


Robot Builder's Bonanza

BOK-10895

DESCRIPTION

Have fun while learning how to design, construct, and use small robots! This richly illustrated guide offers everything you need to know to construct sophisticated, fully autonomous robots that can be programmed from your computer. Fully updated with the latest technologies and techniques, *Robot Builder's Bonanza*, Fourth Edition includes step-by-step plans that take you from building basic motorized platforms to giving the machine a brain–and teaching it to walk, talk, and obey commands.

This robot builder's paradise is packed with more than 100 affordable projects, including 10 completely new robot designs. The projects are modular and can be combined to create a variety of highly intelligent and workable robots of all shapes and sizes. Mix and match the projects to develop your own unique creations. The only limit is your imagination!

Info:

- Author: Gordon McComb
- Publisher: McGraw-Hill/TAB Electronics
- Paperback: 736 pages
- 4th Edition
- ISBN-10: 0071750363
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Robot Builder's Bonanza Product Help and Resources

SKILLS NEEDED

Core Skill: **Robotics**

This skill concerns mechanical and robotics knowledge. You may need to know how mechanical parts interact, how motors work, or how to use motor drivers and controllers.

Skill Level: Noob - You will be required to put together a robotics kit. Necessary parts are included and steps will be easy to follow. You also might encounter basic robotics components like bearings, mounts, or other hardware and need a general idea of how it goes together.
See all skill levels

Core Skill: **Programming**

If a board needs code or communicates somehow, you're going to need to know how to program or interface with it. The programming skill is all about communication and code.

Skill Level: Rookie - You will need a better fundamental understand of what code is, and how it works. You will be using beginner-level software and development tools like Arduino. You will be dealing directly with code, but numerous examples and libraries are available. Sensors or shields will communicate with serial or TTL.
See all skill levels

COMMENTS 4 REVIEWS 0

Customer Comments

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ATtiny Fan / about 6 years ago / ★ 1
This book is absolutely amazing, it teaches you everything from which adhesives to use to how to use a 74595 Shift register to audio amp circuits and everything between.

dRudRu / about 6 years ago / ★ 1
Shouldn't you at least mention the author, Gordon McComb, in the description? Many people buy this book simply because he is the one that wrote it.

KB / about 6 years ago / ★ 1
A very highly recommended book for all skill levels. I have all 4 editions and its really nice to see through every edition it's updated to the current and most recent (upon writing) technologies.

CJ_arduino / about 6 years ago / ★ 1
YEAH!!!!!!!!!!!!!!!! :D

In 2003, CU student Nate Seidle blew a power supply in his dorm room and, in lieu of a way to order easy replacements, decided to start his own company. Since then, SparkFun has been committed to sustainably helping our world achieve electronics literacy from our headquarters in Boulder, Colorado.

No matter your vision, SparkFun's products and resources are designed to make the world of electronics more accessible. In addition to over 2,000 open source components and widgets, SparkFun offers curriculum, training and online tutorials designed to help demystify the wonderful world of embedded electronics. We're here to help you start something.

What's on your mind?

For which department?
General

Please include your email address if you'd like us to respond to a specific question.
email address

SUBMIT