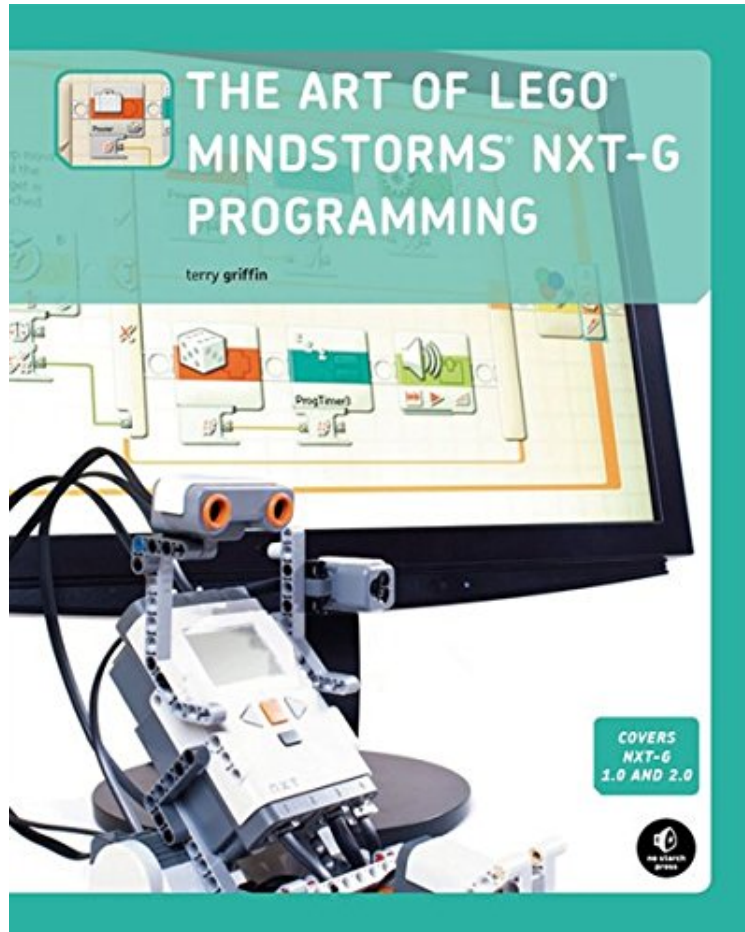


# The Art of LEGO MINDSTORMS NXT-G Programming

*Terry Griffin*

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**Terry Griffin : The Art of LEGO MINDSTORMS NXT-G Programming** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of LEGO MINDSTORMS NXT-G Programming:

23 of 23 people found the following review helpful. first rate book By drdave This book is well written, well illustrated, and highly informative. I would recommend it as a first book for an NXT library. It is focused on the programming and includes the design for one robot. This is the opposite of most other books which tend to include several robot designs and only touch on the programming. After reading this book one can confidently program NTX robots. It is very thorough and covers many important subtle issues that could cause problems if not highlighted in this book. Additionally, it presents good programming practices. I should add that I am an experienced programmer and have had some prior LabView (which is also an excellent system) experience. 2 of 2 people found the following review helpful. Excellent NXT-G book By Mark Finally! A Mindstorms book that explains programming as its focus rather than an afterthought. This is an excellent scaffolding book that takes you from a beginner to an advanced programmer in a clear and logical fashion. I have looked far and wide and this is truly the only book that concentrates on programming.

It has a bit on building robots and it is very utilitarian and useful. I wish I had found this book a year ago. 1 of 1 people found the following review helpful. Excellent book to understand NXT-G By Ramanjaneya Sarma Burugula This book has a lot of useful tips that explain the sometimes mysterious ways of Lego Mindstorms behavior. I searched for a reference document of either NXT-G and/or Lego Mindstorms brick, but could not find any. In absence of a reference, this is the most comprehensive description of the NXT-G currently available.

The LEGO MINDSTORMS software and its NXT-G programming language are powerful tools that make it easy to write custom programs for your robots. NXT-G is a great first programming language, but that doesn't mean it's easy to understand at least not right away. In *The Art of LEGO MINDSTORMS NXT-G Programming*, author and experienced software engineer Terry Griffin explains how to program MINDSTORMS robots with NXT-G. You'll learn how to work with the core parts of the NXT-G language, such as blocks, data wires, files, and variables, and see how these pieces can work together. You'll also learn good programming practices, bad habits to avoid, and useful debugging strategies. As you follow along with the book's extensive instructions and explanations, you'll learn exactly how NXT-G works and how to:

- Write custom programs that make your robots appear to think and respond to your commands
- Design, create, and debug large programs
- Write programs that use data wires and the NXT buttons to turn a robot into a contraption, like a sound generator or a sketch pad
- Use My Blocks in your programs, and share them with others
- Store data on the NXT, manage its memory, and transfer files between the NXT and your computer

The book's programs work with one general-purpose test robot that you'll build in Chapter 3. Whether you're a young robotics enthusiast, an adult working with children to learn robotics, a parent, a FIRST LEGO League coach, or a teacher using NXT in the classroom, this is the complete guide to NXT-G that you've been looking for.

Requirements:  
One LEGO MINDSTORMS NXT or NXT 2.0 set

**About the Author** Terry Griffin has been a software engineer for over 20 years and has spent most of that time creating software for controlling various types of machines. He works for Carl Zeiss SMT on the Orion Helium Ion Microscope, programming the user interface and high-level control software. He lives in Massachusetts with his wife, Liz, a middle school math and science teacher, and their three daughters, Cheyenne, Sarah, and Samantha.