

Getting Started With The Internet Of Things Connecting Sensors And Microcontrollers To The Cloud Make Projects

The Raspberry Pi is a credit card-sized computer that plugs into your TV and a keyboard. It is a capable little computer which can be used in electronics projects, and for many of the things that your desktop PC does, like spreadsheets, word processing, browsing the internet, and playing games. It also plays high-definition video. This book 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.

For use in the Office Applications course Teach the course YOU want in LESS TIME! The primary goal of the GO! Series, aside from teaching computer applications, is ease of implementation, with an approach that is based on clearly defined projects for students and a one-of-a-kind supplements package. This is a one-chapter book that is designed to be packaged with an Office or Computer Concepts textbook.

To build electronic projects that can sense the physical world, you need to build circuits based around sensors: electronic components that react to physical phenomena by sending an electrical signal. Even with only basic electronic components, you can build useful and educational sensor projects. But if you incorporate Arduino or Raspberry Pi into your project, you can build much more sophisticated projects that can react in interesting ways and even connect to the Internet. This book starts by teaching you the basic electronic circuits to read and react to a sensor. It then goes on to show how to use Arduino to develop sensor systems, and wraps up by teaching you how to build sensor projects with the Linux-powered Raspberry Pi.

Real estate day trading is using the Internet to buy and sell houses without leaving home. In many cases, the investor closes on a house and resells it the same day. Readers will learn the author's system for how to buy and sell 5-10 houses a month in today's market, using the Internet, phone, fax, and email to analyze, research, and find the properties, buyers, and others needed for the transaction. Author Larry Goins has personally done deals in nine different states and has students in the US, Canada, Australia, New Zealand, Japan, China, Israel, the Philippines, and Denmark. Day trading can be used for wholesaling properties to other investors, retailing, lease options, short sales, foreclosure investing, etc. The basic steps are: Search online for potential properties to make offers on, using specific techniques for finding the right ones. Once an offer is accepted, usually within 1-2 weeks, put it on paper using clauses included in the book, and get the property inspected by a rehab contractor to get a free estimate of how much the repairs will cost. This is done by finding reputable contractors online and through referrals from realtors and through autoresponders. Order an appraisal. Sell it fast! Using the buyers list you have built on the internet through email marketing groups, social networking sites, blogs, free classified sites, bank-owned property sites, and more, send an email with the details of the property and instructions on how they can get the property under contract. Usually within two hours several potential buyers will reply. Set up a closing to buy it and to sell it on the same day; closings are about 30 minutes apart. Buy it at 10:00 and sell it at 10:30, for example. There are many ways to fund and close on the property. The book will contain step-by-step, easy processes for assignments, options, flex options, simultaneous closings, using hard money, private money, cash partners, and credit partners, none of which will require an investor's own cash or credit. With praise from New York Times Bestselling Author Dr. Albert Lowery, Robert Shemin, Frank McKinney and foreword by Michael E. Gerber. Larry Goins (Lake Wylie, SC; www.larrygoins.com) is one of the real estate industry's most popular speakers. He buys and sells 5-15 houses a month all over the US, in today's difficult market, from the comfort of his office. Larry speaks live an average of twice a week and holds two to three teleconferences a week. He is licensed as a mortgage lender, mortgage broker, real estate broker, and general contractor in North and South Carolina. Larry served as President (2003 & 2004) of the Metrolina Real Estate Investors Association in Charlotte, NC, a not-for-profit organization that has over 350 members (it is also the local chapter of the National Real Estate Investors Association). He has been investing in real estate for over 20 years.

Getting Started for Internet of Things with Launch Pad and ESP8266 provides a platform to get started with the Ti launch pad and IoT modules for Internet of Things applications. The book provides the basic knowledge of Ti launch Pad and ESP8266 based customized modules with their interfacing, along with the programming. The book discusses the application of Internet of Things in different areas. Several examples for rapid prototyping are included, this to make the readers understand the concept of IoT. The book comprises of twenty-seven chapters, which are divided into four sections and which focus on the design of various independent prototypes. Section-A gives a brief introduction to Ti launch pad (MSP430) and Internet of Things platforms like GPRS, NodeMCU and NuttyFi (ESP8266 customized board), and it shows steps to program these boards. Examples on how to interface these boards with display units, analog sensors, digital sensors and actuators are also included, this to make reader comfortable with the platforms. Section-B discusses the communication modes to relay the data like serial out, PWM and I2C. Section-C explores the IoT data loggers and shows certain steps to design and interact with the servers. Section-D includes few IoT based case studies in various fields. This book is based on the practical experience of the authors while undergoing projects with students and partners from various industries.

The critics agree that The Internet Navigator TM is the best book on the Internet "Paul Gilster's The Internet Navigator is the new champ." —Internet World "The best tutorial I've seen yet on the Internet . . . Gilster has done millions of newcomers a great service" —Knight-Ridder News "If there's only one book on the Internet that you can afford on your shelf, this is your best choice. . . ." —Library Journal "Columbus could have used a navigator like this. A real find." —Ziffnet/Computer Life "Everything nontechies need to know." —U.S. News & World Report ". . . one of the best places for new Internet users to start. . ." —PC Computing Totally revised and expanded to include: The World Wide Web—including Web browsers such as Netscape and Mosaic. The new generation of Internet tools. Internet access through Prodigy, CompuServe, and America Online. Practical examples of how to perform searches How the Internet works and its underlying technologies, including TCP/IP Everything you need to know to access the Internet from anywhere in the world

If you look in the computer section in a bookstore, you will see a number of books on how to use the Internet. Many of these books are filled with technical jargon and loaded with acronyms such as TCP/IP, SLIP, PPP, http, DNS, VT100, and X.400. The size of the books and the large number of abbreviations suggest that learning to use the Internet is a complicated process. Not so. Learning to use the Internet is not very difficult if you have a little guidance. On the other hand, learning to use the Internet can be difficult if you limit yourself to a trial-and-error approach. The goal of the authors is to show you how to access and use some of the

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Internet's more common features. You will not be an Internet expert. Instead you will have just enough knowledge to get started. Presents an introduction to the open-source electronics prototyping platform.

Explore the Internet of Things and build useful, functioning Photon projects Quickly learn to construct your own electronics devices and control them over the Internet with help from this DIY guide. Programming the Photon: Getting Started with the Internet of Things features clear explanations and step-by-step examples that use inexpensive, easy-to-find components. Discover how to connect to Wi-Fi networks, attach hardware to I/O ports, write custom programs, and work from the cloud. You will learn how to troubleshoot and tweak your Photon creations—even interface with social media sites! · Set up your Photon board and connect to the Particle cloud · Start constructing and programming custom IoT projects · Learn the syntax of both the C and Arduino languages · Incorporate switches, sensors, and other input devices · Control hardware through the Photon's outputs · Control your creations through the Internet · Add functions with Particle shields and add-on boards · Link real-time data to your board via the IFTTT Web Service · Integrate with websites—Facebook, Twitter, Gmail, and more!

Learn how to program the Internet of Things with this hands-on guide. By breaking down IoT programming complexities in step-by-step, building-block fashion, author and educator Andy King shows you how to design and build your own full-stack, end-to-end IoT solution--from device to cloud. This practical book walks you through tooling, development environment setup, solution design, and implementation. You'll learn how a typical IoT ecosystem works, as well as how to tackle integration challenges that crop up when implementing your own IoT solution. Whether you're an engineering student learning the basics of the IoT, a tech-savvy executive looking to better understand the nuances of IoT technology stacks, or a programmer building your own smart house solution, this practical book will help you get started. Design an end-to-end solution that implements an IoT use case Set up an IoT-centric development and testing environment Organize your software design by creating abstractions in Python and Java Use MQTT, CoAP, and other protocols to connect IoT devices and services Create a custom JSON-based data format that's consumable across a range of platforms and services Use cloud services to support your IoT ecosystem and provide business value for stakeholders If you are a game developer interested in learning Unity 3D from scratch and becoming familiar with its core features, then this book is for you. No prior knowledge of Unity 3D is required.

Learn the fundamentals of PowerShell to build reusable scripts and functions to automate administrative tasks with Windows About This Book Harness the capabilities of the PowerShell system to get started quickly with server automation Learn to package commands into a reusable script and add control structures and parameters to make them flexible Get to grips with cmdlets that allow you to perform administration tasks efficiently Who This Book Is For This book is intended for Windows administrators or DevOps users who need to use PowerShell to automate tasks. Whether you know nothing about PowerShell or know just enough to get by, this guide will give you what you need to go to take your scripting to the next level. What You Will Learn Learn to verify your installed version of PowerShell, upgrade it, and start a PowerShell session using the ISE Discover PowerShell commands and cmdlets and understand PowerShell formatting Use the PowerShell help system to understand what particular cmdlets do Utilise the pipeline to perform typical data manipulation Package your code in scripts, functions, and modules Solve common problems using basic file input/output functions Find system information with WMI and CIM Automate IIS functionality and manage it using the WebAdministration module In Detail Windows PowerShell is a task-based command-line shell and scripting language designed specifically for system administration. Built on the .NET Framework, Windows PowerShell helps IT professionals and power users control and automate the administration of the Windows operating system and applications that run on Windows. PowerShell is great for batch importing or deleting large sets of user accounts and will let you collect a massive amount of detailed system information in bulk via WMI (Windows Management Instrumentation). Getting Started with PowerShell is designed to help you get up and running with PowerShell, taking you from the basics of installation, to writing scripts and web server automation. This book, as an introduction to the central topics of PowerShell, covers finding and understanding PowerShell commands and packaging code for reusability, right through to a practical example of automating IIS. It also includes topics such as installation and setup, creating scripts, automating tasks, and using Powershell to access data stores, registry, and file systems. You will explore the PowerShell environment and discover how to use cmdlets, functions, and scripts to automate Windows systems. Along the way, you will learn to perform data manipulation and solve common problems using basic file input/output functions. By the end of this book, you will be familiar with PowerShell and be able to utilize the lessons learned from the book to automate your servers. Style and approach A practical learning guide, complete with plenty of activities, examples and screenshots. What is the Internet of Things? It's billions of embedded computers, sensors, and actuators all connected online. If you have basic programming skills, you can use these powerful little devices to create a variety of useful systems—such as a device that waters plants when the soil becomes dry. This hands-on guide shows you how to start building your own fun and fascinating projects. Learn to program embedded devices using the .NET Micro Framework and the Netduino Plus board. Then connect your devices to the Internet with Pachube, a cloud platform for sharing real-time sensor data. All you need is a Netduino Plus, a USB cable, a couple of sensors, an Ethernet connection to the Internet—and your imagination. Develop programs with simple outputs (actuators) and inputs (sensors) Learn about the Internet of Things and the Web of Things Build client programs that push sensor readings from a device to a web service Create server programs that allow you to control a device over the Web Get the .NET classes and methods needed to implement all of the book's examples

The Exploring series helps students master theHow and Whyof performing tasks in Office to gain a greater understanding of how to use the individual applications together to solve business problems. Exploring titles featurePerfect pageswhere every step of every hands-on exercise as well as every end-of-chapter problem begins on a

new page and has its own screen shot to make it easier to follow. Each chapter contains Hands-on Exercises, Capstone Exercises, and Mini-Cases for practicing and reviewing skills acquired. Ideal for students and individuals seeking a comprehensive introduction to computer concepts for Microsoft Office 2007.

An introduction to coding for kids Coding know-how is the coolest new tool kids can add to their creativity toolboxes—and all they need to get started is a computer connected to the internet and the lessons in this book. Easy! The book offers fun step-by-step projects to create games, animations, and other digital toys while teaching a bit about coding along the way. Plus, each project has an end goal to instill confidence and a sense of accomplishment in young coders once the project comes to life. Create simple applications in Scratch to learn how to build things with coding Experiment with “real” coding with tools built in JavaScript Use free online tools Share what you build with friends, family, and teachers Get creative and get coding!

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

What is neurofeedback? Neurofeedback is founded upon computer technology joined with auxiliary equipment that can measure the metabolic activity of the cerebral cortex. Neurofeedback training combines the principles of complementary medicine with the power of electronics. It is a comprehensive system that promotes growth change at the cellular level of the brain and empowers the client to use his or her mind as a tool for personal healing. Until now, there has not been a single comprehensive yet easy-to-understand guide for clinicians interested in adding neurotherapy to their practice. Getting Started with Neurofeedback is a step-by-step guide for professional health care providers who wish to begin with neurotherapy, as well as experienced clinicians who are looking for a concise treatment guide. This book answers essential questions such as: How does neurotherapy work?, What is the rationale for treatment? When is neurotherapy the treatment of choice? Why should I add it to my already existing healthcare practice? The author also answers questions important to establishing a successful practice such as: What kind of training should clinicians get? What kind of equipment should clinicians buy? How can clinicians add neurofeedback to their existing practice? The first part of the book introduces the reader to the world of neurofeedback, its history and scientific basis. Case studies help clinicians apply what they are learning to their existing practice. Demos takes the mystery out of the assessment process and charts and examples of topographical brain maps (in full color) serve as teaching aids. Later in the book, advanced techniques are explained and demonstrated by additional case studies. The reader is shown how to use biofeedback for the body to augment neurofeedback training as well as being taught to work with the body and acquire a basic knowledge of complementary medicine. The book concludes by offering clinicians practical suggestions on marketing their expanded practice, purchasing equipment, finding appropriate training and supervision, and keeping up with the ever-growing profession of neurofeedback. Research and theory unite to demonstrate the clinical underpinnings for this exciting new modality. Some images in the ebook are not displayed owing to permissions issues.

CouchDB is a new breed of database for the Internet, geared to meet the needs of today's dynamic web applications. With this concise introduction, you'll learn how CouchDB's simple model for storing, processing, and accessing data makes it ideal for the type of data and rapid response users now demand from your applications—and how easy CouchDB is to set up, deploy, maintain, and scale. The code-packed examples in this book will help you learn how to work with documents, populate a simple database, replicate data from one database to another, and a host of other tasks. Install CouchDB on Linux, Mac OS X, Windows, or (if you must) from the source code Interact with data through CouchDB's RESTful API, and use standard HTTP operations, such as PUT, GET, POST, and DELETE Use Futon—CouchDB's web-based interface— to manage databases and documents, and to configure replications Learn how to create, update, and delete documents in JSON format, and how to create and delete databases Work with design documents to get the formatting and indexing your application requires

What can you do with the Raspberry Pi, a \$35 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. This book 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. Get acquainted with hardware features on the Pi's board Learn enough Linux to move around the operating system Pick up the basics of Python and Scratch—and start programming Draw graphics, play sounds, and handle mouse events with the Pygame framework Use the Pi's input and output pins to do some hardware hacking Discover how Arduino and the Raspberry Pi complement each other Integrate USB webcams and other peripherals into your projects Create your own Pi-based web server with Python

Essential Natural Language Processing is a hands-on guide filled with everything you need to get started with NLP in a friendly, understandable tutorial. Full of Python code and hands-on projects, each chapter provides a concrete example with practical techniques that you can put into practice right away. By following the numerous Python-based examples and real-world case studies, you'll apply NLP to search applications, extracting meaning from text, sentiment analysis, user profiling, and more. When you're done, you'll have a solid grounding in NLP that will serve as a foundation for further learning. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Getting Started in Small Business IT For Dummies (Custom)

Getting Started with the Internet of Things Connecting Sensors and Microcontrollers to the Cloud"O'Reilly Media, Inc."

"What is the Internet of Things? It's countless embedded computers, sensors, and actuators all connected online. If you have basic programming skills, you can use these powerful little devices to create a variety of useful systems--such as devices that react to real-world events and take action. This hands-on guide shows you how to start building your own ... projects. Learn to program embedded devices using the .NET Micro Framework and the Netduino Plus board. Then connect your devices to the Internet with Pachube, a cloud platform for sharing real-time sensor data. ... Develop programs with simple outputs (actuators) and inputs (sensors); learn about the Internet of Things and the Web of Things; build client programs that push sensor readings from a device to a web service; create server programs that allow you to control a device over the Web; get example programs that you can compile with Visual Studio on Windows or Mono on Mac OS X and

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Linux"--Page 4 of cover.

This novel textbook introduces Enterprise Internet of Things from technology, management and business perspectives, carefully examining enterprise environments through the lens of modernization with the Internet of Things (IoT). It also includes detailed case studies to offer meaningful insights for readers from various disciplines and areas. The book analyzes the ways in which the technology could contribute to the enterprise world in terms of revenue and new business models, and addresses the strategies and principles involved in developing IoT solutions with software engineering practices such as DevOps and Micro services architecture principles. By doing so, it offers readers a clear overview of the power of Internet of Things in building next generation enterprise use cases. The book enables readers to understand the latest opportunities to create new business models in enterprises using the unprecedented level of device connectivity, and the wealth of data generated and information exchange among these devices. As such, it appeals to various user groups, such as engineers trying to solve problems in their own domains using Enterprise IoT, academics interested in gaining a better understanding of applications of IoT in large-scale enterprises, and researchers wanting to contribute to the ever-growing and complex area of IoT.

Deploy your own private mobile network with OpenBTS, the open source software project that converts between the GSM and UMTS wireless radio interface and open IP protocols. With this hands-on, step-by-step guide, you'll learn how to use OpenBTS to construct simple, flexible, and inexpensive mobile networks with software. OpenBTS can distribute any internet connection as a mobile network across a large geographic region, and provide connectivity to remote devices in the Internet of Things. Ideal for telecom and software engineers new to this technology, this book helps you build a basic OpenBTS network with voice and SMS services and data capabilities. From there, you can create your own niche product or experimental feature. Select hardware, and set up a base operating system for your project Configure, troubleshoot, and use performance-tuning techniques Expand to a true multinode mobile network complete with Mobility and Handover Add general packet radio service (GPRS) data connectivity, ideal for IoT devices Build applications on top of the OpenBTS NodeManager control and event APIs

Master Data Analytics Hands-On by Solving Fascinating Problems You'll Actually Enjoy! Harvard Business Review recently called data science "The Sexiest Job of the 21st Century." It's not just sexy: For millions of managers, analysts, and students who need to solve real business problems, it's indispensable. Unfortunately, there's been nothing easy about learning data science—until now. Getting Started with Data Science takes its inspiration from worldwide best-sellers like Freakonomics and Malcolm Gladwell's Outliers: It teaches through a powerful narrative packed with unforgettable stories. Murtaza Haider offers informative, jargon-free coverage of basic theory and technique, backed with plenty of vivid examples and hands-on practice opportunities. Everything's software and platform agnostic, so you can learn data science whether you work with R, Stata, SPSS, or SAS. Best of all, Haider teaches a crucial skillset most data science books ignore: how to tell powerful stories using graphics and tables. Every chapter is built around real research challenges, so you'll always know why you're doing what you're doing. You'll master data science by answering fascinating questions, such as: • Are religious individuals more or less likely to have extramarital affairs? • Do attractive professors get better teaching evaluations? • Does the higher price of cigarettes deter smoking? • What determines housing prices more: lot size or the number of bedrooms? • How do teenagers and older people differ in the way they use social media? • Who is more likely to use online dating services? • Why do some purchase iPhones and others Blackberry devices? • Does the presence of children influence a family's spending on alcohol? For each problem, you'll walk through defining your question and the answers you'll need; exploring how others have approached similar challenges; selecting your data and methods; generating your statistics; organizing your report; and telling your story. Throughout, the focus is squarely on what matters most: transforming data into insights that are clear, accurate, and can be acted upon.

The book will follow a step-by-step tutorial approach to construct an application that allows video conferencing and calls between two browsers and a system for sharing files among a group. This book is ideal for developers new to the WebRTC standards who are interested in adding sensor-driven, real-time, peer-to-peer communication to their web applications. You will only need basic experience with HTML and JavaScript.

Build clever, collaborative, and powerful automation systems with the Raspberry Pi and Python. Key Features Create your own Pi-Rover or Pi-Hexipod robots Develop practical applications in Python using Raspberry Pi Build your own Jarvis, a highly advanced computerized AI Book Description This Learning Path takes you on a journey in the world of robotics and teaches you all that you can achieve with Raspberry Pi and Python. It teaches you to harness the power of Python with the Raspberry Pi 3 and the Raspberry Pi zero to build superlative automation systems that can transform your business. You will learn to create text classifiers, predict sentiment in words, and develop applications with the Tkinter library. Things will get more interesting when you build a human face detection and recognition system and a home automation system in Python, where different appliances are controlled using the Raspberry Pi. With such diverse robotics projects, you'll grasp the basics of robotics and its functions, and understand the integration of robotics with the IoT environment. By the end of this Learning Path, you will have covered everything from configuring a robotic controller, to creating a self-driven robotic vehicle using Python. Raspberry Pi 3 Cookbook for Python Programmers - Third Edition by Tim Cox, Dr. Steven Lawrence Fernandes Python Programming with Raspberry Pi by Sai Yamanoor, Srihari Yamanoor Python Robotics Projects by Prof. Diwakar Vaish What you will learn Build text classifiers and predict sentiment in words with the Tkinter library Develop human face detection and recognition systems Create a neural network module for optical character recognition Build a mobile robot using the Raspberry Pi as a controller Understand how to interface sensors, actuators, and LED displays work Apply machine learning techniques to your models Interface your robots with Bluetooth Who this book is for This Learning Path is specially designed for Python developers who want to take their skills to the next level by creating robots that can enhance people's lives. Familiarity with Python and electronics will aid understanding the concepts in this Learning Path.

A concise introduction to the Internet for people with little or no prior Internet experience. Short and to the point, the manual includes conceptual discussion of Internet capabilities and hands-on exercises. Topics include E-Mail, Internet News, Telnetting, FTP and other essential tools. Scores of screen displays provide a visual aid to learning and illustrate key procedures. Features numerous end-of-chapter, hands-on exercises and short answer quizzes.

Onshape is an exciting, completely cloud based CAD tool. Getting Started with Onshape is a quick paced guide geared towards users who have no experience with 2D or 3D modeling. This edition has been fully updated to match all the recent changes to Onshape. This edition also features new content covering sheet metal features (including flat pattern views), hole tables, parts lists, and using standard content. Because Onshape can be used for free it opens up CAD to anybody who is interested in creating their own models, including members of the burgeoning Maker community and students who want to learn how to use 3D design

tools. Because Onshape is 100% cloud based, there is no software to install, and it is always up to date. New features are available to use as soon as they are ready. The good news is that the tools, as outlined in this book, will continue to work the same way even as Onshape evolves. This book guides you through the very basics of how to create models, make engineering drawings and bill of materials, and finally export to an stl file, which can be used to create a 3D print. Then you can send your stl file to one of many local or online shops that can print out an stl file. When you have completed this book, you will have taken the first step to the Maker Faire journey. In the first chapter of Getting Started with Onshape you will learn how to create an account, explore the workspace, and learn how to share your documents with other people. Chapter two features a project where you are guided, step by step, to design your own singlet ring. Throughout this chapter you will learn many of the basic tools you will need to use in nearly every project you create. The third chapter features a project where you create all the parts of a scooter. This project builds on what you learned previously to create more complex designs while new features of Onshape are introduced. In the remaining chapters you will learn how to import parts from other CAD systems, assemble the parts of your scooter, create a set of engineering drawings for your scooter, add and use apps from the Onshape app store to extend the capabilities of Onshape, and complete several more projects.

With Bluetooth Low Energy (BLE), smart devices are about to become even smarter. This practical guide demonstrates how this exciting wireless technology helps developers build mobile apps that share data with external hardware, and how hardware engineers can gain easy and reliable access to mobile operating systems. This book provides a solid, high-level overview of how devices use BLE to communicate with each other. You'll learn useful low-cost tools for developing and testing BLE-enabled mobile apps and embedded firmware and get examples using various development platforms—including iOS and Android for app developers and embedded platforms for product designers and hardware engineers. Understand how data is organized and transferred by BLE devices Explore BLE's concepts, key limitations, and network topology Dig into the protocol stack to grasp how and why BLE operates Learn how BLE devices discover each other and establish secure connections Set up the tools and infrastructure for BLE application development Get examples for connecting BLE to iPhones, iPads, Android devices, and sensors Develop code for a simple device that transmits heart rate data to a mobile device

Contains step-by-step instructions for a variety of projects designed to help teachers and students use the Internet.

A cool coding book—just for kids! When your kid is ready to add coding to their creativity toolbox but you're not ready to ship them off to coding camp, Getting Started with Coding is here to help them get started with the basics of coding. It walks young readers through fun projects that were tested in the classroom. Each project has an end-goal to instill confidence and a sense of achievement in young coders. Steering clear of jargon and confusing terminology, Getting Started with Coding is written in a language your child can understand. Plus, the full-color design is heavy on eye-catching graphics and the format is focused on the steps to completing a project, making it approachable for any youngster with an interest in exploring the wonderful world of coding. So why send your kid to a camp when they can become a coding champ—right in the comfort of your living room? Introduces the basics of coding to create a drawing tool Teaches how to create graphics and apply code to make them do things Shows how to make things that respond to motion and collision commands Introduces score-keeping and timing into coding If your child is a burgeoning techie with a desire to learn coding, Getting Started with Coding is the perfect place to start.

Processing opened up the world of programming to artists, designers, educators, and beginners. The Processing.py Python implementation of Processing reinterprets it for today's web. This short book gently introduces the core concepts of computer programming and working with Processing. Written by the co-founders of the Processing project, Reas and Fry, along with co-author Allison Parrish, Getting Started with Processing.py is your fast track to using Python's Processing mode.

The micro:bit, a tiny computer being distributed by the BBC to students all over the UK, is now available for anyone to purchase and play with. Its small size and low power requirements make it an ideal project platform for hobbyists and makers. You don't have to be limited by the web-based programming solutions, however: the hardware on the board is deceptively powerful, and this book will teach you how to really harness the power of the micro:bit. You'll learn about sensors, Bluetooth communications, and embedded operating systems, and along the way you'll develop an understanding of the next big thing in computers: the Internet of Things.

This guide aims to give people the essential skills they need to get maximum benefit from the Internet. Written in jargon-free language, it should be useful for those unfamiliar with the communications revolution that the Internet embodies.

This book is written in a simple, easy-to-understand format with lots of screenshots and step-by-step explanations. This book is geared toward developers that have a familiarity with Delphi or Free Pascal and would like to start using the open source Lazarus Integrated Development Environment. You should have knowledge of creating a console and GUI applications as well as creating basic components. Example source code and projects are provided to help learn the differences between Delphi and Lazarus projects.

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