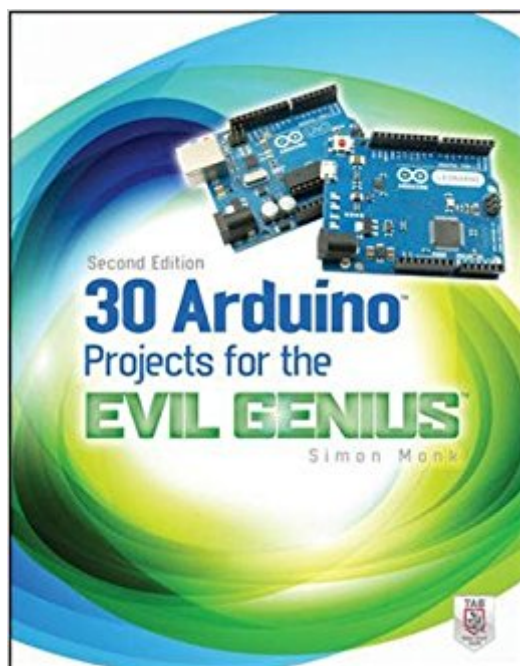


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# 30 Arduino Projects For The Evil Genius, Second Edition



## Synopsis

So Many Fiendishly Fun Ways to Use the Latest Arduino Boards! Fully updated throughout, this do-it-yourself guide shows you how to program and build fascinating projects with the Arduino Uno and Leonardo boards and the Arduino 1.0 development environment. 30 Arduino Projects for the Evil Genius, Second Edition, gets you started right away with the simplified C programming you need to know and demonstrates how to take advantage of the latest Arduino capabilities. You'll learn how to attach an Arduino board to your computer, program it, and connect electronics to it to create your own devious devices. A bonus chapter uses the special USB keyboard/mouse-impersonation feature exclusive to the Arduino Leonardo. 30 Arduino Projects for the Evil Genius, Second Edition: Features step-by-step instructions and helpful illustrations Provides full schematic and construction details for every project Covers the scientific principles behind the projects Removes the frustration factor--all required parts are listed along with sources Build these and other clever creations: High-brightness Morse code translator Seasonal affective disorder light Keypad security code Pulse rate monitor Seven-segment LED double dice USB message board Oscilloscope Tune player VU meter LCD thermostat Computer-controlled fan Hypnotizer Servo-controlled laser Lie detector Magnetic door lock Infrared remote Lilypad clock Evil Genius countdown timer Keyboard prank Automatic password typer Accelerometer mouse

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## Customer Reviews

Dr. Simon Monk has a degree in Cybernetics and Computer Science and a PhD in Software Engineering. He spent several years as an academic before he returned to industry, co-founding the mobile software company Momote Ltd. Simon is the author of the bestselling Programming Arduino, as well as 15 Dangerously Mad Projects for the Evil Genius, and Arduino + Android Projects for the Evil Genius.

If you're like me, going through example projects for things like the Arduino is a bit like drinking from a firehose -- you don't know what's good to start with, and when you're done, you haven't really done much and don't know what to do next. The "Evil Genius" conceit is a bit silly, but it does insure that the 33 projects (not 30 -- evil geniuses are liars, we all know this) in this book are generally at least somewhat useful when you're done with them. To start with, the current edition of the book focuses mainly on the Uno and Leonardo boards, with one additional project based on the LilyPad purely for the aesthetics (it's the exposed "movement" of a binary wall clock). There's almost no soldering required in most of the projects, apart from a Protoshield, the binary clock, and a couple of peripheral boards. There's even one project (building the business end of an oscilloscope) where the book delves into one of Arduino's parent projects, the Processing IDE, to provide graphical display output that the Arduino serial monitor can't. Finally, the three added projects at the end take advantage of the Leonardo CPU's direct USB support to demonstrate its use as an input device, as both a keyboard shim and an accelerometer mouse. Mercifully, you don't need to know much about electronics beyond the basics of how to read a schematic and recognize specific components, and the longest code listings are no more than three full pages, so they're fairly easy to understand and modify. As I said above, the projects themselves all shoot for being at least somewhat useful -- a SAD light to keep your murderous impulses under control during the dark times of the year, an LCD thermostat to keep the lasersharks warm, a hypnosis wheel to make your opponent's dark side turn on them, an infrared remote to TURN OFF THAT FRAKKING MUSIC -- sorry... \*twitch\* sorry... I was saying... what was I saying?

I recently purchased this book and I have learned so much about Arduino programming in just a few short days. After reading the preview, I went ahead and ordered a few electronic components (Arduino Duemilanove, LEDs, breadboard, wires, resistors) so that I could get started right away. So far, everything in the book has been very well explained and actually gets you into applying programming instead of just teaching you theory. Monk starts off simply by explaining how to blink an LED, and quickly moves into advancing the code and making cooler projects. So far, I'm just

about finished with the LED portion of the book and I have enjoyed every bit of it. As a note for all of you that are as eager to program an Arduino as I was / am, please be advised that you will need to purchase new equipment to do each project. As you probably already know, the Arduino board can be re-used, along with many of the LEDs and resistors. However, it may be a good idea to glance ahead once your book arrives so you can go ahead and order the parts for the upcoming projects. I quickly went through the first few, and now I'm having to wait until my new parts come ;) Overall, I don't have any complaints about the book. All of the necessary codes are given, along with wiring diagrams and actual product pictures. This book is helping me, and I'm sure it will help you too.

Personally, I like this book. It may not be completely beginner level as it appears to assume some knowledge of C, but that has not been a problem for me as I have previous C and Objective C programming experience. It could be an issue for those who have no previous experience, however. Dr. Monk does not always tackle the problems he presents as I would have (e.g., he uses a series of "else if" statements where I would have used a "switch" statement on one project), but I think he overall gets the concepts across well. The book covers beginning to intermediate Arduino concepts well by using fun and interesting projects. Appears well written and I have not picked up on any errata as of yet, but am doing a read through first before I do any of the projects on my Uno. All of the projects appear up to date with respect to the most current Arduino IDE, but will give more feedback when I've run several of the projects firsthand.

One of the best I have read of the Evil Genius series. No previous Arduino or programming experience is required. All the Arduino code can be downloaded, and is of good quality and modular, can easily be reused in your own projects. You don't need to know any programming but a class in Java or C certainly wouldn't hurt if you want to understand everything going on. One of the things I liked immediately about this book is that it goes into detail about why and how you choose a certain electronic component and calculate its value. A simplified non-standard circuit schematic notation is used that makes it easy to wire the circuits. The projects are breadboarded but one of the projects is how to make "shields", soldered add-on boards from any of the projects that can be plugged in as a module above the main Arduino board. The author seems to have struck an excellent balance between cool projects and inexpensive components. So you won't find projects that use \$30-60 ultrasonic sensors or 6-DOF accelerometers. But it does have a project that communicates with an LCD module. All the basics are here in this book that will prepare for more complex projects in robotics, art, and musical instruments.

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