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Getting To Know Arduino (Code Power: A Teen Programmer's Guide)

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.

Book Information

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Customer Reviews

Gr 6-9-It's not a leap to assume that most kids and teens today have interacted with some kind of software on a computer, tablet, phone, or video game. As the series title indicates, code is powerful. These books introduce readers to programming languages, such as Ruby and Python, as well as software that teaches programming, including Alice and Hackety Hack. Don't confuse these with tutorial guides, though; students won't learn "how to" from these books. They function more like extended, in-depth reviews, giving readers some background on the program or language in addition to practical advice on how to get started. A glossary, bibliography, and list of online resources make each book an especially useful resource for any library serving aspiring coders.Ã Â (c) Copyright 2014. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted. --This text refers to the Library Binding edition.

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