



Programming Mobile Robots with Aria and Player: A Guide to C++ Object-Oriented Control

By Amanda Whitbrook

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Programming Mobile Robots with Aria and Player provides a guide to creating object-oriented C++ programs for robots using the Player and Aria APIs within a Linux environment. The book is supported throughout with examples, diagrams, sample programs, and configuration files. MobileRobot's Pioneers are used as vehicles throughout the book, but most of the techniques and programs that are demonstrated for Player are applicable to the other makes and models that the API supports. In addition, the Aria section is also appropriate for other robots made by MobileRobots. The book discusses how to install the various pieces of software needed and also describes how to: configure robots; control robots remotely; program each individual sensor and actuator; and set up and control robots. "Programming Mobile Robots with Aria and Player" serves as a complete text for undergraduate and postgraduate robotics programming modules, and is also an invaluable reference source for students, teachers and researchers. Additional material for this book can be found at <http://extras.springer.com>.

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Editorial Review

From the Back Cover

Programming Mobile Robots with Aria and Player provides a comprehensive guide to creating object-oriented C++ programs for robots using the Player and Aria APIs within a Linux environment. A basic knowledge of object-oriented techniques is assumed, but the text is written in a user-friendly style, and is equally suitable for researchers with previous experience of robot control, or for students completely new to the field. The book is fully supported throughout with examples, diagrams, sample programs, and configuration files. MobileRobot's Pioneers are used as vehicles throughout the book, but most of the techniques and programs that are demonstrated for Player are directly applicable to the wide number of other makes and models that the API supports. In addition, the Aria section is also appropriate for other robots made by MobileRobots.

The book discusses how to install the various pieces of software needed and also describes how to:

- configure robots;
- control robots remotely;
- program each individual sensor and actuator; and
- set up and control robots, in both the real world and in a simulated environment (either through Player's Stage plug-in or Aria's MobileSim simulator).

Programming Mobile Robots with Aria and Player serves as a complete text for undergraduate and postgraduate robotics programming modules, and is also an invaluable reference source for students, teachers and researchers.

Additional material to this book can be downloaded from <http://extras.springer.com/>.

About the Author

Dr Amanda Whitbrook holds a 1st Class BSc (Hons) in Mathematics & Physics from Nottingham Trent University (UK), an MSc with Distinction in Management of Information Technology from the University of Nottingham (UK) and a PhD in Mathematics from Nottingham Trent University. She has been a research fellow at the University of Nottingham since 2005.

Dr Whitbrook's work has been published in the IEEE Transactions on Systems, Man, and Cybernetics Part B - Cybernetics, and is a member of the IEEE Robotics and Automation Society.

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