

Robotics Projects For Engineering Students

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Awesome Robotics Projects for Kids
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Neural Networks for Robotics
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Automation, Communication and Cybernetics in Science and Engineering 2009/2010
Surgical Robotics

Intelligent Robots and Computer Vision

Work through a mix of amazing robotic projects using the Raspberry Pi Zero or the Raspberry Pi 3 About This Book Easy to follow instructions, yet the ones that help you build powerful robots, and exclusive coverage of mobile robots with the Pi Zero Build robots that can run, swim and fly and the cutting-edge dimension of robotics that is possible with the Raspberry Pi Zero and Pi 3 Interact with your projects wirelessly and make sci-fi possible, right in your home Who This Book Is For This book is for hobbyists and programmers who are excited about using the Raspberry Pi 3 and Raspberry Pi Zero. It is for those who are taking their first steps towards using these devices to control hardware and software and write simple programs that enable amazing projects. No programming experience is required, Just a little computer and mechanical aptitude and the desire to build some interesting projects. What You Will Learn Control a variety of different DC motors Add a USB webcam to see what your robot can see Attach a projector to project information Insert USB control hardware to control a complex robot with two legs Include speech recognition so that your projects can receive commands Add speech output to that the robot can communicate with the world around it Include wireless communication so that you can see what the robot is seeing and control the robot from a distance In Detail This book will allow you to take full advantage of Raspberry Pi Zero and Raspberry Pi 3 by building both simple and complex robotic projects. The book takes a mission-critical approach to show you how to build amazing robots and helps you decide which board to use for which type of robot. The book puts a special emphasis on designing mobile (or movable) robots using the Raspberry Pi Zero. The projects will show inexpensive, yet powerful, ways to take full advantage. It will teach you how to program Raspberry Pi, control the movement of your robot, and add features to your robots. Style and approach This fun and practical tutorial contain step-by-step instructions

to get you hands-on building inexpensive projects. It contains mission-critical chapters and everything you need to know to get started.

International Symposium on Robotics Proceedings

A modern and unified treatment of the mechanics, planning, and control of robots, suitable for a first course in robotics.

Awesome Robotics Projects for Kids

This book builds foundational computer science and robotics skills and knowledge in bright Pre-K-grade-2 students. The curriculum emphasizes active, hands-on, and collaborative learning. Students are challenged to learn computer science content, such as coding, and robotics and engineering concepts, as well as practice high-level academic skills, such as creative problem solving, computational thinking, and critical thinking. --Back cover.

Robot Programming

A major revision of the bestselling "bible" of amateur robotics building--packed with the latest in servo motor technology, microcontrolled robots, remote control, Lego Mindstorms Kits, and other commercial kits. Gives electronics hobbyists fully illustrated plans for 11 complete Robots, as well as all-new coverage of Robotix-based Robots, Lego Technic-based Robots, Functionoids with Lego Mindstorms, and Location and Motorized Systems with Servo Motors. Features a pictures and parts list that accompany all projects, and material on using the BASIC Stamp and other microcontrollers.

Coding, Robotics, and Engineering for Young Students

This volume contains the papers selected for the 13 FIRA Robot World Congress, held at Amrita Vishwa Vidyapeetham Bangalore, India, September 15-17, 2010. The Federation of International Robot-soccer Association (FIRA - www.fira.net) is a non-profit organization that annually organizes robotic competitions and meetings around the globe. The robot soccer competitions started in 1996, and FIRA was established on, June 5, 1997. The robot soccer competitions are aimed at promoting the spirit of science and technology to the younger generation. The congress is a forum to share ideas and future directions of technologies, and to enlarge the human networks in the robotics area. The objectives of the FIRA Cup and Congress are to explore the technical developments and achievements in the field of robotics, and provide participants with a robot festival including technical presentations, robot soccer competitions, and exhibits under the theme "Where Theory and Practice Meet." FIRA India aims to propagate and popularize robotics and robotic competitions across India.

Education and Training in Robotics

Robotics for Challenging Environments

Creating Precision Robots: A Project-Based Approach to the Study of Mechatronics and Robotics shows how to use a new "Cardboard Engineering" technique for the handmade construction of three precision microcomputer controlled robots that hit, throw and shoot. Throughout the book, the authors ensure that mathematical concepts and physical principles are not only rigorously described, but also go hand-in-hand with the design and constructional techniques of the working robot. Detailed theory, building plans and instructions, electric circuits and software algorithms are also included, along with the importance of tolerancing and the correct use of numbers in programming. The book is designed for students and educators who need a detailed description, mathematical analysis, design solutions, engineering drawings, electric circuits and software coding for the design and construction of real bench-top working robots. Provides detailed instructions for the building and construction of specialized robots using line drawings. Teaches students how to make real working robots with direct meaning in the engineering academic world. Describes and explains the math and physics theory related to hitting, throwing and shooting robots.

Learn Robotics with Raspberry Pi

Have you ever thought of building your own robot? With today's technology, it's easy (and inexpensive!) to get started in this fascinating hobby. With the projects in this book and just a little bit of programming knowledge, you can create fun, functional robots. You'll learn the fundamentals of robot-building--the basic concepts and technologies that are used every day in the growing field of robotics. Each of the book's projects is presented in clear step-by-step fashion, so you can follow along at your own pace. Projects include a traveling robot, an intruder alarm detector, a medical assistant, a data logger, and more. The technology used in this book is based on the Arduino platform, a popular open-source tool based on easy-to-use hardware and software. Get started building your own robots today, with **ROBOTICS: A PROJECT-BASED APPROACH**.

Robotics

Once, robots were only found in science fiction books and movies. Today, robots are everywhere! They assemble massive cars and tiny computer chips. They help doctors do delicate surgery. They vacuum our houses and mow our lawns. Robot toys play with us, follow our commands, and respond to our moods. We even send robots to explore the depths of the ocean and the expanse of space. In Robotics, children ages 9 and up learn how robots affect both the future and the

present. Hands-on activities make learning both fun and lasting.

Robotics in Education

The book presents a representative selection of all publications published between 01/2009 and 06/2010 in various books, journals and conference proceedings by the researchers of the institute cluster: IMA - Institute of Information Management in Mechanical Engineering ZLW - Center for Learning and Knowledge Management IfU - Institute for Management Cybernetics, Faculty of Mechanical Engineering, RWTH Aachen University The contributions address the cluster's five core research fields: suitable processes for knowledge- and technology-intensive organizations, next-generation teaching and learning concepts for universities and the economy, cognitive IT-supported processes for heterogeneous and cooperative systems, target group-adapted user models for innovation and technology development processes, semantic networks and ontologies for complex value chains and virtual environments Innovative fields of application such as cognitive systems, autonomous truck convoys, telemedicine, ontology engineering, knowledge and information management, learning models and technologies, organizational development and management cybernetics are presented. The contributions show the unique potential of the broad and interdisciplinary research approach of the ZLW/IMA and the IfU.

Robots in K-12 Education: A New Technology for Learning

Arduino Robotics

"I wrote this book because I love building robots. I want you to love building robots, too. It took me a while to learn about many of the tools and parts in amateur robotics. Perhaps by writing about my experiences, I can give you a head start."--David Cook Robot Building for Beginners, Third Edition provides basic, practical knowledge on getting started in amateur robotics. There is a mix of content: from serious reference tables and descriptions to personal stories and humorous bits. The robot described and built in this book is battery powered and about the size of a lunch box. It is autonomous; that is, it isn't remote controlled. The book is broken up into small chapters, suitable for bedtime (or bathroom) reading. The characteristics and purposes of each major component (resistor, transistor, wire, and motor) are described, followed by a hands-on experiment to demonstrate. Not only does this help the reader to understand a particular piece, but it also prepares them with processes to learn new parts on their own. An appendix offers an introduction to 3D printing and parts of the robot can, as an alternative, be "printed" using a 3D printer. The master project of the book is a simple, entertaining, line-following robot.

30-Minute Robotics Projects

The two volume set LNAI 7101 and LNAI 7102 constitutes the refereed proceedings of the 4th International Conference on Intelligent Robotics and Applications, ICIRA 2011, held in Aachen, Germany, in November 2011. The 122 revised full papers presented were thoroughly reviewed and selected from numerous submissions. They are organized in topical sections on progress in indoor UAV, robotics intelligence, industrial robots, rehabilitation robotics, mechanisms and their applications, multi robot systems, robot mechanism and design, parallel kinematics, parallel kinematics machines and parallel robotics, handling and manipulation, tangibility in human-machine interaction, navigation and localization of mobile robot, a body for the brain: embodied intelligence in bio-inspired robotics, intelligent visual systems, self-optimising production systems, computational intelligence, robot control systems, human-robot interaction, manipulators and applications, stability, dynamics and interpolation, evolutionary robotics, bio-inspired robotics, and image-processing applications.

Creating Precision Robots

Handbook of Research on Using Educational Robotics to Facilitate Student Learning

This lecture provides a hands-on glimpse of the field of electrical and computer engineering. The broad range of hands-on applications utilize LabVIEW and the NI-SPEEDY-33 hardware to explore concepts such as basic computer input and output, basic robotic principals, and introductory signal processing and communication concepts such as signal generation, modulation, music, speech, and audio and image/video processing. These principals and technologies are introduced in a very practical way and are fundamental to many of the electronic and computerized devices we use today. Some examples include audio level meter and audio effects, music synthesizer, real-time autonomous robot, image and video analysis, and DTMF modulation found in touch-tone telephone systems. Table of Contents: Getting Familiar with LabVIEW and SPEEDY-33 / Applications using LEDs and Switches using the SPEEDY-33 / Noise Removal / Music Equalizer / Telephone / Digital Audio Effects: Echo and Reverb / Music Composer / Introduction to Robotics / AM Radio / Modem / Digital Image Processing Fundamentals / Applications using USB Camera / Appendix: VIs at a Glance

Robotics

Start programming robots NOW! Learn hands-on, through easy examples, visuals, and code This is a unique introduction to programming robots to execute tasks autonomously. Drawing on years of experience in artificial intelligence and robot programming, Cameron and Tracey Hughes introduce the reader to basic concepts of programming robots to execute tasks

without the use of remote controls. Robot Programming: A Guide to Controlling Autonomous Robots takes the reader on an adventure through the eyes of Midamba, a lad who has been stranded on a desert island and must find a way to program robots to help him escape. In this guide, you are presented with practical approaches and techniques to program robot sensors, motors, and translate your ideas into tasks a robot can execute autonomously. These techniques can be used on today's leading robot microcontrollers (ARM9 and ARM7) and robot platforms (including the wildly popular low-cost Arduino platforms, LEGO® Mindstorms EV3, NXT, and Wowee RS Media Robot) for your hardware/Maker/DIY projects. Along the way the reader will learn how to: Program robot sensors and motors Program a robot arm to perform a task Describe the robot's tasks and environments in a way that a robot can process using robot S.T.O.R.I.E.S. Develop a R.S.V.P. (Robot Scenario Visual Planning) used for designing the robot's tasks in an environment Program a robot to deal with the "unexpected" using robot S.P.A.C.E.S. Program robots safely using S.A.R.A.A. (Safe Autonomous Robot Application Architecture) Approach Program robots using Arduino C/C++ and Java languages Use robot programming techniques with LEGO® Mindstorms EV3, Arduino, and other ARM7 and ARM9-based robots.

Python Robotics Projects

An practical introduction to robotics and circuitry, with 20 projects to design and build, from beginner to more advanced.

Trends in Intelligent Robotics

Over the last few years, increasing attention has been focused on the development of children's acquisition of 21st-century skills and digital competences. Consequently, many education scholars have argued that teaching technology to young children is vital in keeping up with 21st-century employment patterns. Technologies, such as those that involve robotics or coding apps, come at a time when the demand for computing jobs around the globe is at an all-time high while its supply is at an all-time low. There is no doubt that coding with robotics is a wonderful tool for learners of all ages as it provides a catalyst to introduce them to computational thinking, algorithmic thinking, and project management. Additionally, recent studies argue that the use of a developmentally appropriate robotics curriculum can help to change negative stereotypes and ideas children may initially have about technology and engineering. The Handbook of Research on Using Educational Robotics to Facilitate Student Learning is an edited book that advocates for a new approach to computational thinking and computing education with the use of educational robotics and coding apps. The book argues that while learning about computing, young people should also have opportunities to create with computing, which have a direct impact on their lives and their communities. It develops two key dimensions for understanding and developing educational experiences that support students in engaging in computational action: (1) computational identity, which shows the importance of young people's development of scientific identity for future STEM growth; and (2) digital empowerment to instill the belief that

they can put their computational identity into action in authentic and meaningful ways. Covering subthemes including student competency and assessment, programming education, and teacher and mentor development, this book is ideal for teachers, instructional designers, educational technology developers, school administrators, academicians, researchers, and students.

Introduction to Engineering

Robots are everywhere! In *Bots! Robotics Engineering with Hands-On Makerspace Activities*, middle schoolers learn about these devices that vacuum our houses, work in our factories, help us learn at school, sample rocks from other planets, and even bring back images from the bottom of the ocean. In *Bots!* you can find hands-on STEM activities, coding challenges that use free online software, essential questions, and links to online primary resources!

Practical Robotics

"This book explores the theory and practice of educational robotics in the K-12 formal and informal educational settings, providing empirical research supporting the use of robotics for STEM learning"--Provided by publisher.

Innovations in Engineering Education

Bots! Robotics Engineering

The book offers an insight on artificial neural networks for giving a robot a high level of autonomous tasks, such as navigation, cost mapping, object recognition, intelligent control of ground and aerial robots, and clustering, with real-time implementations. The reader will learn various methodologies that can be used to solve each stage on autonomous navigation for robots, from object recognition, clustering of obstacles, cost mapping of environments, path planning, and vision to low level control. These methodologies include real-life scenarios to implement a wide range of artificial neural network architectures. Includes real-time examples for various robotic platforms. Discusses real-time implementation for land and aerial robots. Presents solutions for problems encountered in autonomous navigation. Explores the mathematical preliminaries needed to understand the proposed methodologies. Integrates computing, communications, control, sensing, planning, and other techniques by means of artificial neural networks for robotics.

Robotics

This book describes recent approaches in advancing STEM education with the use of robotics, innovative methods in integrating robotics in school subjects, engaging and stimulating students with robotics in classroom-based and out-of-school activities, and new ways of using robotics as an educational tool to provide diverse learning experiences. It addresses issues and challenges in generating enthusiasm among students and revamping curricula to provide application focused and hands-on approaches in learning . The book also provides effective strategies and emerging trends in using robotics, designing learning activities and how robotics impacts the students' interests and achievements in STEM related subjects. The frontiers of education are progressing very rapidly. This volume brought together a collection of projects and ideas which help us keep track of where the frontiers are moving. This book ticks lots of contemporary boxes: STEM, robotics, coding, and computational thinking among them. Most educators interested in the STEM phenomena will find many ideas in this book which challenge, provide evidence and suggest solutions related to both pedagogy and content. Regular reference to 21st Century skills, achieved through active collaborative learning in authentic contexts, ensures the enduring usefulness of this volume. John Williams Professor of Education and Director of the STEM Education Research Group Curtin University, Perth, Australia

Intelligent Robotics and Applications

Learn about different kinds of engineering for kids by constructing shoebox foosball, rubber band race cars and more

Robotics, Mechatronics, and Artificial Intelligence

Humanoid robots are highly sophisticated machines equipped with human-like sensory and motor capabilities. Today we are on the verge of a new era of rapid transformations in both science and engineering—one that brings together technological advancements in a way that will accelerate both neuroscience and robotics. Humanoid Robotics and Neuroscience: Science, Engineering and Society presents the contributions of prominent scientists who explore key aspects of the further potential of these systems. Topics include: Neuroscientific research findings on dexterous robotic hand control Humanoid vision and how understanding the structure of the human eye can lead to improvements in artificial vision Humanoid locomotion, motor control, and the learning of motor skills Cognitive elements of humanoid robots, including the neuroscientific aspects of imitation and development The impact of robots on society and the potential for developing new systems and devices to benefit humans The use of humanoid robotics can help us develop a greater scientific understanding of humans, leading to the design of better engineered systems and machines for society. This book assembles the work of scientists on the cutting edge of robotic research who demonstrate the vast possibilities in this field of research.

ROS Robotics Projects

Accessible to all readers, including students of secondary school and amateur technology enthusiasts, Robotics, Mechatronics, and Artificial Intelligence simplifies the process of finding basic circuits to perform simple tasks, such as how to control a DC or step motor, and provides instruction on creating moving robotic parts, such as an "eye" or an "ear." Though many companies offer kits for project construction, most experimenters want to design and build their own robots and other creatures specific to their needs and goals. With this new book by Newton Braga, hobbyists and experimenters around the world will be able to decide what skills they want to feature in a project and then choose the right "building blocks" to create the ideal results. In the past few years the technology of robotics, mechatronics, and artificial intelligence has exploded, leaving many people with the desire but not the means to build their own projects. The author's fascination with and expertise in the exciting field of robotics is demonstrated by the range of simple to complex project blocks he provides, which are designed to benefit both novice and experienced robotics enthusiasts. The common components and technology featured in the project blocks are especially beneficial to readers who need practical solutions that can be implemented easily by their own hands, without incorporating expensive, complicated technology. Accessible to technicians and hobbyists with many levels of experience, and written to provide inexpensive and creative fun with robotics Appeals to all sorts of technology enthusiasts, including those involved with electronics, computers, home automation, mechanics, and other areas

Robot Building for Beginners, Third Edition

Explore the Fascinating World of Robotics! Do you love robots? Are you fascinated with modern advances in technology? Do you want to know how robots work? If so, you'll be delighted with Robotics: Everything You Need to Know About Robotics from Beginner to Expert. You'll learn the history of robotics, learn the 3 Rules, and meet the very first robots. This book also describes the many essential hardware components of today's robots: - Analog and Digital brains - DC, Servo, and Stepper Motors - Bump Sensors and Light Sensors - and even Robotic Bodywork Would you like to build and program your own robot? You can use Robotics: Everything You Need to Know About Robotics from Beginner to Expert to learn the software basics of RoboCORE and how to create "brains" for creations like the Obstacle Avoiding Robot. You'll also learn which materials to use to build your robot body and which sensors you need to help your new friend perceive the world around it. This book even explains how you can construct an Autonomous Wall Climbing Robot! Don't delay - Start Reading Robotics: Everything You Need to Know About Robotics from Beginner to Expert right away! You'll be so glad you gained this exciting and powerful knowledge!

Robotics and Automation '84

Modern Robotics

This proceedings volume highlights the latest achievements in research and development in educational robotics, which were presented at the 8th International Conference on Robotics in Education (RiE 2017) in Sofia, Bulgaria, from April 26 to 28, 2017. The content will appeal to both researchers and educators interested in methodologies for teaching robotics that confront learners with science, technology, engineering, arts and mathematics (STEAM) through the design, creation and programming of tangible artifacts, giving them the chance to create personally meaningful objects and address real-world societal needs. This also involves the introduction of technologies ranging from robotics controllers to virtual environments. In addition, the book presents evaluation results regarding the impact of robotics on students' interests and competence development. The approaches discussed cover the whole educational range, from elementary school to the university level, in both formal as well as informal settings.

The Robot Builder's Bonanza

Designed for beginners, undergraduate students, and robotics enthusiasts, Practical Robot Design: Game Playing Robots is a comprehensive guide to the theory, design, and construction of game-playing robots. Drawing on years of robot building and teaching experience, the authors demonstrate the key steps of building a robot from beginning to end, wi

Awesome Engineering Activities for Kids

In Learn Robotics with Raspberry Pi, you'll learn how to build and code your own robot projects with just the Raspberry Pi microcomputer and a few easy-to-get components - no prior experience necessary! Learn Robotics with Raspberry Pi will take you from inexperienced maker to robot builder. You'll start off building a two-wheeled robot powered by a Raspberry Pi minicomputer and then program it using Python, the world's most popular programming language. Gradually, you'll improve your robot by adding increasingly advanced functionality until it can follow lines, avoid obstacles, and even recognize objects of a certain size and color using computer vision. Learn how to: - Control your robot remotely using only a Wii remote - Teach your robot to use sensors to avoid obstacles - Program your robot to follow a line autonomously - Customize your robot with LEDs and speakers to make it light up and play sounds - See what your robot sees with a Pi Camera As you work through the book, you'll learn fundamental electronics skills like how to wire up parts, use resistors and regulators, and determine how much power your robot needs. By the end, you'll have learned the basics of coding in Python and know enough about working with hardware like LEDs, motors, and sensors to expand your creations beyond simple robots.

Practical Robot Design

Proceedings

Robotics projects are fast and easy in this book where all projects fall within a 30-minute time limit--

Raspberry Pi Robotic Projects

Build a variety of awesome robots that can see, sense, move, and do a lot more using the powerful Robot Operating System About This Book Create and program cool robotic projects using powerful ROS libraries Work through concrete examples that will help you build your own robotic systems of varying complexity levels This book provides relevant and fun-filled examples so you can make your own robots that can run and work Who This Book Is For This book is for robotic enthusiasts and researchers who would like to build robot applications using ROS. If you are looking to explore advanced ROS features in your projects, then this book is for you. Basic knowledge of ROS, GNU/Linux, and programming concepts is assumed. What You Will Learn Create your own self-driving car using ROS Build an intelligent robotic application using deep learning and ROS Master 3D object recognition Control a robot using virtual reality and ROS Build your own AI chatter-bot using ROS Get to know all about the autonomous navigation of robots using ROS Understand face detection and tracking using ROS Get to grips with teleoperating robots using hand gestures Build ROS-based applications using Matlab and Android Build interactive applications using TurtleBot In Detail Robot Operating System is one of the most widely used software frameworks for robotic research and for companies to model, simulate, and prototype robots. Applying your knowledge of ROS to actual robotics is much more difficult than people realize, but this title will give you what you need to create your own robotics in no time! This book is packed with over 14 ROS robotics projects that can be prototyped without requiring a lot of hardware. The book starts with an introduction of ROS and its installation procedure. After discussing the basics, you'll be taken through great projects, such as building a self-driving car, an autonomous mobile robot, and image recognition using deep learning and ROS. You can find ROS robotics applications for beginner, intermediate, and expert levels inside! This book will be the perfect companion for a robotics enthusiast who really wants to do something big in the field. Style and approach This book is packed with fun-filled, end-to-end projects on mobile, armed, and flying robots, and describes the ROS implementation and execution of these models.

Humanoid Robotics and Neuroscience

This book will show you how to use your Arduino to control a variety of different robots, while providing step-by-step

instructions on the entire robot building process. You'll learn Arduino basics as well as the characteristics of different types of motors used in robotics. You also discover controller methods and failsafe methods, and learn how to apply them to your project. The book starts with basic robots and moves into more complex projects, including a GPS-enabled robot, a robotic lawn mower, a fighting bot, and even a DIY Segway-clone. Introduction to the Arduino and other components needed for robotics Learn how to build motor controllers Build bots from simple line-following and bump-sensor bots to more complex robots that can mow your lawn, do battle, or even take you for a ride Please note: the print version of this title is black & white; the eBook is full color.

Advances in Autonomous Robotics

This book constitutes the refereed proceedings of the 13th Conference on Towards Autonomous Robotic Systems, TAROS 2012 and the 15th Robot World Congress, FIRA 2012, held as joint conference in Bristol, UK, in August 2012. The 36 revised full papers presented together with 25 extended abstracts were carefully reviewed and selected from 89 submissions. The papers cover various topics in the field of autonomous robotics.

Neural Networks for Robotics

Surgical robotics is a rapidly evolving field. With roots in academic research, surgical robotic systems are now clinically used across a wide spectrum of surgical procedures. Surgical Robotics: Systems Applications and Visions provides a comprehensive view of the field both from the research and clinical perspectives. This volume takes a look at surgical robotics from four different perspectives, addressing vision, systems, engineering development and clinical applications of these technologies. The book also: -Discusses specific surgical applications of robotics that have already been deployed in operating rooms -Covers specific engineering breakthroughs that have occurred in surgical robotics -Details surgical robotic applications in specific disciplines of surgery including orthopedics, urology, cardiac surgery, neurosurgery, ophthalmology, pediatric surgery and general surgery Surgical Robotics: Systems Applications and Visions is an ideal volume for researchers and engineers working in biomedical engineering.

Robotics in STEM Education

Automation, Communication and Cybernetics in Science and Engineering 2009/2010

This collection contains 45 papers presented at the Second Conference on Robotics for Challenging Environments, held in

Albuquerque, New Mexico, June 1-6, 1996.

Surgical Robotics

Leverage the power of Python to build DIY robotic projects Key Features Design, build, and stimulate collaborative robots Build high-end robotics projects such as a customized personal Jarvis Leverage the power of Python and ROS for DIY robotic projects Book Description Robotics is a fast-growing industry. Multiple surveys state that investment in the field has increased tenfold in the last 6 years, and is set to become a \$100-billion sector by 2020. Robots are prevalent throughout all industries, and they are all set to be a part of our domestic lives. This book starts with the installation and basic steps in configuring a robotic controller. You'll then move on to setting up your environment to use Python with the robotic controller. You'll dive deep into building simple robotic projects, such as a pet-feeding robot, and more complicated projects, such as machine learning enabled home automation system (Jarvis), vision processing based robots and a self-driven robotic vehicle using Python. By the end of this book, you'll know how to build smart robots using Python. What you will learn Get to know the basics of robotics and its functions Walk through interface components with microcontrollers Integrate robotics with the IoT environment Build projects using machine learning Implement path planning and vision processing Interface your robots with Bluetooth Who this book is for If building robots is your dream, then this book is made for you. Prior knowledge of Python would be an added advantage.

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