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Titolo	Beginning Robotics Programming in Java with LEGO Mindstorms [[electronic resource] /] by Wei Lu
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2016
ISBN	1-4842-2005-6
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (XV, 234 p. 67 illus. in color.)
Disciplina	004
Soggetti	Computer input-output equipment Microprogramming Programming languages (Electronic computers) Hardware and Maker Control Structures and Microprogramming Programming Languages, Compilers, Interpreters
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Chapter 1: Introduction to Lego Mindstorms and LeJOS -- Chapter 2: Introduction to Motor Sensors -- Chapter 3: Controlling Wheeled Vehicles -- Chapter 4: Coordinators and Navigator API Chapter 5: Depth-First Searching Algorithm and its Implementation with Lego Mindstorms -- Chapter 6: Breadth-First Searching Algorithm and its Implementation with Lego Mindstorms -- Chapter 7: Hill Climbing Algorithm and its Implementation with Lego Mindstorms -- Chapter 8: Dijkstra's Algorithm and its Implementation with Lego Mindstorms -- Chapter 9: A* Algorithm and its Implementation with Lego Mindstorms -- Chapter 10: Touch Sensor and Ultrasound Sensor -- Chapter 11: Light and Color Sensor -- Chapter 12: Introduction to Behavior Programming.-Chapter 13: Multithread Programming with Java leJOS.
Sommario/riassunto	This book will show you the difference between making a robot move and making a robot THINK. Using Mindstorms EV3 and LeJOS, an open source project for Java Mindstorms projects, you'll learn how to create Artificial Intelligence for your bot. Your robot will learn how to problem solve, how to plan, how to learn, and how to communicate. Along the way, you'll learn about classical AI algorithms for teaching hardware

how to think, algorithms that you can then apply to your own robotic inspirations. If you've ever wanted to learn about robotic intelligence in a practical, playful way, Beginning Robotics Programming in Java with LEGO Mindstorms is for you.

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