

INDEX

NUMBERS AND SYMBOLS

555 timer, 164–166
 making sound using, 167–175
 setting output speed of, 166–167
 using for reaction game speed, 260–261
 μF (microfarad), 92
 Ω (ohms), 7, 70

A

A (amperes), 7
AC (alternating current), 48–49
adapters, 226
alarm projects
 intruder, 11–17, 108, 236–237
 sunrise, 148–157
alternating current (AC), 48–49
American wire gauge (AWG), 83
amperes (A), 7
amps, 7
AND gates, 216, 217
AND operator, 215
anode, 75
ASCII code, 201–202
astable mode, 165
atoms, 6
AWG (American wire gauge), 83

B

barrel jack adapters, 226
base, 132
base-2 number system, 188
base-10 number system, 188

batteries
 chemistry of, 56–58
 food, 65
 lemon, 58–66
 what's inside, 55–56
beep mode, 277
binary numbers, 188–190
 converting to decimal, 190–192
 counting on fingers, 212
 why computers use, 211
bits, 193
blinking lights
 for reaction game, 265–278
 using a relay, 99–100, 101–108
Boolean logic, 214
braid, desoldering, 125
breadboards, 81–83, 84–87
buzzer
 adding to reaction game, 279–280
 in intruder alarm, 13–14
 in sunrise alarm, 153
bytes, 193

C

capacitance, 91
capacitors, 90–91
 codes for, 283
 coupling, 171–172
 polarized and non-polarized, 91–92
 testing, 92–95
cathode, 75
charge, electric, 6
cheat sheets, 282
circuit boards, 111
 illustrations of, 121

circuits, 8–10
 diagrams of, 95–97
 logic, 212
 making reliable, 227
clock signal, 242
closed circuit, 8
closed loop, 8
codes
 for capacitors, 283
 for resistors, 70–72, 282
 secret, 218–219, 223–237
coin tosser project, 245–254
collector, 132
collector current (I_c), 222
color codes, for resistors, 70–72, 282
color guessing game project, 194–200
COM (common pin), 98
common anode, 195
common cathode, 195
common pin
 in relay, 98
 in switch, 29
components
 gathering, xxvii–xxviii
 where to buy, 286
conditions, logical, 214–215
conductive materials, 6
continuity, 276
counter, decade, 262
coupling capacitors, 171–172
current, 5, 7–8, 73, 222

D

datasheets, 103, 162
DC (direct current), 48–49
debugging, 174
decade counter, 262
decimal numbers, 188

desoldering, 125
 braid, 125
 how to, 126–129
 safety tip, 128
D flip-flop, 242
diaphragm, 163
DIP (dual in-line package)
 switches, 204
direct current (DC), 48–49
D latch, 241
drain, on FET, 260
dual in-line package (DIP)
 switches, 204
dynamo, 66

E

edge-triggering, 242
electrical current, 5,
 7–8, 222
electrically charged
 particles, 6
electricity, 3–10
 creating from water or
 wind, 46
 generating with magnets,
 44–46
electrodes, 56
 inserting into lemon, 61
electrolytes, 56
electromagnets, 19, 22–23
 creating your own, 23–31
 in loudspeakers, 163–164
 in relays, 97–100
electronics stores, 286
electrons, 6–8
emitter, 132

F

F (farads), 91
false (Boolean value), 214
fan, temperature-controlled,
 157–158
farads (F), 91
FET (field-effect transistor),
 260
flip-flop, 242
floating input, 227

frequency, 164, 166
Fritzing (software), 121

G

games
 color guessing, 194–200
 LED reaction, 265–278
generators, 45–46
 creating your own, 49–54
 using motors as, 55
GND symbol, 259

H

Hz (hertz), 164

I

I_c (collector current), 222
IC (integrated circuit),
 161–163
instrument, musical
 (project), 175–183
insulation
 adding to wire with
 marker, 38
 removing from wire,
 26–27
integrated circuit (IC),
 161–163
International System of
 Units, 284
intruder alarm project,
 11–17, 108, 236–237
inverter, 217

J

joints, soldered, 113,
 116, 117
jumper wires, 83

K

kilo prefix (k), 72
kits, electronics, 129

L

large values, prefixes for, 72,
 284
latching, 240–241

LDRs (light-dependent
 resistors), 146
LEDs (light-emitting
 diodes), 58–59
 blinking, 101–108,
 265–278
 brightness of, varying
 with resistance, 144
 controlling with tran-
 sistor, 135–136
 destroying, 74–76
 guessing color game,
 194–200
 identifying legs, 75
 placing on breadboard, 85
 powering, 78–81
 reaction game, 265–278
 RGB (red-green-blue), 195
 using correctly, 76–78
lemon batteries, creating,
 56, 58–66
light bulb, 4. *See also* LEDs
 (light-emitting
 diodes)
 connecting to battery, 5
 project, 4–5
light-dependent resistors
 (LDRs), 146
light-emitting diodes
 (LEDs). *See* LEDs
 (light-emitting
 diodes)
logic, 214–215
 circuit diagrams, how to
 draw, 218–220
 circuits, 212
 equation, 215
 gates, 215–218
 negative, 237–238
 in real life, 220–221
loudspeaker, 163–164

M

M (mega) prefix, 72
magnetic fields, 20, 44–45
magnets, 19–21. *See also*
 electromagnets

magnet wire, 54
 measurement units
 amperes (A), 7
 farads (F), 91
 hertz (Hz), 164
 ohms (Ω), 7, 70
 prefixes for, 72, 77, 92, 284
 volts (V), 6
 mega prefix (M), 72
 memory
 circuits, 240, 241
 in computers, 211
 messages, secret, 202–211
 micro prefix (μ), 92
 microfarad (μ F), 92
 motion-controlled
 instrument, 183
 motors, 31–32
 creating your own, 32–40
 current needed for, 222
 using as generators, 55
 protecting transistors
 used with, 234
 multimeter, 47–49
 musical instrument project, 175–183

N

NAND gate, 237
 nano prefix (n), 92
 nanofarad (nF), 92
 NC (normally closed), 98
 negative edge-triggered
 circuit, 242
 negative logic gates, 237–238
 negative supply column, 81
 neutrons, 6
 nF (nanofarad), 92
 NO (normally open), 98
 nonpolarized capacitors, 91
 NOR gate, 237
 normally closed (NC), 98
 normally open (NO), 98
 north pole, on a magnet, 20–21

NOT gate, 217
 NPN transistor, 132, 134
 nucleus, 6
 numbers, binary and
 decimal, 188

O

Ohmify (website), 280
 ohms (Ω), 7, 70
 Ohm's law, 73–74, 284
 ones and zeros. *See* binary numbers
 online resources, 286
 OR gate, 216
 oscillator, 245

P

p (pico) prefix, 92
 parts
 gathering, xxvii–xxviii
 where to buy, 286
 pF (picofarad), 92
 photoresistors, 146, 148, 149, 183
 pico prefix (p), 92
 picofarad (pF), 92
 pinout, 103, 165
 pins
 in IC, 162
 in potentiometer, 145
 in relay, 98
 in switch, 28–29
 pixels, 193–194
 polarized components
 capacitors, 91–92
 LEDs, 75
 poles, on a magnet, 20–21
 positive edge-triggered
 circuit, 242
 positive supply column, 81
 potato batteries, 65
 potentiometers, 145, 146, 149
 power, 45
 power plants, 46

prefixes, units, 72, 77, 92, 284
 projects
 alarms
 intruder, 11–17
 sunrise, 148–157
 binary numbers,
 converting to
 decimal, 190–192
 breadboard circuit, 84–87
 capacitor, testing, 92–95
 coin tosser, 245–254
 color guessing game,
 194–200
 desoldering, 126–129
 electromagnet, 23–31
 generator, 49–54
 LEDs
 destroying, 74–76
 powering, 78–81
 lemon battery, 58–66
 light
 blinking, 101–108
 turning on, 4–5
 motor, 32–40
 musical instrument,
 175–183
 reaction game, 265–280
 secret code checker,
 223–235
 secret message machine,
 202–211
 soldering, 118–125
 sound, with 555 timer,
 167–175
 touch sensor, 136–144
 protons, 6
 prototyping boards, 120, 129, 140
 pull-down resistor, 227
 push buttons, 180–181

R

reaction game project, 265–278
 red-green-blue (RGB)
 LEDs, 195

relays, 97–100
 adding to intruder
 alarm project,
 108, 236–237
 blinking a light using,
 99–100
resistance, 5, 7–8, 73
 calculating for LEDs,
 77–78
 illustration of, 8
 variable, 144–145
resistors, 70
 color codes for, 70–72, 282
 materials in, 72
 placing on breadboard, 85
 pull-down, 227
 variable, 146
resources, 281–288
RGB (red-green-blue)
 LEDs, 195
rotor, 33, 35–36

S

safety, xxviii–xxix
 with battery lemons, 58
 soldering, 113–114, 128
 trimming wires, 122–123
 using resistors, 73
 using supermagnets, 34
schematics, 95–97
screw terminals, 226
secret code checker
 adding to intruder alarm
 project, 236–237
 project, 223–235
secret message machine
 project, 202–211
sensors, touch, 136, 144
series, batteries connected
 in, 57–58
shake generator project,
 49–54
short circuits, 156, 174
single-strand wires, 83

small values, prefixes for,
 77, 284
solder, 111–112
 melting temperature, 112
 wick, 125
soldering
 avoiding bad joints, 117
 desoldering, 125–129
 how to, 112–117
 iron, 113
 cleaning, 115
 stand, 114
 tinning, 115
 safety tips, 113–114, 128
 supplies, 112
sound, 163–164
 555 timer project,
 167–175
 creating with electricity,
 163–164
 musical instrument
 project, 175–183
south pole, on a magnet,
 20–21
sponge (for cleaning
 soldering iron), 115
SR latch, 240–241, 263–264
stripping wires, 26–27
sunrise wake-up alarm
 project, 148–157
supplies
 gathering, xxvii–xxviii
 where to buy, 286
switches, 10–11
 connecting typical, 28–29
 controlling a light bulb
 with, 11
 DIP, 204
 push buttons, 180–181
 relays, 97–98
 symbol for, 96
 vs. transistors, 133–134
synthesizer, 175

T

teamwork, for debugging,
 174
temperature-controlled fan,
 157–158
thermistors, 157
timer (555), 164–166
 making sound using,
 167–175
 setting output speed
 of, 166
 using for reaction game
 speed, 260–261
tinning, 115
toggling output, with D flip-
 flop, 246
tolerance, of resistors, 72
touch sensor project,
 136–144
transistors, 132–136
 bipolar junction, 134
 controlling LEDs with,
 135–136
 current, finding
 maximum, 222
 FET (field-effect), 260
 how they work, 134
 NPN, 132, 134
 why to use, 133–134
true (Boolean value), 214
truth tables, 216–217, 238,
 240, 241
tutorials, online, 286

U

units of measurement
 amperes (A), 7
 farads (F), 91
 hertz (Hz), 164
 ohms (Ω), 7, 70
 prefixes for, 72,
 77, 92, 284
 volts (V), 6

V

- V (volts), 6
- variable resistance, 144, 145
- variable resistors, 146
- V_{CC} symbol, 259, 260
- V_{DD} symbol, 259, 260
- voltage, 5, 6–7, 73
 - of batteries, 57–58
 - dividers, 146, 147, 285
 - calculating the voltage from, 147
 - measuring light with, 148
 - how to measure, 47–48, 54
 - from wall adapters, 226
- volts (V), 6

W

- wall adapter, 226
- water, generating electricity with, 46
- water analogy, for electrical current, 9–10
- wick, solder, 125
- wind, generating electricity with, 46
- wiper (pin), 145
- wire cutter, 26–27
- wires
 - adding insulation to, 38
 - connecting, 16
 - hookup, 54
 - jumper, 83
 - preparing for lemon battery, 60
 - single-strand, 83
 - stripping insulation from, 26–27

X

- XOR gate, 238