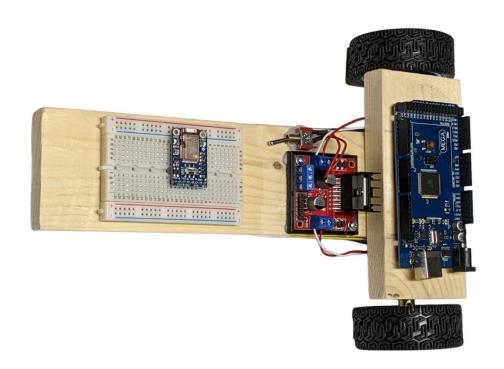


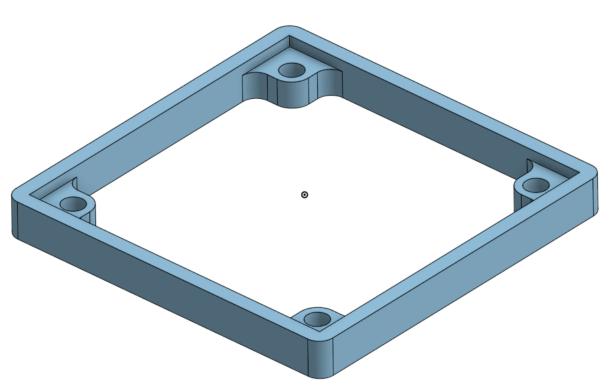


Chapter 12: Building an Advanced Line-Following Robot Using a Camera

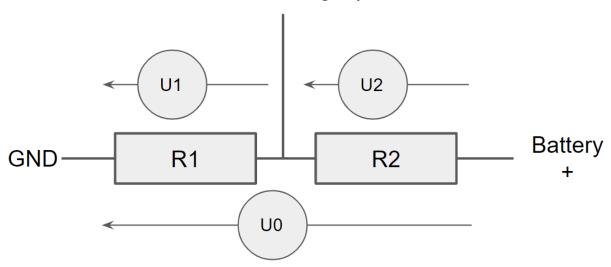


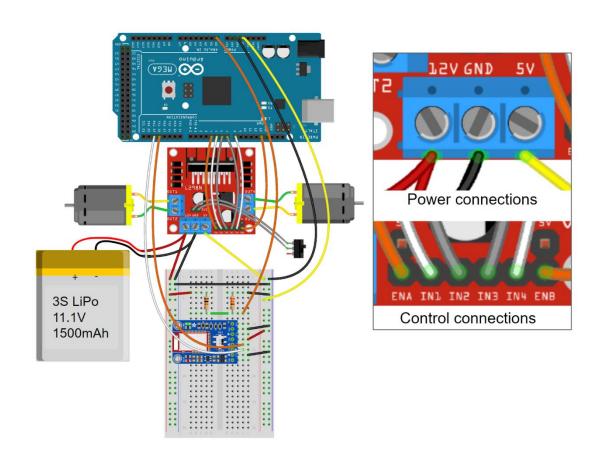


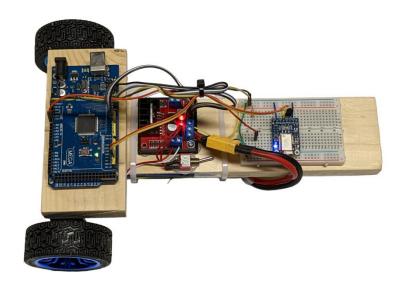


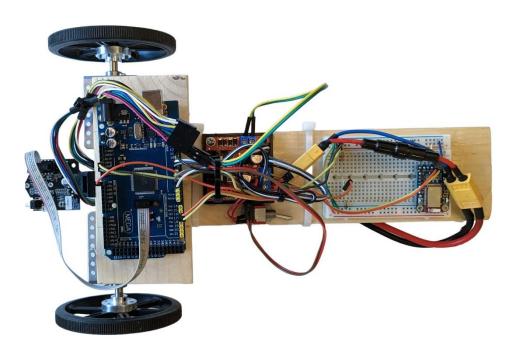


Arduino analog input

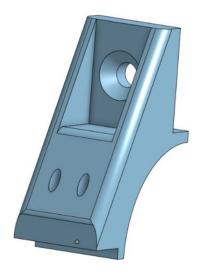


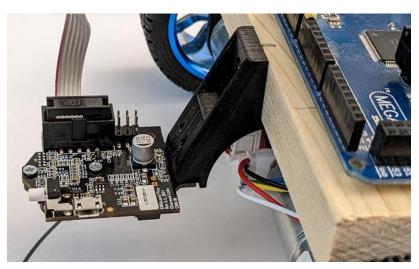








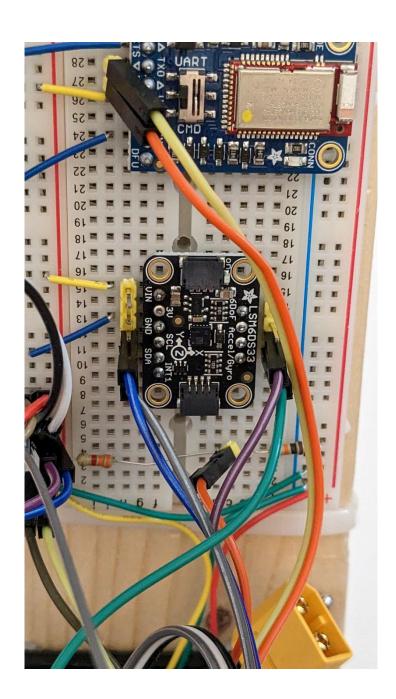


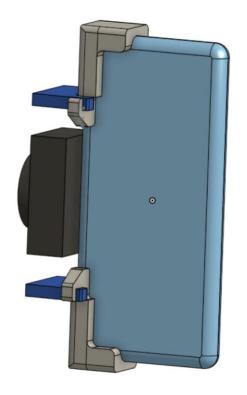


Chapter 13: Building a Self-Balancing, Radio-Controlled Telepresence Robot

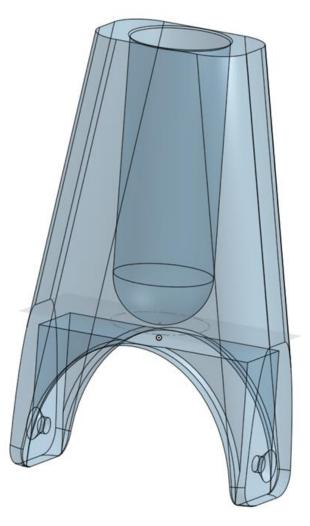






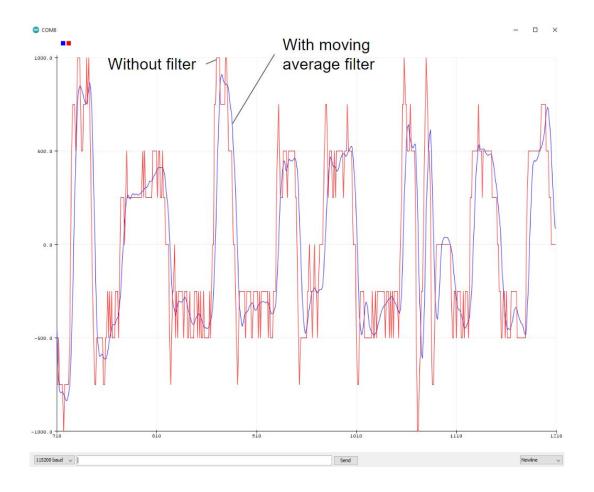


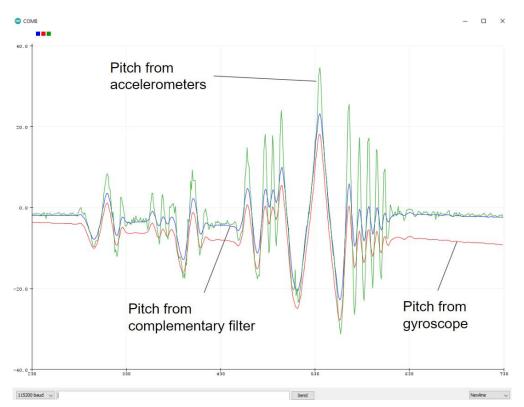


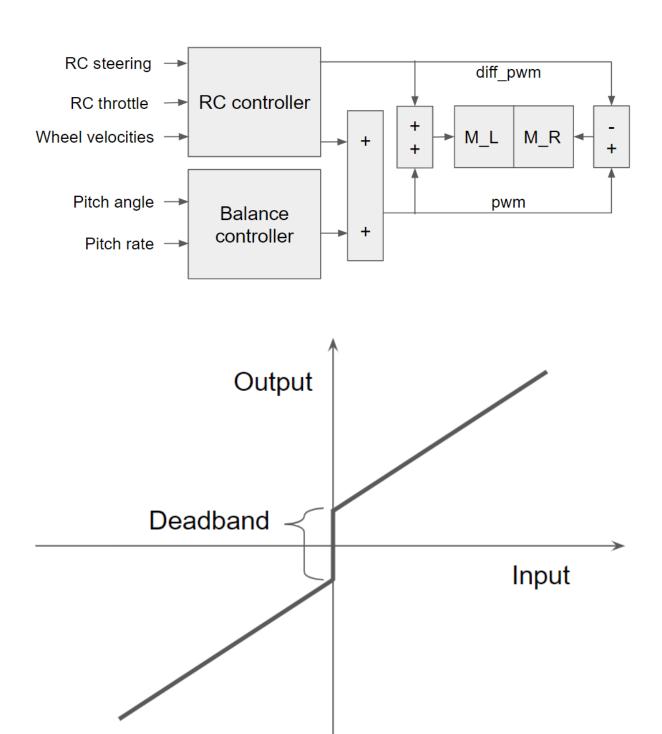












Chapter 14: Wrapping Up, Next Steps, and a Look Ahead

No Images