Getting Started With Arduino: A Beginner's Guide

Brad Kendall

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Arduino is an open-source electronics prototyping platform based on flexible, easy-to use hardware and software. It's intended for artists, designers, hobbyists, and anyone interested in creating interactive objects or environments.

In addition to Arduino's simplicity, it is also inexpensive, cross-platform and open source. Believe it or not, even relatively inexperienced users can build a version of the Arduino module on a breadboard in order to understand how it works and save a little bit of money.

An Arduino can basically do anything by interfacing sensors with a computer. This would allow you to take any sensor and have any action applied with the readings. For example (in one of our projects) we will read the level of light in a room and adjust an LED's brightness to react based on that input.

In this guide, Brad Kendall will take you through everything you need to know to get started with your own basic Arduino projects and lead you on to more interesting ideas.

This guide will tell you:
- What you can do with an Arduino
- About the electrical components required to work with an Arduino
- Basic programming to control the Arduino
- The parts required to complete a few basic Arduino projects
- Step-By-Step guide of how to build a few simple Arduino projects
- What else you can do with an Arduino

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