

A Raspberry Pi Weather Balloon Ysjournal

Learn to build software and hardware projects featuring the Raspberry Pi! Congratulations on becoming a proud owner of a Raspberry Pi! Following primers on getting your Pi up and running and programming with Python, the authors walk you through 16 fun projects of increasing sophistication that let you develop your Raspberry Pi skills. Among other things you will: Write simple programs, including a tic-tac-toe game Re-create vintage games similar to Pong and Pac-Man Construct a networked alarm system with door sensors and webcams Build Pi-controlled gadgets including a slot car racetrack and a door lock Create a reaction timer and an electronic harmonograph Construct a Facebook-enabled Etch A Sketch-type gadget and a Twittering toy Raspberry Pi Projects is an excellent way to dig deeper into the capabilities of the Pi and to have great fun while doing it. Critically acclaimed author and psychoanalyst Mikita Brottman offers literary true crime writing at its best, taking us into the life of a murderer after his conviction—when most stories end but the defendant's life goes on. On February 21, 1992, 22-year-old Brian Bechtold walked into a police station in Port St. Joe, Florida and confessed that he'd shot and killed his parents in their family home in Silver Spring, Maryland. He said he'd been possessed by the devil. He was eventually diagnosed with schizophrenia and ruled "not criminally responsible" for the murders on grounds of insanity. But after the trial, where do the "criminally insane" go? Brottman reveals Brian's inner life leading up to the murder, as well as his complicated afterlife in a maximum security psychiatric hospital, where he is neither imprisoned nor free. During his 27 years at the hospital, Brian has tried to escape and been shot by police, and has witnessed three patient-on-patient murders. He's experienced the drugging of patients beyond recognition, a sadistic system of rewards and punishments, and the short-lived reign of a crazed psychiatrist-turned-stalker. In the tradition of *One Flew Over The Cuckoo's Nest*, *Couple Found Slain* is an insider's account of life in the underworld of forensic psych wards in America and the forgotten lives of those held there, often indefinitely.

Learn how to program your nifty new \$35 computer to make a web spider, a weather station, a media server, and more. This book explores how to make a variety of fun and even useful projects, from a web bot to search and download files to a toy to drive your pets insane. Even if you're completely new to programming in general, you'll see how easy it is to create a home security system, an underwater photography system, an RC plane with a camera, and even a near-space weather balloon with a camera. You'll learn how to use Pi with Arduino as well as Pi with Gertboard, an expansion board with an onboard ATmega microcontroller. Learn Raspberry Pi Programming with Python has been fully updated in this new edition to cover the features of the new boards. You'll learn how to program in Python on your Raspberry Pi with hands-on examples and fun projects. What You'll Learn Set up your new Raspberry Pi Build unique projects across a range of interests Program basic functions and processes using Python Who This Book Is For Readers who want to learn Python on a fun platform like the Pi and pick up some electronics skills along the way. No programming or Linux skill required, but a little experience with Linux will be helpful. Readers familiar with the 1st edition will enjoy the updated information in this new edition.

Presents information on computing and programming with Raspberry Pi. Original.

A comprehensive guide to the RTL2832U RTL-SDR software defined radio by the authors of the RTL-SDR Blog. The RTL-SDR is a super cheap software defined radio based on DVB-T TV dongles that can be found for under \$20. This book is about tips and tutorials that show you how to get the most out of your RTL-SDR dongle. Most projects described in this book are also compatible with other wideband SDRs such as the HackRF, Airspy and SDRPlay RSP. What's in the book? Learn how to set up your RTL-SDR with various free software defined radio programs such as SDR#, HDSDR, SDR-Radio and more. Learn all the little tricks and oddities that the dongle has. A whole chapter dedicated to improving the RTL-SDR's performance. Dozens of tutorials for fun RTL-SDR based projects such as ADS-B aircraft radar, AIS boat radar, ACARS decoding, receiving NOAA and Meteor-M2 weather satellite images, listening to and following trunked radios, decoding digital voice P25/DMR signals, decoding weather balloon telemetry, receiving DAB radio, analysing GSM and listening to TETRA signals, decoding pagers, receiving various HF signals such as ham radio modes, weatherfax and DRM radio, decoding digital D-STAR voice, an introduction to GNU Radio, decoding RDS, decoding APRS, measuring filters and SWR with low cost equipment, receiving Inmarsat, Outernet and Iridium L-Band satellite data, and many many more projects! Guide to antennas, cables and adapters. Third Edition Released 20 December 2016.

This book features best selected research papers presented at the International Conference on Machine Learning, Internet of Things and Big Data (ICMIB 2020) held at Indira Gandhi Institute of Technology, Sarang, India, during September 2020. It comprises high-quality research work by academicians and industrial experts in the field of machine learning, mobile computing, natural language processing, fuzzy computing, green computing, human-computer interaction, information retrieval, intelligent control, data mining and knowledge discovery, evolutionary computing, IoT and applications in smart environments, smart health, smart city, wireless networks, big data, cloud computing, business intelligence, internet security, pattern recognition, predictive analytics applications in healthcare, sensor networks and social sensing and statistical analysis of search techniques. Learn Raspberry Pi Programming with Python will show you how to program your nifty new \$35 computer to make a web spider, a weather station, a media server, and more. You'll learn how to program in Python on your Raspberry Pi with hands-on examples and fun projects. Even if you're completely new to programming in general, you'll figure out how to create a home security system, an underwater photography system, an RC plane with a camera, and even a near-space weather balloon with a camera. You'll learn how to make a variety of fun and even useful projects, from a web bot to search and download files to a toy to drive your pets insane. You'll even learn how to use Pi with Arduino as well as Pi with Gertboard, an expansion board with an onboard ATmega microcontroller.

An intimate, beautifully written coming-of-age memoir recounting a young girl's journey from war-torn Vietnam to Ridgewood, Queens, and her struggle to find her voice amid clashing cultural expectations. Ly Tran is just a toddler in 1993 when she and her family immigrate from a small town along the Mekong river in Vietnam to a two-bedroom railroad apartment in Queens. Ly's father, a former lieutenant in the South Vietnamese army, spent nearly a decade as a POW, and their resettlement is made possible through a humanitarian program run by the US government. Soon after they arrive, Ly joins her parents and three older brothers sewing ties and cummerbunds piece-meal on their living room floor to make ends meet. As they navigate this new landscape, Ly finds herself torn between two worlds. She knows she must honor her parents' Buddhist faith and contribute to the family livelihood, working long hours at home and eventually as a manicurist alongside her mother at a nail salon in Brownsville, Brooklyn, that her parents take over. But at school, Ly feels the mounting pressure to blend in. A growing inability to see the blackboard presents new challenges, especially when her father forbids her from getting glasses, calling her diagnosis of poor vision a government conspiracy. His frightening temper and paranoia leave an indelible mark on Ly's sense of self. Who is she outside of everything her family expects of her? Told in a spare, evocative voice that, with flashes of humor, weaves together her family's immigration experience with her own fraught and courageous coming of age, *House of Sticks* is a timely and powerful portrait of one girl's struggle to reckon with her heritage and forge her own path.

This Edited Volume gathers a selection of refereed and revised papers originally presented at the Third International Symposium on Signal Processing and Intelligent Recognition Systems (SIRS'17), held on September 13–16, 2017 in Manipal, India. The papers offer stimulating insights into biometrics, digital watermarking, recognition systems, image and video processing, signal and speech processing, pattern recognition, machine learning and knowledge-based systems. Taken together, they offer a valuable resource for all researchers and scientists engaged in the various fields of signal processing and related areas.

Shortlisted for the 2021 Booker Prize Longlisted for the 2021 National Book Award for Fiction A heartrending new novel from the Pulitzer Prize–winning and #1 New York Times best-selling author of *The Overstory*. Named one of the Most Anticipated Books of 2021 by Newsweek, Los Angeles Times, New York Magazine, Chicago Tribune, BuzzFeed, BookPage, Goodreads, Literary Hub, The Millions, New Statesman, and Times of London The astrobiologist Theo Byrne searches for life throughout the cosmos while single-handedly raising his unusual nine-year-old, Robin, following the death of his wife. Robin is a warm, kind boy who spends hours painting elaborate pictures of endangered animals. He's also about to be expelled from third grade for smashing his friend in the face. As his son grows more troubled, Theo hopes to keep him off psychoactive drugs. He learns of an experimental neurofeedback treatment to bolster Robin's emotional control, one that involves training the boy on the recorded patterns of his mother's brain... With its soaring descriptions of the natural world, its tantalizing vision of life beyond, and its account of a father and son's ferocious love, *Bewilderment* marks Richard Powers's most intimate and moving novel. At its heart lies the question: How can we tell our children the truth about this beautiful, imperiled planet?

Learn the Raspberry Pi 3 from the experts! *Raspberry Pi User Guide, 4th Edition* is the "unofficial official" guide to everything Raspberry Pi 3. Written by the Pi's creator and a leading Pi guru, this book goes straight to the source to bring you the ultimate Raspberry Pi 3 manual. This new fourth edition has been updated to cover the Raspberry Pi 3 board and software, with detailed discussion on its wide array of configurations, languages, and applications. You'll learn how to take full advantage of the mighty Pi's full capabilities, and then expand those capabilities even more with add-on technologies. You'll write productivity and multimedia programs, and learn flexible programming languages that allow you to shape your Raspberry Pi into whatever you want it to be. If you're ready to jump right in, this book gets you started with clear, step-by-step instruction from software installation to system customization. The Raspberry Pi's tremendous popularity has spawned an entire industry of add-ons, parts, hacks, ideas, and inventions. The movement is growing, and pushing the boundaries of possibility along with it—are you ready to be a part of it? This book is your ideal companion for claiming your piece of the Pi. Get all set up with software, and connect to other devices Understand Linux System Admin nomenclature and conventions Write your own programs using Python and Scratch Extend the Pi's capabilities with add-ons like Wi-Fi dongles, a touch screen, and more The credit-card sized Raspberry Pi has become a global phenomenon. Created by the Raspberry Pi Foundation to get kids interested in programming, this tiny computer kick-started a movement of tinkerers, thinkers, experimenters, and inventors. Where will your Raspberry Pi 3 take you? The *Raspberry Pi User Guide, 3rd Edition* is your ultimate roadmap to discovery.

"This book is a message from autistic people to their parents, friends, teachers, coworkers and doctors showing what life is like on the spectrum. It's also my love letter to autistic people. For too long, we have been forced to navigate a world where all the road signs are written in another language." With a reporter's eye and an insider's perspective, Eric Garcia shows what it's like to be autistic across America. Garcia began writing about autism because he was frustrated by the media's coverage of it; the myths that the disorder is caused by vaccines, the narrow portrayals of autistic people as white men working in Silicon Valley. His own life as an autistic person didn't look anything like that. He is Latino, a graduate of the University of North Carolina, and works as a journalist covering politics in Washington D.C. Garcia realized he needed to put into writing what so many autistic people have been saying for years; autism is a part of their identity, they don't need to be fixed. In *We're Not Broken*, Garcia uses his own life as a springboard to discuss the social and policy gaps that exist in supporting those on the spectrum. From education to healthcare, he explores how autistic people wrestle with systems that were not built with them in mind. At the same time, he shares the experiences of all types of autistic people, from those with higher support needs, to autistic people of color, to those in the LGBTQ community. In doing so, Garcia gives his community a platform to articulate their own needs, rather than having others speak for them, which has been the standard for far too long.

This book is targeted towards beginners and intermediate designers of mechatronic systems and embedded system design. Some familiarity with the Raspberry Pi and Python programming is preferred but not required.

This book analyses the legal, ethical and social aspects of using deep-learning AI robotic products. The collective effort of distinguished international researchers has been incorporated into one book suitable for the broader audience interested in the emerging scientific field of roboethics. The book has been edited by Prof. George Dekoulis, Aerospace Engineering Institute,

Cyprus, expert on state-of-the-art implementations of robotic systems for unmanned spacecraft navigation and other aerospace applications. We hope this book will increase the sensitivity of all the community members involved with roboethics. The significance of incorporating all aspects of roboethics right at the beginning of the creation of a new deep-learning AI robot is emphasised and analysed throughout the book. AI robotic systems offer an unprecedented set of virtues to the society. However, the principles of roboethical design and operation of deep-learning AI robots must be strictly legislated, the manufacturers should apply the laws and the knowledge development of the AI robots should be closely monitored after sales. This will minimise the drawbacks of implementing such intelligent technological solutions. These devices are a representation of ourselves and form communities like us. Learning from them is also a way to improve ourselves.

Learn Raspberry Pi Programming with Python Learn to Program on the World's Most Popular Tiny Computer Apress

The use of infrasound to monitor the atmosphere has, like infrasound itself, gone largely unheard of through the years. But it has many applications, and it is about time that a book is being devoted to this fascinating subject. Our own involvement with infrasound occurred as graduate students of Prof. William Donn, who had established an infrasound array at the Lamont-Doherty Geological Observatory (now the Lamont-Doherty Earth Observatory) of Columbia University. It was a natural outgrowth of another major activity at Lamont, using seismic waves to explore the Earth's interior. Both the atmosphere and the solid Earth feature velocity (seismic or acoustic) gradients in the vertical which act to refract the respective waves. The refraction in turn allows one to calculate the respective background structure in these mediums, indirectly exploring locations that are hard to observe otherwise. Monitoring these signals also allows one to discover various phenomena, both natural and man-made (some of which have military applications).

Written in an accessible yet practical manner, the "Raspberry Pi Networking Cookbook" is the perfect companion guide for the ARM GNU/Linux box. From the moment you get your hands on your Raspberry Pi you can start to build your understanding with our specially selected collection of recipes. This book is for anybody who wants to learn how they can utilize the Raspberry Pi to its full potential without having to immediately dive into programming. It's full of step-by-step instructions and detailed descriptions in language that is appropriate for computer enthusiasts and experts alike.

Learn valuable programming skills while building your own Minecraft adventure! If you love playing Minecraft and want to learn how to code and create your own mods, this book was designed just for you. Working within the game itself, you'll learn to set up and run your own local Minecraft server, interact with the game on PC, Mac and Raspberry Pi, and develop Python programming skills that apply way beyond Minecraft. You'll learn how to use coordinates, how to change the player's position, how to create and delete blocks and how to check when a block has been hit. The adventures aren't limited to the virtual – you'll also learn how to connect Minecraft to a BBC micro:bit so your Minecraft world can sense and control objects in the real world! The companion website gives you access to tutorial videos to make sure you understand the book, starter kits to make setup simple, completed code files, and badges to collect for your accomplishments. Written specifically for young people by professional Minecraft geeks, this fun, easy-to-follow guide helps you expand Minecraft for more exciting adventures, and put your personal stamp on the world you create. Your own Minecraft world will be unlike anyone else's on the planet, and you'll pick up programming skills that will serve you for years to come on other devices and projects. Among other things, you will: Write Minecraft programs in Python® on your Mac®, PC or Raspberry Pi® Build houses, structures, and make a 3D duplicating machine Build intelligent objects and program an alien invasion Build huge 2D and 3D structures like spheres and pyramids Build a custom game controller using a BBC micro:bit™ Plan and write a complete interactive arena game Adventures in Minecraft teaches you how to make your favourite game even better, while you learn to program by customizing your Minecraft journey. Join the conversation . . . With more than one hundred women restaurateurs, activists, food writers, professional chefs, and home cooks—all of whom are changing the world of food. Featuring essays, profiles, recipes, and more, *Why We Cook* is curated and illustrated by author and artist Lindsay Gardner, whose visual storytelling gifts bring nuance and insight into their words and their work, revealing the power of food to nourish, uplift, inspire curiosity, and effect change. "Prepare to be blown away by Lindsay Gardner's illustrations. Her gift as an artist is part of this fluid conversation about food with some of the most intriguing women, and you'll never want it to end. *Why We Cook* highlights our voices and varied perspectives in and out of the kitchen and empowers us to reclaim our place in it." —Carla Hall, chef, television personality, and author of *Carla Hall's Soul Food* "Why We Cook is a wonderful, heartwarming antidote to these trying times, and a powerful testament to unity through food." —Anita Lo, chef and author of *Solo* and *Cooking Without Borders* "This book is a beautiful object, but it's also much more than that: an essay collection, a trove of recipes, a guidebook for how we might use food to fight for and further justice. The women in its pages remind us that it's in the kitchen, in the field, and around the table that we do our most vital work as human beings—and that, now more than ever, we must." —Molly Wizenberg, author of *A Homemade Life* and *The Fixed Stars*

Frugal innovation is a way that companies can create high-quality products with limited resources. Once the preserve of firms in poor markets, Western companies are now seeking ways to appeal to cost-conscious and environmentally-aware consumers at home. With an estimated trillion-dollar global market for frugal products, and with potentially huge cost savings to be gained, frugal innovation is revolutionizing business and reshaping management thinking. This book explains the principles, perspectives and techniques behind frugal innovation, enabling managers to profit from the great changes ahead. The book explains: How to achieve mass customization, using low-cost robotics, inexpensive product design and virtual prototyping software. How consumers and other external partners can help develop products How to implement sustainable practices, such as the production of waste-free products How to change the corporate culture to become more frugal

With more than 60 practical and creative hacks, this book helps you turn Raspberry Pi into the centerpiece of some cool electronics projects. Want to create a controller for a camera or a robot? Set up Linux distributions for media centers or PBX phone systems? That's just the beginning of what you'll find inside *Raspberry Pi Hacks*. If you're looking to build either a software or hardware project with more computing power than Arduino alone can provide, Raspberry Pi is just the ticket. And the hacks in this book will give you lots of great ideas. Use configuration hacks to get more out of your Pi Build your own web server or remote print server Take the Pi outdoors to monitor your garden or control holiday lights Connect with SETI or construct an awesome Halloween costume Hack the Pi's Linux OS to support more complex projects Decode audio/video formats or make your own music player Achieve a low-weight payload for aerial

photography Build a Pi computer cluster or a solar-powered lab

Winner of the National Outdoor Book Award for Natural History "After reading *Super Fly*, you will never take a fly for granted again. Thank you, Jonathan Balcombe, for reminding us of the infinite marvels of everyday creatures." —Sy Montgomery, Author of *How to Be a Good Creature* From an expert in animal consciousness, a book that will turn the fly on the wall into the elephant in the room. For most of us, the only thing we know about flies is that they're annoying, and our usual reaction is to try to kill them. In *Super Fly*, the myth-busting biologist Jonathan Balcombe shows the order Diptera in all of its diversity, illustrating the essential role that flies play in every ecosystem in the world as pollinators, waste-disposers, predators, and food source; and how flies continue to reshape our understanding of evolution. Along the way, he reintroduces us to familiar foes like the fruit fly and mosquito, and gives us the chance to meet their lesser-known cousins like the Petroleum Fly (the only animal in the world that breeds in crude oil) and the Chocolate Midge (the sole pollinator of the Cacao tree). No matter your outlook on our tiny buzzing neighbors, *Super Fly* will change the way you look at flies forever. Jonathan Balcombe is the author of four books on animal sentience, including the New York Times bestselling *What A Fish Knows*, which was nominated for the PEN/E.O. Wilson Award for Science Writing. He has worked for years as a researcher and educator with the Humane society to show us the consciousness of other creatures, and here he takes us to the farthest reaches of the animal kingdom.

Raspberry Pi is taking off like a rocket! You can use this amazing, dirt-cheap, credit card-sized computer to learn powerful hardware hacking techniques as you build incredibly creative and useful projects! This complete, full-color guide requires absolutely no experience with either hardware hacking or computer programming. Colorful photos guide you through each project, and the step-by-step instructions are stunningly clear and easy!

As an incredibly cheap, credit-card sized computer, the Raspberry Pi is breaking down barriers by encouraging people of all ages to experiment with code and build new systems and objects; and this book provides readers with inspiring and insightful examples to explore and build upon. Written for intermediate to seasoned Raspberry Pi users, this book explores four projects from around the world, explained by their makers. These projects cover five major categories in the digital maker space: music, light, games, home automation, and the Internet of Things.

Master your Raspberry Pi in a flash with this easy-to-follow guide *Raspberry Pi For Dummies, 2nd Edition* is a comprehensive guide to this exciting technology, fully updated to align with the Rev 3 board. Veteran technology authors provide expert insight and guidance that get you up and running fast, allowing you to explore the full capabilities of your Raspberry Pi. The clear, concise style makes this guide easy to follow for complete beginners, providing step-by-step instruction throughout the setup process and into systems administration and programming. Updated information includes coverage of Noobs, PiStore and making music with SonicPi, in addition to basic Raspberry Pi operations and features. *Raspberry Pi For Dummies, 2nd Edition* teaches you everything you need to know to get the most out of your device. Even if you've never ventured beyond e-mail and web browsers, this guide will give you the skills and confidence you need to take advantage of everything the Raspberry Pi has to offer. Find out how to install the operating system and connect to other devices Install, use and remove software like a pro Learn basic Linux systems administration Program with Scratch, Python and Minecraft on your Raspberry Pi The Raspberry Pi has awakened a whole new generation of hardware geeks, hackers and hobbyists, and now it's your turn to join their ranks. Learning how to fully use your new technology is the first step, and *Raspberry Pi For Dummies, 2nd Edition* is the ideal companion guide.

****Kirkus Best Books of the Year (2013)**** ****Time Magazine 10 Top Nonfiction Books of 2013**** ****The New Republic Best Books of 2013**** In this heart-lifting chronicle, Richard Holmes, author of the best-selling *The Age of Wonder*, follows the pioneer generation of balloon aeronauts, the daring and enigmatic men and women who risked their lives to take to the air (or fall into the sky). Why they did it, what their contemporaries thought of them, and how their flights revealed the secrets of our planet is a compelling adventure that only Holmes could tell. His accounts of the early Anglo-French balloon rivalries, the crazy firework flights of the beautiful Sophie Blanchard, the long-distance voyages of the American entrepreneur John Wise and French photographer Felix Nadar are dramatic and exhilarating. Holmes documents as well the balloons used to observe the horrors of modern battle during the Civil War (including a flight taken by George Armstrong Custer); the legendary tale of at least sixty-seven manned balloons that escaped from Paris (the first successful civilian airlift in history) during the Prussian siege of 1870-71; the high-altitude exploits of James Glaisher (who rose) seven miles above the earth without oxygen, helping to establish the new science of meteorology); and how Mary Shelley, Edgar Allan Poe, and Jules Verne felt the imaginative impact of flight and allowed it to soar in their work. A seamless fusion of history, art, science, biography, and the metaphysics of flights, *Falling Upwards* explores the interplay between technology and imagination. And through the strange allure of these great balloonists, it offers a masterly portrait of human endeavor, recklessness, and vision. (With 24 pages of color illustrations, and black-and-white illustrations throughout.)

Make a variety of cool projects using the Pi with programming languages like Scratch and Python, with no experience necessary. You'll learn how the Pi works, how to work with Raspbian Linux on the Pi, and how to design and create electronic circuits. Raspberry Pi is everywhere, it's inexpensive, and it's a wonderful tool for teaching about electronics and programming. This book shows you how to create projects like an arcade game, disco lights, and infrared transmitter, and an LCD display. You'll also learn how to control Minecraft's Steve with a joystick and how to build a Minecraft house with a Pi, and even how to control a LEGO train with a Pi. You'll even learn how to create your own robot, including how to solder and even design a printed circuit board! Learning electronics can be tremendous fun — your first flashing LED circuit is a reason to celebrate! But where do you go from there, and how can you move into more challenging projects without spending a lot of money on proprietary kits? *Learn Electronics with Raspberry Pi* shows you how to and a lot more. What You'll Learn Design and build electronic circuits Make fun projects like an arcade game, a robot, and a Minecraft controller Program the Pi with Scratch and Python Who This Book Is For Makers, students, and teachers who want to learn about electronics and programming with the fun and low-cost Raspberry Pi.

The ultimate collection of DIY activities to do with your kids to teach STEM basics and beyond, from a wildly popular online dad. With more than 3 million fans, TheDadLab has become an online sensation, with weekly videos of fun and easy science experiments that parents can do with their kids. These simple projects use materials found around the house, making it easier than ever for busy moms and dads to not only spend more quality time with their children but also get them interested in science and technology. In this mind-blowing book, Sergei Urban takes

the challenge off-screen with fifty step-by-step projects, including some that he has never shared online before. Each activity will go beyond the videos, featuring detailed explanations to simplify scientific concepts for parents and help answer the hows and whys of their curious children. Learn how to: • explore new fun ways to paint; • make slime with only two ingredients; • defy gravity with a ping-pong ball; • produce your own electricity, and more! With TheDadLab, parents everywhere will have an easy solution to the dreaded "I'm bored" complaint right at their fingertips!

Make the most out of the world's first truly compact computer It's the size of a credit card, it can be charged like a smartphone, it runs on open-source Linux, and it holds the promise of bringing programming and playing to millions at low cost. And now you can learn how to use this amazing computer from its co-creator, Eben Upton, in Raspberry Pi User Guide. Cowritten with Gareth Halfacree, this guide gets you up and running on Raspberry Pi, whether you're an educator, hacker, hobbyist, or kid. Learn how to connect your Pi to other hardware, install software, write basic programs, and set it up to run robots, multimedia centers, and more. Gets you up and running on Raspberry Pi, a high-tech computer the size of a credit card Helps educators teach students how to program Covers connecting Raspberry Pi to other hardware, such as monitors and keyboards, how to install software, and how to configure Raspberry Pi Shows you how to set up Raspberry Pi as a simple productivity computer, write basic programs in Python, connect to servos and sensors, and drive a robot or multimedia center Adults, kids, and devoted hardware hackers, now that you've got a Raspberry Pi, get the very most out of it with Raspberry Pi User Guide.

In Profit From Science , author George Danner presents solutions to the big problems that modern business face solutions that are grounded in logic and empiricism. This book instructs business leaders in how to add the discipline and technical precision of the scientific method to their strategic planning and decision making.

The mono graph contains 8 chapters, and their contents cover all principal aspects of the problem: 1. Introduction and brief history of the radiation problem and background information of radiation hazard in the near-Earth and interplanetary space. 2. General description of radiation conditions and main sources of charged particles in the Earth's environment and interplanetary space, effects of space environment on spacecraft. 3. Basic information about physical conditions in space and main sources of charged particles in the Earth's environment and interplanetary space, in the context of "Space Weather" monitoring and prediction. 4. Trapped radiation belts of the Earth (ERB): theory of their origin, spatial and temporal dynamics, and experimental and statistical models. 5. Galactic cosmic rays (GCR): variations of energetic, temporal and spatial characteristics, long-term modulation, and anomalous cosmic ray (ACR) component, modeling of their dynamics. 6. Production of energetic particles (SEPs) at/near the Sun: available databases, acceleration, propagation, and prediction of individual SEP event, statistical models of solar cosmic rays (SCR). 7. Existing empirical techniques of estimating, prediction and modeling of radiation hazard, methodical approaches and constraints, some questions of changes in the Earth's radiation environment due to changes of the solar activity level. 8. Unresolved problems of radiation hazard prediction and spacecraft protection, radiation experiments on board the spacecraft, estimating of radiation conditions during interplanetary missions. Space does not allow us to explain every time the solar-terrestrial and radiation physics nomenclature used in current English-language literature.

Did you know there was an easy-to-use, affordable device that can help teach computer programming in a fun, innovative way? Learn about the latest in Raspberry Pi, as well as how it's used in homes and schools--

Get your slice of Raspberry Pi With the invention of the unique credit card-sized single-board computer comes a new wave of hardware geeks, hackers, and hobbyists who are excited about the possibilities with the Raspberry Pi—and this is the perfect guide to get you started. With this down-to-earth book, you'll quickly discover why the Raspberry Pi is in high demand! There's a reason the Raspberry Pi sold a million units in its first year, and you're about to find out why! In Raspberry Pi For Dummies, 3rd Edition veteran tech authors Sean McManus and Mike Cook make it easier than ever to get you up and running on your Raspberry Pi, from setting it up, downloading the operating system, and using the desktop environment to editing photos, playing music and videos, and programming with Scratch—and everything in between. Covers connecting the Pi to other devices such as a keyboard, mouse, monitor, and more Teaches you basic Linux System Admin Explores creating simple hardware projects Shows you how to create web pages Raspberry Pi For Dummies, 3rd Edition makes computing as easy as pie!

Explains how to leverage the revolutionary Raspberry Pi computer in order to learn the versatile Python programming language. Original.

Start programming quickly with this super-fun guide to Raspberry Pi Adventures in Raspberry Pi, 2nd Edition includes 9 cool projects that show you how to set up and start developing on your Raspberry Pi. Updated for the release of the Rev 3 board, this second edition covers all the latest features and tells you everything you need to know. Written specifically for 11-15 year-olds, this book uses the wildly successful, Raspberry Pi to explain the fundamentals of computing. You'll have a blast learning basic programming and system administration skills, beginning with the very basics of how to plug in the board and turn it on. Each project includes an instructional video so you can jump right in and start going through the lessons on your own. This hands-on book gets you up and running fast, with fun projects that let you explore. Learn how to "talk to" your Raspberry Pi Create games and stories with Scratch Program with Turtle Graphics and Python Code music and create a Raspberry Pi jukebox If you want to get started programming today, Adventures in Raspberry Pi is the ultimate hands-on guide.

What can you do with the Raspberry Pi, the affordable computer the size of a credit card? All sorts of things! If you're learning how to program--or looking to build new electronic projects, this hands-on guide will show you just how valuable this flexible little platform can be. Updated to include coverage of the Raspberry Pi Model B+, Getting Started with Raspberry Pi takes you step-by-step through many fun and educational possibilities. Take advantage of several preloaded programming languages. Use the Raspberry Pi with Arduino. Create Internet-connected projects. Play with multimedia. With Raspberry Pi, you can do all of this and more. In Getting Started with Raspberry Pi, you'll: Get acquainted with hardware features on the Pi's board Learn enough Linux to move around the operating system Start programming in Python and Scratch Draw graphics, play sounds, and handle mouse events with Pygame Use the Pi's input and output pins to do some hardware hacking Discover how Arduino and the Raspberry Pi can work together Create your own Pi-based web server with Python Work with the Raspberry Pi Camera Module and USB webcams

This book is an illustrative guide for the understanding and implementation of model-based systems and architecture engineering with the Arcadia method, using Capella, a new open-source

solution. More than just another systems modeling tool, Capella is a comprehensive and extensible Eclipse application that has been successfully deployed in a wide variety of industrial contexts. Based on a graphical modeling workbench, it provides systems architects with rich methodological guidance using the Arcadia method and modeling language. Intuitive model editing and advanced viewing capabilities improve modeling quality and productivity, and help engineers focus on the design of the system and its architecture. This book is the first to help readers discover the richness of the Capella solution. Describes the toolset widely deployed on operational projects in all Thales domains worldwide (defense, aerospace, transportation, etc.) Emphasizes the author's pedagogical experience on the methods and the tools gained through conducting more than 80 training sessions for a thousand engineers at Thales University Examines the emergence of an ecosystem of organizations, including industries that would drive the Capella roadmap according to operational needs, service and technology suppliers who would develop their business around the solution, and academics who would pave the future of the engineering ecosystem

The debut cookbook from the popular New York Times website and mobile app NYT Cooking, featuring 100 vividly photographed no-recipe recipes to make weeknight cooking more inspired and delicious. You don't need a recipe. Really, you don't. Sam Sifton, founding editor of New York Times Cooking, makes improvisational cooking easier than you think. In this handy book of ideas, Sifton delivers more than one hundred no-recipe recipes—each gloriously photographed—to make with the ingredients you have on hand or could pick up on a quick trip to the store. You'll see how to make these meals as big or as small as you like, substituting ingredients as you go. Fried Egg Quesadillas. Pizza without a Crust. Weeknight Fried Rice. Pasta with Garbanzos. Roasted Shrimp Tacos. Chicken with Caramelized Onions and Croutons. Oven S'Mores. Welcome home to freestyle, relaxed cooking that is absolutely yours.

The record-breaking records annual is back and packed with more incredible accomplishments, stunts, cutting-edge science and amazing sporting achievements than ever before. With more than 3,000 new and updated records and 1,000 eye-popping photos, it has thousands of new stats and facts and dazzling new features. There is so much to explore inside. Go on a whirlwind tour of the planet's most amazing places, from the largest swamps to the deepest points on Earth. Find out what happens when you give an octopus a Rubik's Cube, and why all you need to defend yourself from a crocodile is a rubber band! You'll also find all your favorite records and categories such as Big Stuff, Collections, Mass Participation and Fun with Food, plus the year's most significant sporting achievements. Our editors have also taken inspiration this year from the world of superheroes – both fictional and real-world – so look out for our feature chapter charting your favorite caped crusaders in comic books, TV shows and movies. We also meet the real-life record-breakers with genuine superpowers, such as the Canadian strongman vicar who can pull a jumbo jet and an actual cyborg who uses technology to augment his senses. You'll also learn all about the science of superheroes, such as who the fastest and strongest superheroes would be if they came to life, and who would win in a royal rumble between Superman, Batman, Hulk and Dr Strange! Also new this year is a celebration of the superlative with infographic poster pages that explore the most exciting absolutes, such as the longest, tallest, fastest and heaviest. Does the longest sofa outstretch the longest train? Is the tallest Easter egg bigger than the tallest snowman? Find out in this amazing new edition. You'll also find these special pages available as free poster downloads at guinnessworldrecords.com! From science to showbiz via stunts and sports, there are real-life heroes all around us in all shapes and sizes, achieving the extraordinary every day. There's only one book where you'll find so many amazing facts all in one place, and that's Guinness World Records 2018!

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