contents in detail

| acknowledgments | ii |
|---|----|
| introduction | xv |
| is this book for you? | |
| Robot Inventor vs. SPIKE Prime | |
| what to expect from this book | |
| why we wrote this book | |
| what's in this book | |
| need a refresher? | |
| Tiesd a Ferresiter. | |
| 1 | |
| introduction to Python programming | |
| first steps | |
| the console | |
| the Help Center | |
| the starting code | |
| controlling Hub outputs and inputs | |
| sounds | |
| light matrix | |
| status light | |
| Hub buttons | |
| some programming basics | |
| indenting and spacing | |
| uppercase and lowercase letters | |
| use comments! | |
| printing to the console | |
| summary | |
| 34 | |
| 2 | |
| Python control structures and operators | g |
| control structures | |
| pausing a program | |
| looping | |
| conditionals | |
| keeping track of time | |
| operators | |
| arithmetic operators | |
| comparison operators | |
| logical operators | |
| summary | |
| ~~···································· | |

| efficient Python programming with variables, lists, and functions | 17 |
|---|----------|
| data types | |
| understanding common data types | 17 |
| identifying data types | 17 |
| variables and lists | 18 |
| variables | 18 |
| lists | 19 |
| functions | 20 |
| adding parameters | 21 |
| returning a value | 21 |
| summary | 22 |
| 4 | |
| controlling motors and sensors with Python | |
| programming motors | |
| controlling a single motor | |
| controlling two synchronized motors | |
| programming sensors | |
| Color Sensor | |
| Distance Sensor | |
| Motion Sensor | |
| converting between floats and integers | |
| the round() function | |
| the floor() and ceil() functions | |
| the floor division operator | |
| the float() function | |
| summary | 32 |
| 5 gears and mechanisms | 25 |
| the basics of gears | |
| gearing up, gearing down | |
| compound gearing down | |
| types of gears | |
| turntables | |
| differential assemblies | |
| useful mechanisms | |
| four-bar linkage | |
| cam | |
| ratchet and pawl | |
| scissor lift | |
| Summary | |
| Suffilled y | 40 |
| 6 moving with the Gyro Sensor | 49 |
| executing turns | |
| turn right | |
| turn left | 50 E1 |

| turn degrees | 53 |
|---|-----|
| turn in Python | |
| tracing shapes | |
| a square | |
| a triangle | |
| any regular polygon | |
| a star | |
| summary | |
| 7 | |
| avoiding obstacles and following lines | 59 |
| getting ready | |
| turning to avoid obstacles | 60 |
| stopping before an obstacle | 62 |
| the wrong way to do it | 62 |
| the right way to do it: a PID controller | 64 |
| line following | 68 |
| a bang-bang approach | 69 |
| smoother line following with proportional control | 72 |
| getting even smoother with a PID controller | 73 |
| tuning the PID controller | 74 |
| summary | 75 |
| 8 | |
| playing games | 79 |
| competitive clicking | |
| one-player version | |
| two-player version | |
| a reaction timer | |
| do this, do that! | |
| test your memory | |
| summary | |
| 9 | |
| useful inventions | |
| inventions for children | |
| high-shelf reacher | 95 |
| smart name tag | 96 |
| dependable pal | |
| household inventions | |
| pet helper | |
| robo cook | |
| smart appliance/furniture | |
| recycling robot | |
| inventions for plants | |
| seed disperser | |
| houseplant helper | |
| useless inventions | 101 |

| ultimate challenges | 103 |
|---------------------|-----|
| making music | |
| theremin | |
| color xylophone | |
| music box | |
| art | |
| spiro gyro | |
| framed art | |
| kinetic sculpture | |
| sports | |
| ball launcher | |
| ball over the wall | 108 |
| tabletop robot | 109 |
| security | |
| treasure box | |
| combination lock | |
| tripwire | 111 |
| biomimicry | |
| cockroach | |
| robo pet | 112 |
| build a bug | |
| | |
| index | |