

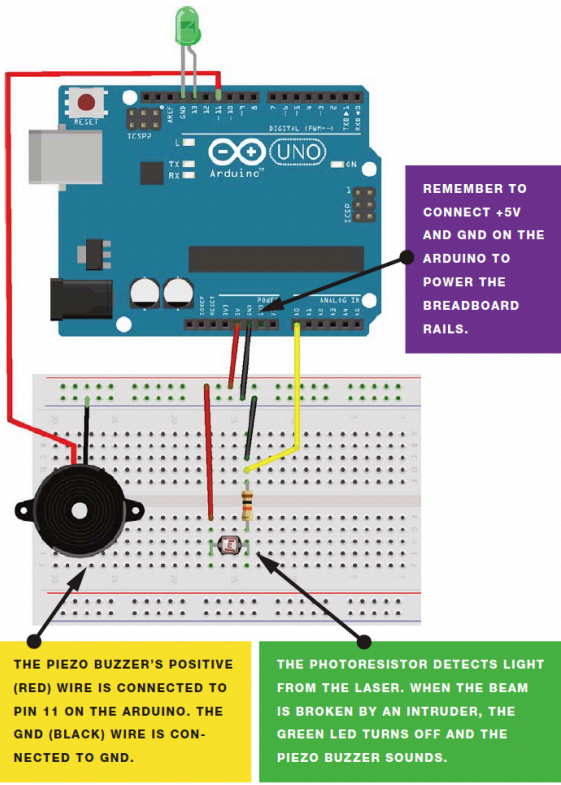
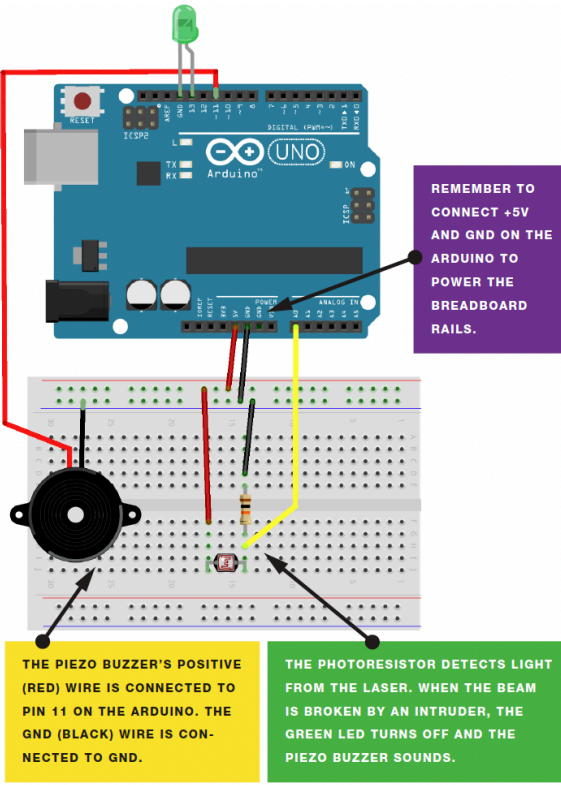
Arduino Project Handbook

25 Practical Projects to Get You Started

by Mark Geddes

Errata updated to print 7

Page	Error	Correction	Print corrected
60	<pre>Serial.pinMode(9600); // Initiate serial connection with IDE // for debugging and so on</pre>	<pre>Serial.begin(9600); // Initiate serial connection with IDE // for debugging and so on</pre>	Print 3
74	<pre>boolean button[] = {2, 3, 4, 5}; // Pins connected to // pushbutton inputs boolean ledpin[] = {8, 9, 10, 11}; // Pins connected to LEDs</pre>	<pre>int button[] = {2, 3, 4, 5}; // Pins connected to // pushbutton inputs int ledpin[] = {8, 9, 10, 11}; // Pins connected to LEDs</pre>	Print 7

Page	Error	Correction	Print corrected
168	<p>FIGURE 19-3: The circuit diagram for the laser trip wire alarm</p>  <p>REMEMBER TO CONNECT +5V AND GND ON THE ARDUINO TO POWER THE BREADBOARD RAILS.</p> <p>THE PIEZO BUZZER'S POSITIVE (RED) WIRE IS CONNECTED TO PIN 11 ON THE ARDUINO. THE GND (BLACK) WIRE IS CONNECTED TO GND.</p> <p>THE PHOTORESISTOR DETECTS LIGHT FROM THE LASER. WHEN THE BEAM IS BROKEN BY AN INTRUDER, THE GREEN LED TURNS OFF AND THE PIEZO BUZZER SOUNDS.</p>	<p>FIGURE 19-3: The circuit diagram for the laser trip wire alarm</p>  <p>REMEMBER TO CONNECT +5V AND GND ON THE ARDUINO TO POWER THE BREADBOARD RAILS.</p> <p>THE PIEZO BUZZER'S POSITIVE (RED) WIRE IS CONNECTED TO PIN 11 ON THE ARDUINO. THE GND (BLACK) WIRE IS CONNECTED TO GND.</p> <p>THE PHOTORESISTOR DETECTS LIGHT FROM THE LASER. WHEN THE BEAM IS BROKEN BY AN INTRUDER, THE GREEN LED TURNS OFF AND THE PIEZO BUZZER SOUNDS.</p>	Print 7
187	<pre>byte rowPins[ROWS] = {2,3,4,5}; byte colPins[COLS] = {6,7,8,9};</pre>	<pre>byte rowPins[ROWS] = {9,8,7,6}; byte colPins[COLS] = {5,4,3,2};</pre>	Print 7
223	(or ir your chip didn't come with the bootloader installed),	(or if your chip didn't come with the bootloader installed),	Print 2