

## Make Getting Started With Intel Edison Sensors Actuators Bluetooth And Wi Fi On The Tiny Atom Powered Linux Module

If you want to experiment with radio frequency identification (RFID), this book is the perfect place to start. All you need is some experience with Arduino and Processing, the ability to connect basic circuits on a breadboard with jumper wire—and you're good to go. You'll be guided through three hands-on projects that let you experience RFID in action. RFID is used in various applications, such as identifying store items or accessing a toll road with an EZPass system. After you build each of the book's projects in succession, you'll have the knowledge to pursue RFID applications of your own. Use Processing to get a sense of how RFID readers behave Connect Arduino to an RFID reader and discover how to use RFID tags as keys Automate your office or home, using RFID to turn on systems when you're present, and turn them off when you leave Get a complete list of materials you need, along with code samples and helpful illustrations Tackle each project with easy-to-follow explanations of how the code works

Dwarf Fortress may be the most complex video game ever made, but all that detail makes for fascinating game play, as various elements collide in interesting and challenging ways. The trick is getting started. In this guide, Fortress geek Peter Tyson takes you through the basics of this menacing realm, and helps you overcome the formidable learning curve. The book's focus is the game's simulation mode, in which you're tasked with building a dwarf city. Once you learn how to establish and maintain your very first fortress, you can consult the more advanced chapters on resource management and training a dwarf military. You'll soon have stories to share from your interactions with the Dwarf Fortress universe. Create your own world, then locate a site for an underground fortress Equip your party of dwarves and have them build workshops and rooms Produce a healthy food supply so your dwarves won't starve (or go insane) Retain control over a fortress and dozens of dwarves, their children, and their pets Expand your fortress with fortifications, stairs, bridges, and subterranean halls Construct fantastic traps, machines, and weapons of mass destruction

LibreOffice is a freely-available, full-featured office suite that runs on Windows, Linux, and Mac OS X computers. This book is for anyone who wants to get up to speed quickly with LibreOffice 5.1. It introduces Writer (word processing), Calc (spreadsheets), Impress (presentations), Draw (vector drawings), Math (equation editor), and Base (database). This book was written by volunteers from the LibreOffice community. Profits from the sale of this book will be used to benefit the community.

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

With p5.js, you can think of your entire Web browser as your canvas for sketching with code! Learn programming the fun way--by sketching with interactive computer graphics! Getting Started with p5.js contains techniques that can be applied to creating games, animations, and interfaces. p5.js is a new interpretation of Processing written in JavaScript that makes it easy to interact with HTML5 objects, including text, input, video, webcam, and sound. Like its older sibling Processing, p5.js makes coding accessible for artists, designers, educators, and beginners. Written by the lead p5.js developer and the founders of Processing, this book provides an introduction to the creative possibilities of today's Web, using JavaScript and HTML. With Getting Started with p5.js, you'll: Quickly learn programming basics, from variables to objects Understand the fundamentals of computer graphics Create interactive graphics with easy-to-follow projects Learn to apply data visualization techniques Capture and manipulate webcam audio and video feeds in the browser

Make: Getting Started with 3D Printing is a practical, informative, and inspiring book that guides readers step-by-step through understanding how this new technology will empower them to take full advantage of all it has to offer. The book includes fundamental topics such as a short history of 3D printing, the best hardware and software choices for consumers, hands-on tutorial exercises the reader can practice for free at home, and how to apply 3D printing in the readers' life and profession. For every maker or would-be maker who is interested, or is confused, or who wants to get started in 3D printing today, this book offers methodical information that can be read, digested, and put into practice immediately!

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.

Getting Started with Raspberry Pi"O'Reilly Media, Inc."

Presents an introduction to the open-source electronics prototyping platform.

Getting Started with Soldering not only teaches new makers and experimenters the core principles of soldering, it also functions as an excellent reference and resource for beginners and more advanced makers alike. The book guides readers through the fundamentals of soldering, explains the tools and materials, demonstrates proper techniques, and shows how to fix mistakes or broken connections. It even includes guidance on more advanced techniques such as surface-mount soldering for electronics. From choosing the right soldering iron to making perfect connections, readers will acquire the knowledge and skills needed to form a strong foundation for a lifetime of making. Soldering is a core concept in making, electronics prototyping, and home repairs The many different types of soldering -- requiring different materials and tools -- are explained with easy-to-

follow instructions Full-color photographs and illustrations throughout create a visually engaging format for learning Pricing and technical considerations help readers select the best tools for their budgets and needs Troubleshooting guidelines show how to repair solder connections that have failed from improper technique or from age 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

Find satisfaction and financial success with a new career in coaching Getting Started in Personal and Executive Coaching offers a go-to reference designed to help every mental health professional build, manage, and sustain a thriving coaching practice. Packed with hundreds of proven strategies and techniques, this nuts-and-bolts guide covers all aspects of the coaching business with step-by-step instructions and real-world illustrations that prepare you for every phase of starting your own coaching business. This single, reliable book offers straightforward advice and tools for running a successful practice, including: \* Seven tools for making a great first impression \* Fifteen strategies for landing ten paying clients \* Seven secrets of highly successful coaches \* Ten marketing mistakes to avoid Complete with sample business and marketing plans and worksheets for setting rates and managing revenue, Getting Started in Personal and Executive Coaching identifies the fifteen biggest moneymaking markets to target and offers valuable recommendations for financing that get the most impact and mileage from every budget. Quick "Action Steps" for applying ideas and techniques make this book useful right away. Get started in coaching today!

This book introduces readers to building wearable electronics projects using Adafruit's tiny FLORA board: at 4.4 grams, and only 1.75 inches in diameter, and featuring Arduino compatibility, it's the most beginner-friendly way to create wearable projects. This book shows you how to plan your wearable circuits, sew with electronics, and write programs that run on the FLORA to control the electronics. The FLORA family includes an assortment of sensors, as well as RGB LEDs that let you add lighting to your wearable projects. Introduction to Data Science: Data Analysis and Prediction Algorithms with R introduces concepts and skills that can help you tackle real-world data analysis challenges. It covers concepts from probability, statistical inference, linear regression, and machine learning. It also helps you develop skills such as R programming, data wrangling, data visualization, predictive algorithm building, file organization with UNIX/Linux shell, version control with Git and GitHub, and reproducible document preparation. This book is a textbook for a first course in data science. No previous knowledge of R is necessary, although some experience with programming may be helpful. The book is divided into six parts: R, data visualization, statistics with R, data wrangling, machine learning, and productivity tools. Each part has several chapters meant to be presented as one lecture. The author uses motivating case studies that realistically mimic a data scientist's experience. He starts by asking specific questions and answers these through data analysis so concepts are learned as a means to answering the questions. Examples of the case studies included are: US murder rates by state, self-reported student heights, trends in world health and economics, the impact of vaccines on infectious disease rates, the financial crisis of 2007-2008, election forecasting, building a baseball team, image processing of hand-written digits, and movie recommendation systems. The statistical concepts used to answer the case study questions are only briefly introduced, so complementing with a probability and statistics textbook is highly recommended for in-depth understanding of these concepts. If you read and understand the chapters and complete the exercises, you will be prepared to learn the more advanced concepts and skills needed to become an expert.

"Discover the most powerful, low-cost creative development platform available"--Back cover.

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.

A Highly Visual Guide To Developing A Personal Forex Trading Strategy Getting Started In Forex Trading Strategies "A great next step to read for the beginning trader. It contains practical advice and resources on trading FOREX that only come with experience." -Derek Ching, President, Hawaii Forex "We have members from over 125 countries on our Web site and plan to make Getting Started in ForexTrading Strategies a 'must read' for those looking to trade the FOREX market. It is good to see a book that emphasizes the importance of other elements, such as money management, which are crucial to master if one is to stay in this game. Well done!" -Jay Meisler, cofounder, Global-View.com Written in a straightforward and accessible style, Getting Started in Forex Trading Strategies is a highly visual guide to foreign exchange trading that introduces you to the Codex Method-a proven process that allows you to tailor a trading strategy to your own personal preferences. Divided into four comprehensive parts, this reliable resource opens with a brief overview of traditional FOREX strategies. From here, author Michael Duane Archer outlines his own personal codex-as he guides you through the process of developing yours-and reveals how to use this approach to make, monitor, and exit a trade. Along the way, Archer reveals the best ways to implement your strategy and discusses the importance of consistently keeping trading records. In his previous book, Getting Started in Currency Trading, Archer set a solid foundation for trading the currency market by illustrating how it operated. Now, with Getting Started in Forex Trading Strategies, Archer goes a step further by showing you how to cultivate a personal trading strategy that will allow you to succeed within this dynamic environment.



Getting Started with the Intel Galileo gets you up and running with this new, x86-powered board that was developed in collaboration between Arduino and Intel. You'll learn how to set it up, connect it to your computer, and begin programming. You'll learn how to build electronics projects around the Galileo, and you'll explore the features and power that make it different from all the boards that came before.

Developed in collaboration with the Intel Galileo team, and in consultation with members of the Arduino team, this is the definitive introduction to Intel's new board for makers.

littleBits are electronic building blocks with over 60 modules and trillions of combinations. With littleBits, anyone can harness the power of electronics, microcontrollers, and the cloud--regardless of age, gender, technical ability, or educational background. You can combine these simple, snap-together, magnetic bricks to make simple electronic circuits, or build robots and devices that combine sensors, microcontrollers, and cloud connectivity. This book, co-authored by littleBits founder Ayah Bdeir, along with top-selling author Matt Richardson (Getting Started with Raspberry Pi), teaches you just enough electronics to start making things with littleBits and takes you on up through connecting littleBits to the cloud and programming with its Arduino-compatible module.

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.

Getting Started with CNC is the definitive introduction to working with affordable desktop and benchtop CNCs, written by the creator of the popular open hardware CNC, the Shapeoko. Accessible 3D printing introduced the masses to computer-controlled additive fabrication. But the flip side of that is subtractive fabrication: instead of adding material to create a shape like a 3D printer does, a CNC starts with a solid piece of material and takes away from it. Although inexpensive 3D printers can make great things with plastic, a CNC can carve highly durable pieces out of a block of aluminum, wood, and other materials.

This book covers the fundamentals of designing for--and working with--affordable (\$500-\$3000) CNCs.

Data Science is one of the "sexiest jobs of the 21st Century", but few resources are geared towards learners with no prior experience. Getting Started in Data Science simplifies the core of the concepts of Data Science and Machine Learning. This book includes perspectives of a Data Science from someone with a non-traditional route to a Data Science career. Getting Started in Data Science creatively weaves in ethical questions and asks readers to question the harm models can cause as they learn new concepts. Unlike many other books for beginners, this book covers bias and accountability in detail as well as career insight that informs readers of what expectations are in industry Data Science.

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

Building on the success of William O'Neils classic How to Make Money in Stocks, this primer helps stock market novices quickly put O'Neils winning CAN SLIM method to use right away

The Photon is an open source, inexpensive, programmable, WiFi-enabled module for building connected projects and prototypes. Powered by an ARM Cortex-M3 microcontroller and a Broadcom WiFi chip, the Photon is just as happy plugged into a hobbyist's breadboard as it is into a product rolling off of an assembly line. While the Photon--and its accompanying cloud platform--is designed as a ready-to-go foundation for product developers and manufacturers, it's great for Maker projects, as you'll see in this book. You'll learn how to get started with the free development tools, deploy your sketches over WiFi, and build electronic projects that take advantage of the Photon's processing power, cloud platform, and input/output pins. What's more, the Photon is backward-compatible with its predecessor, the Spark Core.

Learn computer programming the easy way with Processing, a simple language that lets you use code to create drawings, animation, and interactive graphics. Programming courses usually start with theory, but this book lets you jump right into creative and fun projects. It's ideal for anyone who wants to learn basic programming, and serves as a simple introduction to graphics for people with some programming skills. Written by the founders of Processing, this book takes you through the learning process one step at a time to help you grasp core programming concepts. You'll learn how to sketch with code -- creating a program with one a line of code, observing the result, and then adding to it.

Join the thousands of hobbyists, students, and professionals who have discovered this free and educational community platform. Quickly learn programming basics, from variables to objects Understand the fundamentals of computer graphics Get acquainted with the Processing software development environment Create interactive graphics with easy-to-follow projects Use the Arduino open source prototyping platform to control your Processing graphics

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

Learn how to schedule and run application containers using Kubernetes. About This Book Get well-versed with the fundamentals of Kubernetes and get it production-ready for deployments Confidently manage your container clusters and networks using Kubernetes This practical guide will show you container application examples throughout to illustrate the concepts and features of Kubernetes Who This Book Is For This book is for developers, sys admins, and DevOps engineers who want to automate the deployment process and scale their applications. You do not need any knowledge about Kubernetes. What You Will Learn Download, install, and configure the Kubernetes codebase Understand the core concepts of a Kubernetes cluster Be able to set up and access monitoring and logging for Kubernetes clusters Set up external access to applications running in the cluster Understand how CoreOS and Kubernetes can help you achieve greater performance and container implementation agility Run multiple clusters and manage from a single control plane Explore container security as well as securing Kubernetes clusters Work with third-party extensions and tools In Detail Kubernetes has continued to grow and achieve broad adoption across various industries, helping you to orchestrate and automate container deployments on a massive scale. This book will give you a complete understanding of Kubernetes and how to get a cluster up and running. You will develop an understanding of the installation and configuration process. The book will then focus on the core Kubernetes constructs such as pods, services, replica sets, replication controllers, and labels. You will also understand how cluster level networking is done in Kubernetes. The book will also show you how to manage deployments and perform updates with minimal downtime. Additionally, you will learn about operational aspects of Kubernetes such as monitoring and logging. Advanced concepts such as container security and cluster federation will also be covered. Finally, you will learn about the wider Kubernetes ecosystem with OCP, CoreOS, and Tectonic and explore the third-party extensions and tools that can be used with Kubernetes. By the end of the book, you will have a complete understanding of the Kubernetes platform and will start deploying applications on it. Style and approach This straightforward guide will help you understand how to move your container applications into production through best practices and a step-by-step walkthrough tied to real-world operational strategies.

Provides information on working with digital photographs in raw format.

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.

Want to make something that can fly? How about a flying robot? In this book, you'll learn how drones work, how to solve some of the engineering challenges a drone presents, and how to build your own--an autonomous quadcopter that you can build, customize, and fly. Your drone will be your eyes in the sky and in places where a human could never get to--much less fit!

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.

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

An up-to-date guide to the complex world of equities Getting Started in Stock Investing and Trading walks investors and traders through the essential information they need to know before they decide what kind of participant they want to be in equities. The book is filled with the key strategies and tools and offers a comprehensive guide for those entering this marketplace. The author does not argue that one method is better or more appropriate than another. Rather, he reveals the various methods and lets investors decide for themselves. The book covers investment risks, value investing, market strategies, trading methods such as day and swing trading, technical indicators, and diversifying your portfolio, and Offers a thorough overview of strategies and tools that investors need to profit from the volatile equities markets Provides examples, charts, and timely additions that reflect recent changes in the equities markets Other titles by Thomsett: Getting Started in Bonds and eight editions of Getting Started in Options. This book is another title in The Getting Started series, which makes complex issues easy to understand.

Master the Indiana gardening climate with this photographic guide to more than 150 state-specific plants. It's no secret that the post-glacial soils of Indiana are some of the most

fertile that the midwestern United States has to offer. If you're lucky enough to live there - be it on the shores of Lake Michigan in Gary, nestled along the Ohio River in Evansville, or in a small town near one of the state's 1,000-plus lakes - you've found yourself in one of the nation's best gardening countries. In *Indiana Getting Started Garden Guide*, internationally renowned gardening expert and Indiana native Shawna Coronado presents foolproof planting advice for over 150 species, handpicked for their ability to flourish in the Hoosier State. Organized alphabetically by plant type and common name, this book's format makes it as simple to come upon plants you've never heard of as it is to look up your old favorites. Every species - from annuals and perennials to shrubs, natives, and trees - is featured with gorgeous full-color photography, a name pronunciation guide, instructions for planting and care, and a list of ideal companion plants. A smart set of icons acts as a quick reference for sun and shade requirements and plant-specific benefits, and a color-coded USDA map lets you find your specific plant hardiness zone. So whether you're craving the colorful fall pop of burning bush or the springtime splendor of Siberian squill, *Indiana Getting Started Garden Guide* is your manual for harnessing that beautiful Indiana countryside.

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