

15 Dangerously Mad Projects For The Evil Genius

Written for reasonable risk takers and suburban dads who want to add more excitement to their lives, this daring combination of science, history, and DIY projects explains why danger is good for you and details the art of living dangerously. All of the projects--from throwing knives, drinking absinthe, and eating fugu to cracking a bull whip, learning baritsu, and building a flamethrower--have short learning curves; are human-focused, as opposed to technology-centric; are affordable; and demonstrate true but reasonable risk. The guide maintains that risk takers are more successful, more interesting individuals who lead more fulfilling lives. "What would the world be like if Thomas Edison retired after 30 years" "working for the railroad," it asks, "instead of getting fired for blowing up a rail car with one of his experiments?" Though the manual doesn't advocate getting fired, it does reveal that making black powder is pure excitement. Unlike watching an action movie or playing a video game, real, edgy life experience changes a person. Each potentially life-altering project includes step-by-step directions and illustrations along with sidebar tips from experts in the field.

UNLEASH YOUR INNER MAD SCIENTIST! "Wonderful. I learned a lot reading the detailed but easy to understand instructions."--BoingBoing This wickedly inventive guide explains how to design and build 15 fiendishly fun electronics projects. Filled with photos and illustrations, 15 Dangerously Mad Projects for the Evil Genius includes step-by-step directions, as well as a construction primer for those who are new to electronics projects. Using easy-to-find components and equipment, this do-it-yourself book shows you how to create a variety of mischievous gadgets, such as a remote-controlled laser, motorized multicolored LEDs that write in the air, and a surveillance robot. You'll also learn to use the highly popular Arduino microcontroller board with three of the projects. 15 Dangerously Mad Projects for the Evil Genius: Features step-by-step instructions and helpful illustrations Covers essential safety measures Reveals the scientific principles behind the projects Removes the frustration factor--all required parts are listed, along with sources Build these devious devices to amaze your friends and confound your enemies! Coil gun Trebuchet Ping pong ball minigun Mini laser turret Balloon-popping laser gun Touch-activated laser sight Laser-grid intruder alarm Persistence-of-vision display Covert radio bug Laser voice transmitter Flash bomb High-brightness LED strobe Levitation machine Snailbot Surveillance robot Each fun, inexpensive Evil Genius project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions for easy assembly. The larger workbook-style layout and convenient two-column format make following the step-by-step instructions a breeze. VIDEOS, PHOTOS, AND SOURCE CODE ARE AVAILABLE AT WWW.DANGEROUSLYMAD.COM Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

Explores the homogenization of American culture and the impact of the fast food industry on modern-day health, economy, politics, popular culture, entertainment, and food production.

Provides instructions for projects using .NET Gadgeteer, including a spy camera and a joystick module.

SHAKE UP YOUR SCIENCE FAIR WITH THESE CUTTING-EDGE, ATTENTION-GRABBING PROJECTS! Want to win first place in the next science fair? 46 Science Fair Projects for the Evil Genius has everything you need to create amazing, sophisticated projects that will wow the judges and keep everyone talking long after the awards are handed out. Using inexpensive, easy-to-find parts and tools, and following standard science fair requirements, these creative new projects test 46 theories from various disciplines, including physics, astronomy, energy, environmental science, and economics. Each project begins with an intriguing hypothesis that leaves plenty of room for you to add your own tweaks, making the project entirely different and new--the only limit is your imagination! 46 Science Fair Projects for the Evil Genius: Features instructions and plans for 46 inventive, winning projects, complete with 100 how-to illustrations Shows you how to assemble, design, and build devices to test the hypotheses offered for each project Leaves room for you to customize your project and create several variations, so the experiment is entirely your own! Removes the frustration-factor--all the parts you need are listed, along with sources Regardless of your skill level, 46 Science Fair Projects for the Evil Genius provides you with all the parts lists and tools you need to test the hypotheses and complete projects with ease, such as: Water, Water, Everywhere--the effect of salt water flooding a lawn "Vlip!"--dogs respond to sounds, not the meaning of words Web Crawler--the effectiveness of Internet search engines M&M Ring around the World--the validity of sample size "Commercial" TV--comparison of programming to advertising content Sounds fishy--do goldfish have a water temperature preference? Split and Dip--strategy for making money in the stock market High-Tech Times--the willingness of people of different ages to adapt to new technology Not Just Lemonade--is adding lemon to cleaners just for marketing? Kinetic Pendulum--the relationship between a pendulum, an arc, and time

TEAM ARDUINO UP WITH ANDROID FOR SOME MISCHIEVOUS FUN! Filled with practical, do-it-yourself gadgets, Arduino + Android Projects for the Evil Genius shows you how to create Arduino devices and control them with Android smartphones and tablets. Easy-to-find equipment and components are used for all the projects in the book. This wickedly inventive guide covers the Android Open Application Development Kit (ADK) and USB interface and explains how to use them with the basic Arduino platform. Methods of communication between Android and Arduino that don't require the ADK--including sound, Bluetooth, and WiFi/Ethernet are also discussed. An Arduino ADK programming tutorial helps you get started right away. Arduino + Android Projects for the Evil Genius: Contains step-by-step instructions and helpful illustrations Provides tips for customizing the projects Covers the underlying principles behind the projects Removes the frustration factor--all required parts are listed Provides all source code on the book's website Build

these and other devious devices: Bluetooth robot Android Geiger counter Android-controlled light show TV remote Temperature logger Ultrasonic range finder Home automation controller Remote power and lighting control Smart thermostat RFID door lock Signaling flags Delay timer

The bestselling memoir that's "irresistible....A kind of Bridget Jones meets The French Chef" (Philadelphia Inquirer) that inspired Julie & Julia, the major motion picture directed by Nora Ephron, starring Amy Adams as Julie and Meryl Streep as Julia. Nearing 30 and trapped in a dead-end secretarial job, Julie Powell reclaims her life by cooking every single recipe in Julia Child's legendary Mastering the Art of French Cooking in the span of one year. It's a hysterical, inconceivable redemptive journey -- life rediscovered through aspics, calves' brains and cré me brûlée.

Offers an entertaining introduction to the physics of electricity.

A report on genius inventor Dean Kaman's FIRST program follows a team of brilliant, misfit high school students through the program's 2009 robotics competition, during which the teens confronted other hopefuls in stadiums throughout the country. Reprint.

"The world of Raspberry Pi is evolving quickly, with many new interface boards and software libraries becoming available all the time. In this cookbook, prolific hacker and author Simon Monk provides more than 200 practical recipes for running this tiny low-cost computer with Linux, programming it with Python, and hooking up sensors, motors and other hardware--including Arduino. You'll also learn basic principles to help you use new technologies with Raspberry Pi as its ecosystem develops. Python and other code examples from the book are available on GitHub. This cookbook is ideal for programmers and hobbyists familiar with the Pi through resources such as Getting Started with Raspberry Pi (O'Reilly)."

The critically acclaimed, award-winning, modern classic Speak is now a stunning graphic novel. "Speak up for yourself—we want to know what you have to say." From the first moment of her freshman year at Merryweather High, Melinda knows this is a big fat lie, part of the nonsense of high school. She is friendless—an outcast—because she busted an end-of-summer party by calling the cops, so now nobody will talk to her, let alone listen to her. Through her work on an art project, she is finally able to face what really happened that night: She was raped by an upperclassman, a guy who still attends Merryweather and is still a threat to her. With powerful illustrations by Emily Carroll, Laurie Halse Anderson's Speak: The Graphic Novel comes alive for new audiences and fans of the classic novel. This title has Common Core connections.

Get Your Move On! In Making Things Move: DIY Mechanisms for Inventors, Hobbyists, and Artists, you'll learn how to successfully build moving mechanisms through non-technical explanations, examples, and do-it-yourself projects--from kinetic art installations to creative toys to energy-harvesting devices. Photographs, illustrations, screen shots, and images of 3D models are included for each project. This unique resource emphasizes using off-the-shelf components, readily available materials, and accessible fabrication techniques. Simple projects give you hands-on practice applying the skills covered in each chapter, and more complex projects at the end of the book incorporate topics from multiple chapters. Turn your imaginative ideas into reality with help from this practical, inventive guide. Discover how to: Find and select materials Fasten and join parts Measure force, friction, and torque Understand mechanical and electrical power, work, and energy Create and control motion Work with bearings, couplers, gears, screws, and springs Combine simple machines for work and fun Projects include: Rube Goldberg breakfast machine Mousetrap powered car DIY motor with magnet wire Motor direction and speed control Designing and fabricating spur gears Animated creations in paper An interactive rotating platform Small vertical axis wind turbine SADbot: the seasonally affected drawing robot Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

Take Your Imagination to Another Dimension This wickedly inventive guide explores the art and science of holography and shows you how to create your own intriguing holograms using inexpensive materials. Holography Projects for the Evil Genius explains the tools and techniques you need to know to represent three dimensions on a flat, two-dimensional plane. Using easy-to-find components and equipment, this do-it-yourself book presents a wide variety of holography projects--including science fair ideas--that are guaranteed to impress. You'll find detailed guidelines and parameters as well as discussions of the theory behind the practice. Holography Projects for the Evil Genius: Features step-by-step instructions and helpful illustrations for each project Allows you to customize your projects Includes details on the scientific principles behind the projects Removes the frustration factor--all required parts are listed, along with sources Enlightening coverage of: The history of holography Human vision basics Practical optics How to bend and distort laser light to form a hologram Holographic chemistry Setting up your holography workshop Working with lasers, glass plates, and film Basic to advanced holographic setups Advanced holographic chemical preparations Computer-generated holography Electronic circuits for holographers

15 Dangerously Mad Projects for the Evil Genius McGraw Hill Professional

WHIP UP SOME FIENDISHLY FUN PICAXE MICROCONTROLLER DEVICES "Ron has worked hard to explain how the PICAXE system operates through simple examples, and I'm sure his easy-to-read style will help many people progress with their PICAXE projects." --From the Foreword by Clive Seager, Revolution Education Ltd. This wickedly inventive guide shows you how to program, build, and debug a variety of PICAXE microcontroller projects. PICAXE Microcontroller Projects for the Evil Genius gets you started with programming and I/O interfacing right away, and then shows you how to develop a master processor circuit. From "Hello, World!" to "Hail, Octavius!" All the projects in Part I can be accomplished using either an M or M2 class PICAXE processor, and Part II adds 20X2-based master processor projects to the mix. Part III culminates in the creation of Octavius--a sophisticated robotics experimentation platform featuring a 40X2 master processor and eight breadboard stations which allow you to develop intelligent peripherals to augment Octavius' functioning. The only limit is your imagination! PICAXE Microcontroller Projects for the Evil Genius: Features step-by-step instructions and helpful photos and illustrations Allows you to customize each project for your purposes Offers all the programs in the book free for download Removes the frustration factor--all required parts are listed, along with sources Build these and other devious devices: Simple mini-stereo jack adapter USBS-PA3 PICAXE programming adapter Power supply Three-state digital logic probe 20X2 master processor circuit TV-R input module 8-bit parallel 16X2 LCD board Serialized 16X2 LCD Serialized 4X4 matrix keypad SPI 4-digit LED display Countdown timer Programmable, multi-function peripheral device and operating system Octavius--advanced robotics

experimentation platform L298 dual DC motor controller board Each fun, inexpensive Evil Genius project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions for easy assembly. The larger workbook-style layout and convenient two-column format make following the step-by-step instructions a breeze. Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

As this bestseller predicted, Trump has only grown more erratic and dangerous as the pressures on him mount. This new edition includes new essays bringing the book up to date—because this is still not normal. Originally released in fall 2017, *The Dangerous Case of Donald Trump* was a runaway bestseller. Alarmed Americans and international onlookers wanted to know: What is wrong with him? That question still plagues us. The Trump administration has proven as chaotic and destructive as its opponents feared, and the man at the center of it all remains a cipher. Constrained by the APA's "Goldwater rule," which inhibits mental health professionals from diagnosing public figures they have not personally examined, many of those qualified to weigh in on the issue have shied away from discussing it at all. The public has thus been left to wonder whether he is mad, bad, or both. The prestigious mental health experts who have contributed to the revised and updated version of *The Dangerous Case of Donald Trump* argue that their moral and civic "duty to warn" supersedes professional neutrality. Whatever affects him, affects the nation: From the trauma people have experienced under the Trump administration to the cult-like characteristics of his followers, he has created unprecedented mental health consequences across our nation and beyond. With eight new essays (about one hundred pages of new material), this edition will cover the dangerous ramifications of Trump's unnatural state. It's not all in our heads. It's in his.

BUILD ALL-NEW FIENDISHLY FUN ELECTRONICS PROJECTS! Spark your creativity with this wickedly inventive guide. *Electronic Gadgets for the Evil Genius, Second Edition*, is filled with completely new, amped-up projects that will shock and amaze, such as super-big Tesla coils, lasers, plasma devices, and electrokinetics contraptions. Using affordable, easy-to-find components and equipment, each do-it-yourself project begins with information on safety, the difficulty level, practical uses for the gadget, and the tools needed to complete the project. You'll gain valuable skills while enjoying hours of rewarding--and slightly twisted--fun! *Electronic Gadgets for the Evil Genius, Second Edition*: Features step-by-step instructions and helpful illustrations Provides full schematic and construction details for every project Covers the scientific principles behind the projects Removes the frustration factor--all required parts are listed along with sources Build these and other devious devices: Automatic programmable charger Full-feature plasma driver Capacitor-discharge drilling machine and dielectric tester Capacitor exploder Field detector High-power therapeutic magnetic pulser Singing arc Solid-state Tesla coil Six-foot Jacob's ladder Free high-voltage experimental energy device HHO reactor cell Hydrogen howitzer Faraday cage

Program Arduino with ease! Using clear, easy-to-follow examples, *Programming Arduino: Getting Started with Sketches* reveals the software side of Arduino and explains how to write well-crafted sketches using the modified C language of Arduino. No prior programming experience is required! The downloadable sample programs featured in the book can be used as-is or modified to suit your purposes. Understand Arduino hardware fundamentals Install the software, power it up, and upload your first sketch Learn C language basics Write functions in Arduino sketches Structure data using arrays and strings Use Arduino's digital and analog inputs and outputs in your programs Work with the Standard Arduino Library Write sketches that can store data Program LCD displays Use an Ethernet shield to enable Arduino to function as a web server Write your own Arduino libraries In December 2011, Arduino 1.0 was released. This changed a few things that have caused two of the sketches in this book to break. The change that has caused trouble is that the classes 'Server' and 'Client' have been renamed to 'EthernetServer' and 'EthernetClient' respectively. To fix this: Edit sketches 10-01 and 10-02 to replace all occurrences of the word 'Server' with 'EthernetServer' and all occurrences of 'Client' with 'EthernetClient'. Alternatively, you can download the modified sketches for 10-01 and 10-02 from here: <http://www.arduinobook.com/arduino-1-0> Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

#1 NEW YORK TIMES BESTSELLER • NATIONAL BOOK AWARD WINNER • NAMED ONE OF TIME'S TEN BEST NONFICTION BOOKS OF THE DECADE • PULITZER PRIZE FINALIST • NATIONAL BOOK CRITICS CIRCLE AWARD FINALIST • ONE OF OPRAH'S "BOOKS THAT HELP ME THROUGH" • NOW AN HBO ORIGINAL SPECIAL EVENT Hailed by Toni Morrison as "required reading," a bold and personal literary exploration of America's racial history by "the most important essayist in a generation and a writer who changed the national political conversation about race" (Rolling Stone) **NAMED ONE OF THE MOST INFLUENTIAL BOOKS OF THE DECADE BY CNN • NAMED ONE OF PASTE'S BEST MEMOIRS OF THE DECADE • NAMED ONE OF THE TEN BEST BOOKS OF THE YEAR BY The New York Times Book Review • O: The Oprah Magazine • The Washington Post • People • Entertainment Weekly • Vogue • Los Angeles Times • San Francisco Chronicle • Chicago Tribune • New York • Newsday • Library Journal • Publishers Weekly** In a profound work that pivots from the biggest questions about American history and ideals to the most intimate concerns of a father for his son, Ta-Nehisi Coates offers a powerful new framework for understanding our nation's history and current crisis. Americans have built an empire on the idea of "race," a falsehood that damages us all but falls most heavily on the bodies of black women and men—bodies exploited through slavery and segregation, and, today, threatened, locked up, and murdered out of all proportion. What is it like to inhabit a black body and find a way to live within it? And how can we all honestly reckon with this fraught history and free ourselves from its burden? *Between the World and Me* is Ta-Nehisi Coates's attempt to answer these questions in a letter to his adolescent son. Coates shares with his son—and readers—the story of his awakening to the truth about his place in the world through a series of revelatory experiences, from Howard University to Civil War battlefields, from the South Side of Chicago to Paris, from his childhood home to the living rooms of mothers whose children's lives were taken as American plunder. Beautifully woven from personal narrative, reimagined history, and fresh, emotionally charged reportage, *Between the World and Me* clearly illuminates the past, bravely confronts our present, and offers a transcendent vision for a way forward.

The popular evil genius format provides hobbyists with a fun and inexpensive way to learn Mechatronics (the merger of electronics and mechanics) via 25 complete projects. Projects include: mechanical race car, combat robot, ionic motor, electromagnet, robotic arm, light beam remote control, and more Includes "parts lists" and "tool bin" for each project Covers all the preparation needed to begin building, such as "how to solder," "how to recognize components and diagrams," "how to read a schematic," etc.

#1 NEW YORK TIMES BESTSELLER • ONE OF TIME MAGAZINE'S 100 BEST YA BOOKS OF ALL TIME The extraordinary, beloved novel about the ability of books to feed the soul even in the darkest of times. When Death has a story to tell, you listen. It is 1939. Nazi Germany. The country is holding its breath. Death has never been busier, and will become busier still. Liesel Meminger is a foster girl living outside of Munich, who scratches out a meager existence for herself by stealing when she encounters something she can't resist—books. With the help of her accordion-playing foster father, she learns to read and shares her stolen books with her neighbors during bombing raids as well as with the Jewish man hidden in her basement. In superbly crafted writing that burns with intensity, award-winning author Markus Zusak, author of *I Am the Messenger*, has given us one of the most enduring stories of our time. “The kind of book that can be life-changing.” —The New York Times “Deserves a place on the same shelf with *The Diary of a Young Girl* by Anne Frank.” —USA Today DON'T MISS BRIDGE OF CLAY, MARKUS ZUSAK'S FIRST NOVEL SINCE THE BOOK THIEF.

This much anticipated follow-up to the wildly popular cultclassic *Electronic Gadgets for the Evil Genius* gives basement experimenters 40 all-new projects to tinker with. Following the tried-and-true *Evil Genius Series* format, each project includes a detailed list of materials, sources for parts, schematics, documentation, and lots of clear, well-illustrated instructions for easy assembly. The convenient two-column format makes following step-by-step instructions a breeze. Readers will also get a quick briefing on mathematical theory and a simple explanation of operation along with enjoyable descriptions of key electronics topics such as various methods of acceleration, power conditioning, energy storage, magnetism, and kinetics.

A dozen fiendishly fun projects for the Raspberry Pi! This wickedly inventive guide shows you how to create all kinds of entertaining and practical projects with Raspberry Pi operating system and programming environment. In *Raspberry Pi Projects for the Evil Genius*, you'll learn how to build a Bluetooth-controlled robot, a weather station, home automation and security controllers, a universal remote, and even a minimalist website. You'll also find out how to establish communication between Android devices and the RasPi. Each fun, inexpensive *Evil Genius* project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions for easy assembly. The larger workbook-style layout makes following the step-by-step instructions a breeze. Build these and other devious devices: LED blinker MP3 player Camera controller Bluetooth robot Earthquake detector Home automation controller Weather station Home security controller RFID door latch Remote power controller Radon detector Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

125 Wickedly Fun Ways to Test the Laws of Physics! Now you can prove your knowledge of physics without expending a lot of energy. *125 Physics Projects for the Evil Genius* is filled with hands-on explorations into key areas of this fascinating field. Best of all, these experiments can be performed without a formal lab, a large budget, or years of technical experience! Using easy-to-find parts and tools, this do-it-yourself guide offers a wide variety of physics experiments you can accomplish on your own. Topics covered include motion, gravity, energy, sound, light, heat, electricity, and more. Each of the projects in this unique guide includes parameters, a detailed methodology, expected results, and an explanation of why the experiment works. *125 Physics Projects for the Evil Genius: Features step-by-step instructions for 125 challenging and fun physics experiments, complete with helpful illustrations Allows you to customize each experiment for your purposes Includes details on the underlying principles behind each experiment Removes the frustration factor--all required parts are listed, along with sources 125 Physics Projects for the Evil Genius provides you with all of the information you need to demonstrate: Constant velocity Circular motion and centripetal force Gravitational acceleration Newton's laws of motion Energy and momentum The wave properties of sound Refraction, reflection, and the speed of light Thermal expansion and absolute zero Electrostatic force, resistance, and magnetic levitation The earth's magnetic field The size of a photon, the charge of an electron, and the photoelectric effect And more*

Projects include: FM radios, aircraft radios, VHF ham radio receivers, VHF public service radio, old-time radio tubes, shortwave receivers, and free energy receivers Covers early radio models such as crystal radio as well as more contemporary options Appeals to skill levels from novice to advanced

This do-it-yourself guide shows you how to program and build projects with the Arduino Uno and Leonardo boards and the Arduino 1.0 development environment. It gets you started right away with the simplified C programming you need to know and demonstrates how to take advantage of the latest Arduino capabilities. You'll learn how to attach an Arduino board to your computer, program it, and connect electronics to it to create your own devices. A bonus chapter uses the special USB keyboard/mouse-impersonation feature exclusive to the Arduino Leonardo--

Create your own electronic devices with the popular IOIO ("yoyo") board, and control them with your Android phone or tablet. With this concise guide, you'll get started by building four example projects—after that, the possibilities for making your own fun and creative accessories with Android and IOIO are endless. To build Android/IOIO devices, you write the program on your computer, transfer it to your Android, and then communicate with the IOIO via a USB or Bluetooth connection. The IOIO board translates the program into action. This book provides the source code and step-by-step instructions you need to build the example projects. All you have to supply is the hardware. Learn your way around the IOIO and discover how it interacts with your Android Build an intruder alarm that sends a text message when it detects movement Make a temperature sensing device that logs readings on your Android Create a multicolor LED matrix that displays a Space Invader animation Build an IOIO-powered surveillance rover that you control with your Android Get the software and hardware requirements for creating your own Android/IOIO accessories

A leading authority on abusive relationships offers women detailed guidelines on how to improve and survive an abusive relationship, discussing various types of abusive men, analyzing societal myths surrounding abuse, and answers questions about the warning signs of abuse, how to identify abusive behavior, how to know if one is in danger, and more. Reprint.

50 Ways to Be a Green Evil Genius! Who knew being environmentally conscious would ever be considered evil? With *50 Green Projects for the Evil Genius*, you'll have wicked fun while reducing your impact on the planet and saving money. Using easy-to-find parts and tools, this do-it-yourself guide offers a wide variety of environmentally focused projects you can accomplish on your own. Topics covered include transportation, alternative fuels, solar, wind, and hydro power, home insulation, construction, and more. The projects in this unique guide range from easy to more complex and are designed to optimize your time and simplify your life! *50 Green Projects for the Evil Genius: Features step-by-step instructions for 50 environmentally friendly projects, complete with helpful illustrations Shows you how to design, build, and install your creations Allows you to customize each project for your purposes Removes the frustration factor--all required parts are listed, along with sources 50 Green Projects for the Evil Genius provides you with all the plans and schematics you need to: Dramatically improve the fuel efficiency of your car Insulate the windows in your home Build a worm compost bin Audit your appliances with an energy meter Build a water purifier Set up a rainwater collection system Create a solar water heater Construct a homopolar motor Assemble a solar module from PV cells Create a wind turbine Assemble your own weather-protected human-powered vehicle Convert your car to biodiesel Build a contained composite structure And more*

The Fiendishly Fun Way to Master Electronic Circuits! Fully updated throughout, this wickedly inventive guide introduces electronic circuits and circuit design, both analog and digital, through a series of projects you'll complete one simple lesson at a time. The separate lessons build on each other and add up to projects you can put to practical use. You don't need to know anything about electronics to get started. A pre-assembled kit, which includes all the components and PC boards to complete the book projects, is available separately from ABRA electronics on Amazon. Using easy-to-find components and equipment, *Electronic Circuits for the Evil Genius, Second Edition*, provides hours of rewarding--and slightly twisted--fun. You'll gain valuable experience in circuit construction and design as you test, modify, and observe your results--skills you can put to work in other exciting circuit-building projects. *Electronic Circuits for the Evil Genius: Features step-by-step instructions and helpful illustrations Provides tips for customizing the projects Covers the underlying electronics principles behind the projects Removes the frustration factor--all required parts are listed, along with sources Build these and other devious devices: Automatic night light Light-sensitive switch Along-to-digital converter Voltage-controlled oscillator Op amp-controlled power amplifier Burglar alarm Logic gate-based toy Two-way intercom using transistors and op amps Each fun, inexpensive Genius project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions for easy assembly. The larger workbook-style layout and convenient two-column format make following the step-by-step instructions a breeze. Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.*

Program your own MicroPython projects with ease—no prior programming experience necessary! This DIY guide provides a practical introduction to microcontroller programming with MicroPython. Written by an experienced electronics hobbyist, *Python for Microcontrollers: Getting Started with MicroPython* features eight start-to-finish projects with clear, easy-to-follow instructions for each. You will learn how to use sensors, store data, control motors and other devices, and work with expansion boards. From there, you'll discover how to design, build, and program all kinds of entertaining and practical projects of your own. • Learn MicroPython and object-oriented programming basics • Interface with a PC and load files, programs, and modules • Work with the LEDs, timers, and converters • Control external devices using serial interfaces and PWM • Build and program a let ball detector using the three-axis accelerometer • Install and program LCD and touch-sensor expansion boards • Record and play sounds using the AMP audio board

FUEL YOUR EVIL URGES WHILE YOU BUILD GREEN ENERGY PROJECTS! Go green as you amass power! *Fuel Cell Projects for the Evil Genius* broadens your knowledge of this important, rapidly developing technology and shows you how to build practical, environmentally conscious projects using the three most popular and widely accessible fuel cells! In *Fuel Cell Projects for the Evil Genius*, high-tech guru Gavin Harper gives you everything you need to conduct practical experiments and build energizing fuel cell projects. You'll find complete, easy-to-follow plans that feature clear diagrams and schematics, as well as: Instructions for fascinating sustainable energy projects, complete with 180 how-to illustrations Explanations of how fuel cells work and why the hydrogen economy will impact our lives in the near future Frustration-factor removal--all the needed parts are listed, along with sources Science fair project ideas that are on the cutting edge of the latest technological developments *Fuel Cell Projects for the Evil Genius* gives you complete plans, instructions, parts lists, and sources to: Understand how hydrogen could meet our energy needs in a post-carbon economy Build a fuel cell car to race against your friends Build an intelligent fuel cell car which autonomously drives Build a simple fuel cell using adhesive bandages Hydrogen fuel your iPod Have a hydrogen barbecue-cook your food with zero carbon emissions! Discover how the amounts of hydrogen supplied to fuel cells affect the amounts of electricity produced And much more!

CREATE FIENDISHLY FUN SPY TOOLS AND COUNTERMEASURES Fully updated throughout, this wickedly inventive guide is packed with a wide variety of stealthy sleuthing contraptions you can build yourself. *101 Spy Gadgets for the Evil Genius, Second Edition* also shows you how to reclaim your privacy by targeting the very mechanisms that invade your space. Find out how to disable several spy devices by hacking easily available appliances into cool tools of your own, and even turn the tables on the snoopers by using gadgetry to collect information on them. Featuring easy-to-find, inexpensive parts, this hands-on guide helps you build your skills in working with electronics components and tools while you create an impressive arsenal of spy gear and countermeasures. The only limit is your imagination! *101 Spy Gadgets for the Evil Genius, Second Edition: Contains step-by-step instructions and helpful illustrations Provides tips for customizing the projects Covers the underlying principles behind the projects Removes the frustration factor--all required parts are listed Build these and other devious devices: Spy camera Infrared light converter Night vision viewer Phone number decoder Phone spammer jammer Telephone voice changer GPS tracking device Laser spy device Remote control hijacker Camera flash taser Portable alarm system Camera trigger hack Repeating camera timer Sound- and motion-activated cameras Camera zoom extender*

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. *The Evil Genius meets the Bionic Woman* in this wildly cool book detailing all the parts, circuits, tools and know-how needed to build 25 bionic experiments The best-selling *Evil Genius* format provides hobbyists with a fun and inexpensive way to learn bionics via 25 complete projects. Once the focus of popular 70's TV, bionics (integrating mechanical and electronic materials with living matter) are being used more than ever to replace or repair physiological or anatomical functions or disorders.

CREATE FIENDISHLY FUN tinyAVR MICROCONTROLLER PROJECTS This wickedly inventive guide shows you how to conceptualize, build, and program 34 tinyAVR microcontroller devices that you can use for either entertainment or practical purposes. After covering the development process, tools, and power supply sources, *tinyAVR Microcontroller Projects for the Evil Genius* gets you working on exciting LED, graphics LCD, sensor, audio, and alternate energy projects. Using easy-to-find components and equipment, this hands-on guide helps you build a solid foundation in electronics and embedded programming while accomplishing useful--and slightly twisted--projects. Most of the projects have fascinating visual appeal in the form of large LED-based displays, and others feature a voice playback mechanism. Full source code and circuit files for each project are available for download. *tinyAVR Microcontroller Projects for the Evil Genius: Features step-by-step instructions and helpful illustrations Allows you to customize each project for your own requirements Offers full source code for all projects for download Build these and other devious devices: Flickering LED candle Random color and music generator Mood lamp VU meter with 20 LEDs Celsius and Fahrenheit thermometer RGB dice Tengu on graphics display Spinning LED top with message display Contactless tachometer Electronic birthday blowout candles Fridge alarm Musical toy Batteryless infrared remote Batteryless persistence-of-vision toy Each fun, inexpensive *Evil Genius**

project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions for easy assembly. The larger workbook-style layout and convenient two-column format make following the step-by-step instructions a breeze. Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

54 super-entertaining projects offer insights into the sights, sounds, and smells of nature Nature meets the Evil Genius via 54 fun, safe, and inexpensive projects that allow you to explore the fascinating and often mysterious world of natural phenomena using your own home-built sensors. Each project includes a list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions. Projects include: rain detector, air pressure sensor, cloud chamber, lightning detector, electronic gas sniffer, seismograph, radiation detector, and more

Design and build your own robotic, Arduino-powered sentry blaster! Break out the big daddy blaster--and teach it to act on its own! Build Your Own Autonomous NERF Blaster walks you through cool DIY projects, such as working with motion sensors, remote monitors, and facial detection software, all while building up to the ultimate goal: a robotic NERF weapon that finds and fires on its targets! Have some serious fun along the way as you learn about creative coding with Processing and Arduino. Step-by-step instructions show you how to: Construct and mount a servo, NERF blaster, and webcam in harmonious alignment Program Processing to receive video, search it for a face, and then pass instructions to your Arduino board via USB cable Configure Arduino to process the message and instruct the servo to move to a new position Specify your target radius in Processing and, when met, send the message to Arduino that it's time to "open fire!"

* Everything the hobbyist needs to build more than 21 inexpensive "evil genius" electronic devices * Each chapter contains a detailed list of materials, sources for obtaining parts, schematics, documentation, and instructions for assembly * Projects include an ultrasonic microphone, body heat detector, lightning bolt generator, infrared viewer, and a Star Wars light saber

Journalist Walls grew up with parents whose ideals and stubborn nonconformity were their curse and their salvation. Rex and Rose Mary and their four children lived like nomads, moving among Southwest desert towns, camping in the mountains. Rex was a charismatic, brilliant man who, when sober, captured his children's imagination, teaching them how to embrace life fearlessly. Rose Mary painted and wrote and couldn't stand the responsibility of providing for her family. When the money ran out, the Walls retreated to the dismal West Virginia mining town Rex had tried to escape. As the dysfunction escalated, the children had to fend for themselves, supporting one another as they found the resources and will to leave home. Yet Walls describes her parents with deep affection in this tale of unconditional love in a family that, despite its profound flaws, gave her the fiery determination to carve out a successful life. -- From publisher description.

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