

# Javascript Robotics Building Nodebots With Johnny Five Raspberry Pi Arduino And Beaglebone Make

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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  
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javascript and node js will help you get the most out of this book what you will learn familiarise yourself  
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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 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

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

while there have been quite a few attempts to get javascript working as a server side language node js frequently just called node has been the first environment that s gained any traction it s now used by companies such as netflix uber and paypal to power their web apps node allows for blazingly fast performance thanks to its event loop model common tasks like network connection and database i o can be executed very quickly indeed from a beginner s point of view one of node s obvious advantages is that it uses javascript a ubiquitous language that many developers are comfortable with if you can write javascript for the client side writing server side applications with node should not be too much of a stretch for you this collection contains three books that will help get you up and running with node it contains your first week with node js which will get started using node covering all of the basics 9 practical node js projects

which offers a selection of hand on practical projects to develop your skills node js related tools skills which outlines essential tools and skills that all node developers should know

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 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

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