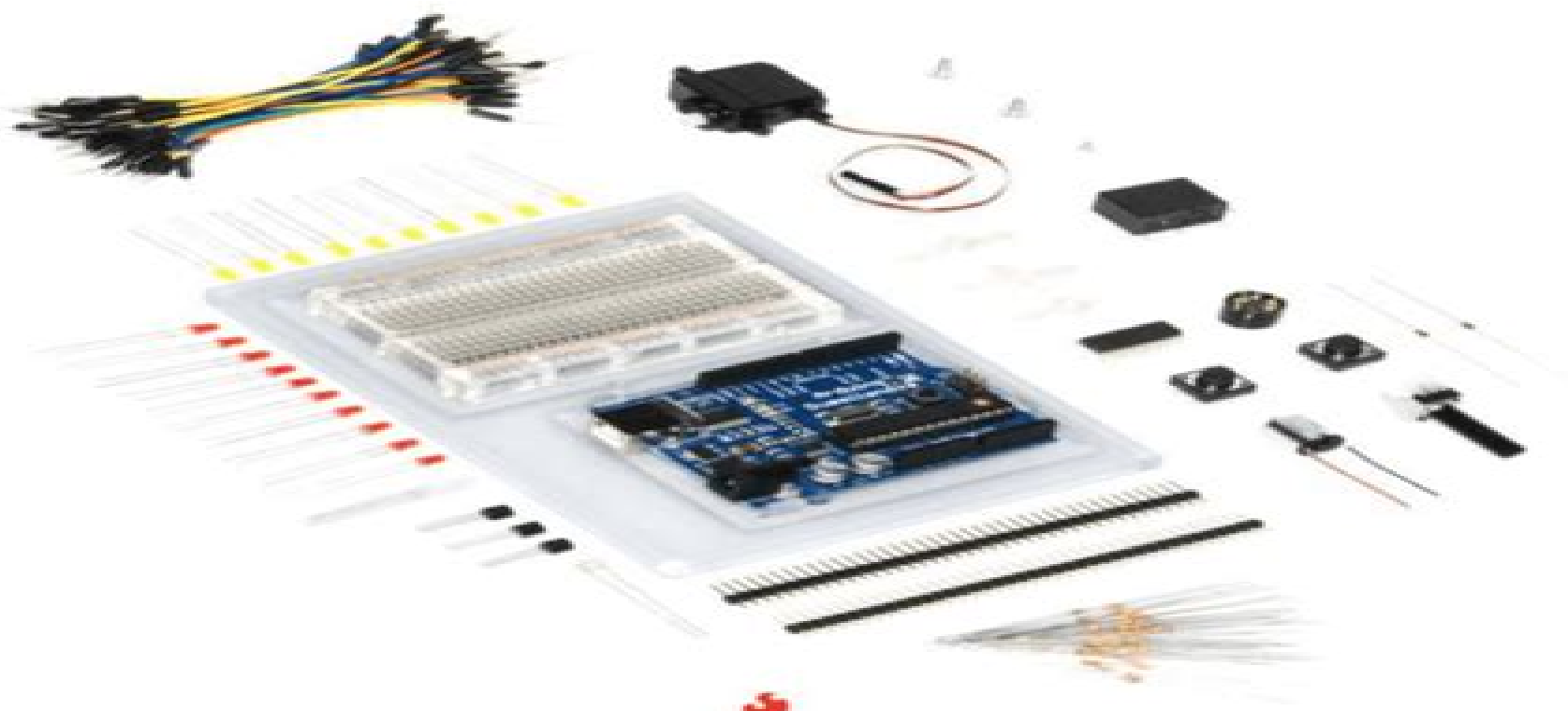


SparkFun Inventor's Guide



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Sparkfun Inventor Guide

Danny Staple

A red circular graphic with a gradient, appearing as a stylized arrow or a light effect, positioned to the right of the author's name.

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Sparkfun Inventor's Guide, 2015 **The Arduino Inventor's Guide** Brian Huang, Derek Runberg, 2017-05-15 With Arduino you can build any hardware project you can imagine This open source platform is designed to help total beginners explore electronics and with its easy to learn programming language you can collect data about the world around you to make something truly interactive The Arduino Inventor's Guide opens with an electronics primer filled with essential background knowledge for your DIY journey From there you'll learn your way around the Arduino through a classic hardware entry point blinking LEDs Over the course of the book 11 hands on projects will teach you how to Build a stop light with LEDs Display the volume in a room on a warning dial Design and build a desktop fan Create a robot that draws with a motor and pens Create a servo controlled balance beam Build your own playable mini piano Make a drag race timer to race toy cars against your friends Each project focuses on a new set of skills including breadboarding circuits reading digital and analog inputs reading magnetic temperature and other sensors controlling servos and motors and talking to your computer and the Web with an Arduino At the end of every project you'll also find tips on how to use it and how to mod it with additional hardware or code What are you waiting for Start making and learn the skills you need to own your technology Uses the Arduino Uno board or SparkFun RedBoard **The Official Raspberry Pi Projects Book Volume 2** The Makers of The MagPi magazine, 2016-11-01 The Official Raspberry Pi projects book returns with inspirational projects detailed step by step guides and product reviews based around the phenomenon that is the Raspberry Pi See why educators and makers adore the credit card sized computer that can be used to make robots retro games consoles and even art In this volume of The Official Raspberry Pi Projects Book you'll Get involved with the amazing and very active Raspberry Pi community Be inspired by incredible projects made by other people Learn how to make with your Raspberry Pi with our tutorials Find out about the top kits and accessories for your Pi projects And much much more If this is your first time using a Raspberry Pi you'll also find some very helpful guides to get you started with your Raspberry Pi journey With millions of Raspberry Pi boards out in the wild that's millions more people getting into digital making and turning their dreams into a Pi powered reality Being so spoilt for choice though means that we've managed to compile an incredible list of projects guides and reviews for you This book was written using an earlier version of Raspberry Pi OS Please use Raspberry Pi OS Legacy for full compatibility See magpi.cc/legacy for more information **Electronics for Sensors** Giuseppe Ferri, Gianluca Barile, Alfiero Leoni, 2021-08-16 The aim of this Special Issue is to explore new advanced solutions in electronic systems and interfaces to be employed in sensors describing best practices implementations and applications The selected papers in particular concern photomultiplier tubes PMTs and silicon photomultipliers SiPMs interfaces and applications techniques for monitoring radiation levels electronics for biomedical applications design and applications of time to digital converters interfaces for image sensors and general purpose theory and topologies for electronic interfaces **Library Robotics** Sarah Kepple, 2015-10-22 A dive right in quick

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Node.js: The Collection James Hibbard, Camilo Reyes, Michael Wanyoike, Mark Brown, Manjunath M, Jay Raj, Lukas White, James Kolce, Simon Holmes, Paul Orac, Patrick Catanzariti, Jani Hartikainen, M. David Green, Craig Buckler, Olayinka Omole, Ahmed Boucheffa, Paul Sauve, 2018-12-04 While there have been quite a few attempts to get JavaScript working as a server side language Node.js frequently just called Node has been the first environment that's gained any traction It's now used by companies such as Netflix Uber and Paypal to power their web apps Node allows for blazingly fast performance thanks to its event loop model common tasks like network connection and database I/O can be executed very quickly indeed From a beginner's point of view one of Node's obvious advantages is that it uses JavaScript a ubiquitous language that many developers are comfortable with If you can write JavaScript for the client side writing server side applications with Node should not be too much of a stretch for you This collection contains three books that will help get you up and running with Node It contains Your First Week With Node.js which will get started using Node covering all of the basics 9 Practical Node.js Projects which offers a selection of hand on practical projects to develop your skills Node.js Related Tools Skills which outlines essential tools and skills that all Node developers should know

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MySQL for the Internet of Things Charles Bell, 2016-02-13 This book introduces the problems facing Internet of Things developers and explores current technologies and techniques to help you manage mine and make sense of the data being collected through the use of the world's most popular database on the Internet MySQL The IoT is poised to change how we interact with and perceive the world around us and the possibilities are nearly boundless As more and more connected devices generate data we will need to solve the problem of how to collect store and make sense of IoT data by leveraging the power of database systems The book begins with an introduction of the MySQL database system and storage of sensor data Detailed instructions and examples are provided to show how to add database nodes to IoT solutions including how to leverage MySQL high availability including examples of how to protect data from node outages using advanced features of MySQL The book closes with a comparison of raw and transformed data showing how transformed data can improve understandability and help you cut through a clutter of superfluous data toward the goal of mining nuggets of useful knowledge In this book you'll learn to Understand the crisis of vast volumes of data from connected devices Transform data to improve reporting and reduce storage volume Store and aggregate your IoT data across multiple database servers Build localized low cost MySQL database servers using small and inexpensive computers Connect Arduino boards and other devices directly to MySQL database servers Build high availability MySQL solutions among low power computing devices

Learn Robotics Programming Danny Staple, 2018-11-29 Build and program intelligent robots using Python and Raspberry Pi with this beginner friendly guide packed with hands on projects that introduce core concepts in robotics automation and AI Key Features Get up and running with robotics by building your first intelligent robot using Python and Raspberry Pi Learn to integrate sensors motors and wireless controls to create interactive autonomous behaviors powered by real world input Discover beginner friendly AI concepts like speech recognition and image processing and control your robot remotely using Wi-Fi or mobile devices Book Description We live in an age where the most difficult human tasks are now automated Smart and intelligent robots which will perform different tasks precisely and efficiently are the requirement of the hour A combination of Raspberry Pi and Python works perfectly when making these kinds of robots Learn Robotics Programming starts by introducing you to the basic structure of a robot along with how to plan build and program it As you make your way through the book you will gradually progress to adding different outputs and sensors learning new

building skills and writing code for interesting behaviors with sensors You ll also be able to update your robot and set up web phone and Wi Fi connectivity in order to control it By the end of the book you will have built a clever robot that can perform basic artificial intelligence AI operations What you will learn Configure a Raspberry Pi for use in a robot Interface motors and sensors with a Raspberry Pi Implement code to make interesting and intelligent robot behaviors Understand the first steps in AI behavior such as speech recognition visual processing Control AI robots using Wi Fi Plan the budget for requirements of robots while choosing parts Who this book is for This book is ideal for beginner programmers developers and tech enthusiasts interested in robotics and developing a fully functional robot Whether you re a self learner or a maker with an interest in automation this hands on guide will help you build real working robots from scratch No prior experience in robotics or electronics is required just basic programming knowledge and a curiosity to learn *Microsoft .NET Gadgeteer : Electronics Projects for Hobbyists and Inventors* Simon Taylor,2012-11-21 Turn your flashes of creativity into first rate gadgets Covers Gadgeteer for Micro Framework 4.1 and 4.2 Realize your inner innovator and rapidly build breathtaking electronic devices with Microsoft NET Gadgeteer By working through easy to follow practical projects you ll discover how to design assemble and prototype your own gadgets all without ever lifting a soldering iron Learn how to choose components write Gadgeteer applications connect your creations to the Web and troubleshoot Microsoft NET Gadgeteer Electronics Projects for Hobbyists and Inventors contains complete instructions for building your projects using money saving mainboards and modules Set up the development environment and tools on your PC Understand Gadgeteer mainboards modules and sockets Learn how the Micro Framework and Gadgeteer libraries work Download and debug your applications from your PC Learn the principles of writing structured applications for embedded projects Interface with SPI I2C and serial based modules Work with Gadgeteer interfaces for serial and storage devices graphics networking and web connected devices Design touch sensitive graphic display gadgets Create web servers and web devices **Library Issues** ,2012

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