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Using the only kit made for nodebots, you'll learn how to use JavaScript to build 12 Robotic and IoT projects. Bocoup (the company behind Johnny-Five) worked with Sparkfun to source the easiest to use hardware and develop the best getting started guide of any kit. http://www.sparkfun.com/j5ik.

NodeBots - The Rise of JS Robotics

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JavaScript Robotics is on the rise. Rick Waldron, the lead author of this book and creator of the Johnny-Five platform, is at the forefront of this movement. Johnny-Five is an open source JavaScript Arduino programming framework for robotics. This book brings together fifteen innovative programmers, each creating a unique Johnny-Five robot step-by-step, and offering tips and tricks along the way. Experience with JavaScript is a prerequisite.

"Building NodeBots with Johnny-Five, Raspberry Pi, Arduino, and BeagleBone"--Cover.

Leverage Raspberry Pi 3 and different JavaScript platforms to build exciting Robotics projects Key Features Build robots that light up and make noise Learn to work with Raspberry Pi 3 and JavaScript Connect your Johnny-Five projects to external APIs and create your own IoT Book Description There has been a rapid increase in the use of JavaScript in hardware and embedded device programming. JavaScript has an effective set of frameworks and libraries that support the robotics ecosystem. Hands-On Robotics with JavaScript starts with setting up an environment to program robots in JavaScript. Then, you will dive into building basic-level projects such as a line-following robot. You will walk through a series of projects that will teach you about the Johnny-Five library, and develop your skills with each project. As you make your way through the chapters, you'll work on creating a blinking LED, before moving on to sensors and other more advanced concepts. You will then progress to building an advanced-level AI-enabled robot, connect their NodeBots to the internet, create a NodeBots Swarm, and explore MQTT. By the end of this book, you will have gained hands-on experience in building robots using JavaScript What you will learn Install and run Node.js and Johnny-Five on Raspberry Pi Assemble, code, and run an LED project Leverage JavaScript libraries to build exciting robots Use sensors to collect data from the world around you Employ servos and motors to make your project move Add internet capabilities to your Johnny-Five project Who this book is for Hands-On Robotics with JavaScript is for individuals who have prior experience with Raspberry Pi 3 and like to write sketches in JavaScript. Basic knowledge of JavaScript and Node.js will help you get the most out of this book.

Design, build, and program your own remarkable robots with JavaScript and open source hardware About This Book Learn how to leverage Johnny-Five's Read, Eval, Print Loop, and Event API to write robot code with JavaScript Unlock a world of exciting possibilities by hooking your JavaScript-programmed robots up to the internet and using external data and APIs Move your project code from the Arduino Uno to a multitude of other robotics platforms Who This Book Is For If you've worked with Arduino before or are new to electronics and would like to try writing sketches in JavaScript, then this book is for you! Basic knowledge of JavaScript and Node.js will help you get the most out of this book. What You Will Learn Familiarise yourself with Johnny-Five Read, Eval, and Print Loop (REPL) to modify and debug robotics code in real time Build robots with basic output devices to create projects that light up, make noise, and more Create projects with complex output devices, and employ the Johnny-Five API to simplify the use of components that require complex interfaces, such as I2C Make use of sensors and input devices to allow your robotics projects to survey the world around them and accept input from users Use the Animation API that will allow you to program complex movements using timing and key frames Bring in other devices to your Johnny-Five projects, such as USB devices and remotes Connect your Johnny-Five projects to external APIs and create your own Internet of Things! In Detail There has been a rapid rise in the use of JavaScript in recent times in a variety of applications, and JavaScript robotics has seen a rise in popularity too. Johnny-Five is a framework that gives NodeBots a consistent API and platform across several hardware systems. This book walks you through basic robotics projects including the physical hardware builds and the JavaScript code for them. You'll delve into the concepts of Johnny-Five and JS robotics. You'll learn about various components such as Digital GPIO pins, PWM output pins, Sensors, servos, and motors to be used with Johnny-Five along with some advanced components such as I2C, and SPI. You will learn to connect your Johnny-Five robots to internet services and other NodeBots to form networks. By the end of this book, you will have explored the benefits of the Johnny-Five framework and the many devices it unlocks. Style and approach This step-by-step guide to the Johnny-Five ecosystem is explained in a conversational style, packed with examples and tips. Each chapter also explores the Johnny-Five documentation to enable you to start exploring the API on your own.

Design, build, and program your own remarkable robots with JavaScript and open source hardwareAbout This Book Learn how to leverage Johnny-Five's Read, Eval, Print Loop, and Event API to write robot code with JavaScript Unlock a world of exciting possibilities by hooking your JavaScript-programmed robots up to the internet and using external data and APIs Move your project code from the Arduino Uno to a multitude of other robotics platformsWho This Book Is ForIf you've worked with Arduino before or are new to electronics and would like to try writing sketches in JavaScript, then this book is for you! Basic knowledge of JavaScript and Node.js will help you get the most out of this book.What You Will Learn Familiarise yourself with Johnny-Five Read, Eval, and Print Loop (REPL) to modify and debug robotics code in real time Build robots with basic output devices to create projects that light up, make noise, and more Create projects with complex output devices, and employ the Johnny-Five API to simplify the use of components that require complex interfaces, such as I2C Make use of sensors and input devices to allow your robotics projects to survey the world around them and accept input from users Use the Sensor and Motor objects to make it much easier to move your robotics projects Learn about the Animation API that will allow you to program complex movements using timing and key frames Bring in other devices to your Johnny-Five projects, such as USB devices and remotes Connect your Johnny-Five projects to external APIs and create your own Internet of Things!In DetailThere has been a rapid rise in the use of JavaScript in recent times in a variety of applications, and JavaScript robotics has seen a rise in popularity too. Johnny-Five is a framework that gives NodeBots a consistent API and platform across several hardware systems.This book walks you through basic robotics projects including the physical hardware builds and the JavaScript code for them. You'll delve into the concepts of Johnny-Five and JS robotics.You'll learn about various components such as Digital GPIO pins, PWM output pins, Sensors, servos, and motors to be used with Johnny-Five along with some advanced components such as I2C, and SPI. You will learn to connect your Johnny-Five robots to internet services and other NodeBots to form networks. By the end of this book, you will have explored the benefits of the Johnny-Five framework and the many devices it unlocks.Style and approachThis step-by-step guide to the Johnny-Five ecosystem is explained in a conversational style, packed with examples and tips. Each chapter also explores the Johnny-Five documentation to enable you to start exploring the API on your own.

Summary JavaScript on Things is your first step into the exciting and downright entertaining world of programming for small electronics. If you know enough JavaScript to hack a website together, you'll be making things go bleep, blink, and spin faster than you can say "nodebot." Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Are you ready to make things move? If you can build a web app, you can create robots, weather stations, and other funky gadgets! In this incredibly fun, project-based guide, JavaScript hardware hacker Lyza Danger Gardner takes you on an incredible journey from your first flashing LED through atmospheric sensors, motorized rovers, Bluetooth doorbells, and more. With JavaScript, some easy-to-get hardware, and a bit of creativity, you'll be beeping, spinning, and glowing in no time. About the Book JavaScript on Things introduces the exciting world of programming small electronics! You'll start building things immediately, beginning with basic blinking on Arduino. This fully illustrated, hands-on book surveys JavaScript toolkits like Johnny-Five along with platforms including Raspberry Pi, Tessel, and BeagleBone. As you build project after interesting project, you'll learn to wire in sensors, hook up motors, transmit data, and handle user input. So be warned: once you start, you won't want to stop. What's Inside Controlling hardware with JavaScripti Designing and assembling robots and gadgets A crash course in electronics Over a dozen hands-on projects! About the Reader Written for readers with intermediate JavaScript and Node.js skills. No experience with electronics required. About the Author Lyza Danger Gardner has been a web developer for over 20 years. She's part of the NodeBots community and a contributor to the Johnny-Five Node.js library. Table of Contents PART 1 - A JAVASCRIPTER'S INTRODUCTION TO HARDWARE Bringing JavaScript and hardware together Embarking on hardware with Arduino How to build circuits PART 2 - PROJECT BASICS: INPUT AND OUTPUT WITH JOHNNY-FIVE Sensors and input Output: making things happen Output: making things move PART 3 - MORE SOPHISTICATED PROJECTS Serial communication Projects without wires Building your own thing PART 4 - USING JAVASCRIPT WITH HARDWARE IN OTHER ENVIRONMENTS JavaScript and constrained hardware Building with Node.js and tiny computers In the cloud, in the browser, and beyond

Learn how to use a Raspberry Pi in conjunction with an Arduino to build a basic robot with advanced capabilities. Getting started in robotics does not have to be difficult. This book is an insightful and rewarding introduction to robotics and a catalyst for further directed study. You'll be led step by step through the process of building a robot that uses the power of a Linux based computer paired with the simplicity of Arduino. You'll learn why the Raspberry Pi is a great choice for a robotics platform; its strengths as well as its shortcomings; how to overcome these limitations by implementing an Arduino; and the basics of the Python programming language as well as some of the more powerful features. With the Raspberry Pi you can give your project the power of a Linux computer, while Arduino makes interacting with sensors and motors very easy. These two boards are complimentary in their functions; where one falters the other performs admirably. The book also includes references to other great works to help further your growth in the exciting, and now accessible, field of smart robotics. As a bonus, the final chapter of the book demonstrates the real power of the Raspberry Pi by implementing a basic vision system. Using OpenCV and a standard USB web cam, you will build a robot that can chase a ball. What You'll Learn Install Raspbian, the operating system that drives the Raspberry Pi Drive motors through an I2C motor controller Read data through sensors attached to an Arduino Who This Book Is For Hobbyists and students looking for a rapid start in robotics. It assumes no technical background. Readers are guided to pursue the areas that interest them in more detail as they learn.

End to end solutions for IoT enthusiasts and web developers About This Book Leverage the capability of IoT with the combination of Raspberry Pi 3 and JavaScript (ES5/ES6) Develop a health monitoring device along with some cool projects like Smart Agriculture & Raspberry Pi 3 based surveillance. A practical book which will help you build Mobile/Web/Desktop apps that will show how to manage and monitor data from sensors and actuators in real time. Who This Book Is For This book targets IoT enthusiasts and web developers who would like to build IoT-based applications with Raspberry Pi, Arduino and JavaScript. Some knowledge about electronics and familiarity with programming concepts (JavaScript - ES5/ES6) is expected. What You Will Learn Integrate sensors and actuators with the cloud and control them for your Smart Weather Station. Develop your very own Amazon Alexa integrating with your IoT solution Define custom rules and execute jobs on certain data events using IFTTT Build a simple surveillance solutions using Amazon Recognition & Raspberry Pi 3 Design a fall detection system and build a notification system for it. Use Amazon Rekognition for face detection and face recognition in your Surveillance project In Detail In this world of technology upgrades, IoT is currently leading with its promise to make the world a more smarter and efficient place. This book will show you how to build simple IoT solutions that will help you to understand how this technology works. We would not only explore the IoT solution stack, but we will also see how to do it with the world's most misunderstood programming language - JavaScript. Using Raspberry Pi 3 and JavaScript (ES5/ES6) as the base to build all the projects, you will begin with learning about the fundamentals of IoT and then build a standard framework for developing all the applications covered in this book. You will then move on to build a weather station with temperature, humidity and moisture sensors and further integrate Alexa with it. Further, you will build a smart wearable for understanding the concept of fall detection. You will then extend it with the 'If This Then That' (IFTTT) rules engine to send an email on fall detection. Finally, you will be working with the Raspberry Pi 3 camera module and surveillance with a bit of facial detection using Amazon Rekognition platform. At the end of the book, you will not only be able to build standalone exciting IoT applications but also learn how you can extend your projects to another level. Style and Approach This book will follow a project based approach where each chapter will teach the readers to build a standalone project. It will not only guide you to build exciting projects but will also teach you to extend your project to another level.

Looks at how to create an effective mobile Web page, tackling both technical and strategic approaches to mobile web design and including the latest development techniques.

JavaScript is the programming language of the Internet, the secret sauce that makes the Web awesome, your favorite sites interactive, and online games fun! JavaScript for Kids is a lighthearted introduction that teaches programming essentials through patient, step-by-step examples paired with funny illustrations. You'll begin with the basics, like working with strings, arrays, and loops, and then move on to more advanced topics, like building interactivity with jQuery and drawing graphics with Canvas. Along the way, you'll write games such as Find the Buried Treasure, Hangman, and Snake. You'll also learn how to: ⊠Create functions to organize and reuse your code ⊠Write and modify HTML to create dynamic web pages ⊠Use the DOM and jQuery to make your web pages react to user input ⊠Use the Canvas element to draw and animate graphics ⊠Program real user-controlled games with collision detection and score keeping With visual examples like bouncing balls, animated bees, and racing cars, you can really see what you're programming. Each chapter builds on the last, and programming challenges at the end of each chapter will stretch your brain and inspire your own amazing programs. Make something cool with JavaScript today! Ages 10+ (and their parents!)