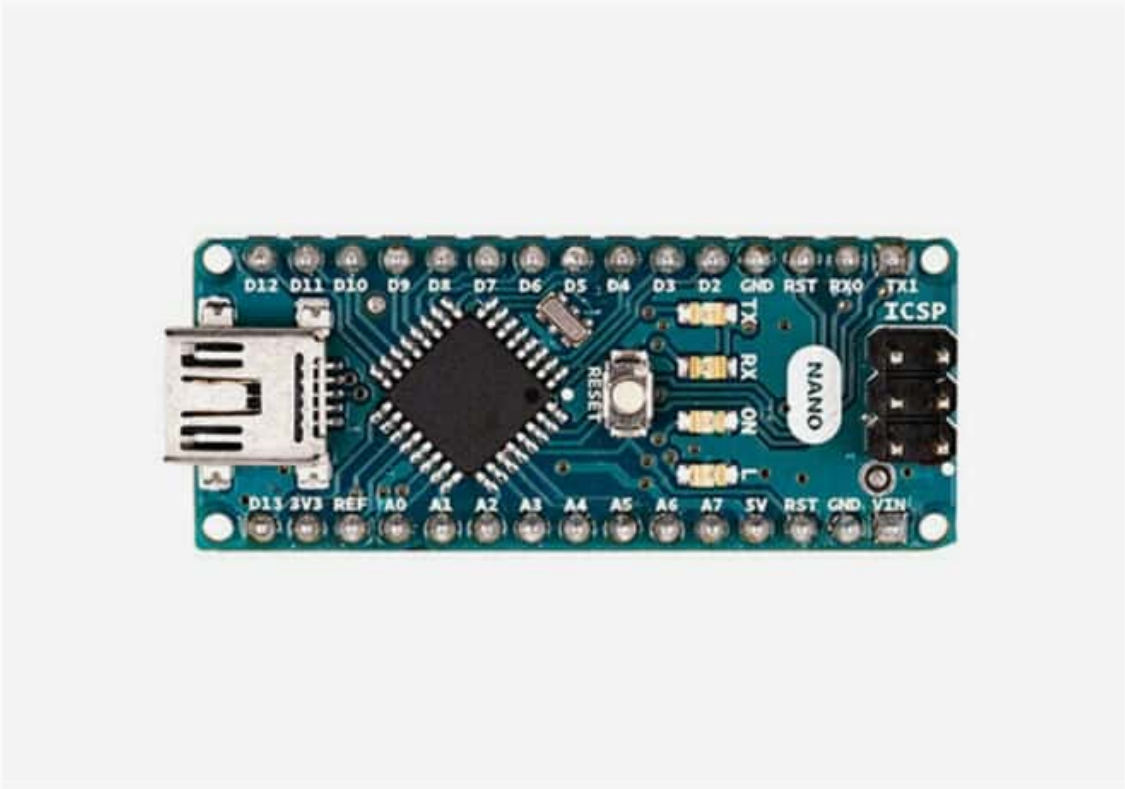
Arduino Micro

Processor: ATmega328 (8-bit CPU, 16MHz clock speed, 2KB SRAM, 32KB flash storage)
Features: 14 digital I/O pins, 6 analog input pins, removable microcontroller
Form Factor: 2.7” x 2.1” rectangle

The Arduino Uno is the most “standard” Arduino board currently on the market, and is probably the best choice for beginners just getting started with the platform. The board is compatible with more shields (add-on boards) than other models.

The Uno's main limitation is the ATmega328 chip, which doesn’t have a lot of SRAM or flash memory. That limits the kinds of programs you can load on the chip—if your project involves a display or otherwise needs to store and use any form of images or audio data, 2KB of memory probably isn’t going to be enough.

Arduino Nano



Processor: ATmega328 (8-bit CPU, 16MHz clock speed, 2KB SRAM, 32KB flash storage)
Features: 22 digital I/O pins, 8 analog input pins
Form Factor: 18mm x 45mm rectangle

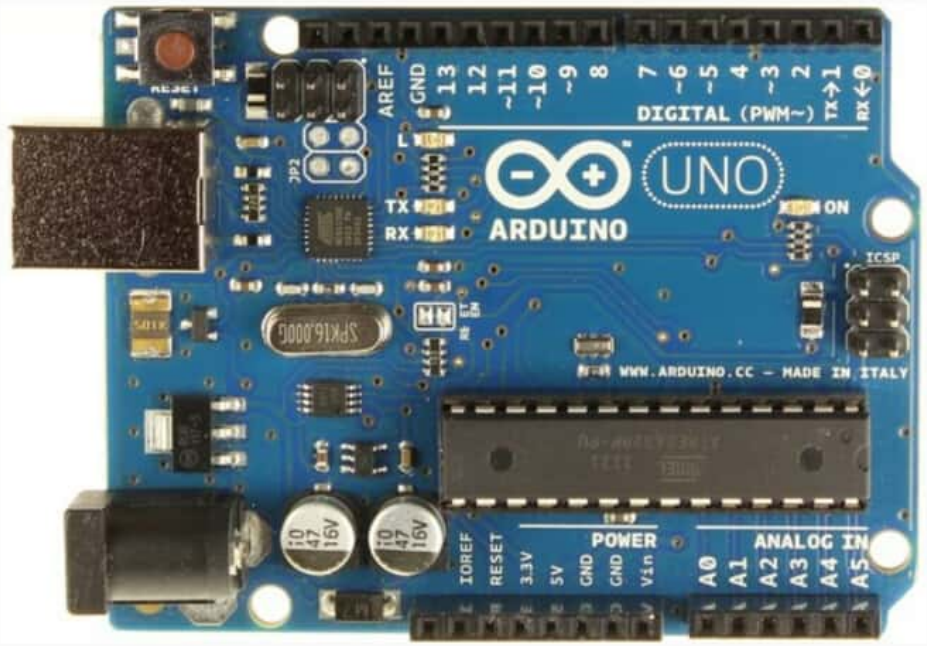
The Arduino Nano is a small, complete, and breadboard-friendly board based on the ATmega328 (Arduino Nano 3.x). It has more or less the same functionality of the Arduino Duemilanove, but in a different package. It lacks only a DC power jack, and works with a Mini-B USB cable instead of a standard one.

Arduino Mega 2560

Processor: ATmega2560 (8-bit CPU, 16MHz clock speed, 8KB SRAM, 256KB flash storage)
Features: 54 digital I/O pins(15 PWM), 16 analog input pins, 4 UARTs, 16 MHz crystal oscillator
Form Factor: 101.52mm x 53.3mm rectangle

The Mega 2560 is a microcontroller board based on the ATmega2560. The Mega is compatible with most shields designed for the Arduino Duemilanove or Diecimila. It is intended for comparatively bigger projects requiring a large number of input and output pins.

Arduino Uno



Processor: ATmega328 (8-bit CPU, 16MHz clock speed, 2KB SRAM, 32KB flash storage)
Features: 14 digital I/O pins, 6 analog input pins, removable microcontroller
Form Factor: 2.7” x 2.1” rectangle

The Arduino Uno is the most “standard” Arduino board currently on the market, and is probably the best choice for beginners just getting started with the platform. The board is compatible with more shields (add-on boards) than other models.

The Uno's main limitation is the ATmega328 chip, which doesn’t have a lot of SRAM or flash memory. That limits the kinds of programs you can load on the chip—if your project involves a display or otherwise needs to store and use any form of images or audio data, 2KB of memory probably isn’t going to be enough.