

Hacking Electronics Simon Monk

Recupere, construa, sobreviva! Onde você estará quando o apocalipse zumbi sobrevier? Trancado no porão? Cozinhando o bichinho de estimação da família? Decapitando vizinhos surgidos dos mortos? De jeito nenhum. Estará construindo fortalezas, criando armadilhas e reunindo suprimentos porque você, sábio sobrevivente, terá sua cópia do livro Guia do maker para o apocalipse zumbi antes que seja tarde demais. Este guia, indispensável à sobrevivência após o dia Z, escrito pelo hacker de

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hardware e antropólogo de zumbis Simon Monk, ensinará você a gerar sua própria eletricidade, recuperar componentes jogados fora, criar dispositivos eletrônicos essenciais e sobreviver aos mortos-vivos. Assuma o controle de seu ambiente: monitore movimentos de zumbis com alarmes acionados com fios e sensores de movimento; mantenha vigilância sobre seu complexo com sistemas baseados em Arduino e Raspberry Pi; alimente seus dispositivos de defesa contra zumbis com baterias de carro, geradores de bicicleta e energia solar. Fuja de perigos iminentes: adapte

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câmeras descartáveis antigas criando granadas de flash para distrair zumbis; abra portas remotamente para uma corrida até sua casa com sucesso; evite desastres secundários com detectores de fogo e de fumaça. Comunique-se com outros sobreviventes: contate pessoas nas proximidades usando código Morse; passe mensagens silenciosas usando walkie-talkies bidirecionais com vibração; vasculhe fervorosamente as ondas de rádio com um analisador de frequência. Para todos, de makers iniciantes a hobbystas sofisticados, o Guia do maker para o apocalipse zumbi é uma ferramenta essencial

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de sobrevivência.

Este libro le ayudará a aprender y aplicar conceptos básicos de ingeniería electrónica sin la necesidad de ser un gran experto. A través de una serie de proyectos prácticos, aprenderá a resolver problemas específicos mientras se adentra en la materia. Si usted es uno de los muchos aficionados y diseñadores que llegaron a la electrónica a través de Arduino y Raspberry Pi, este libro también le será de mucha utilidad. El autor explica esta compleja materia en varios temas, desde el uso del transistor adecuado hasta la construcción y prueba de

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proyectos y prototipos. Con este libro, puede buscar temas de electrónica rápidamente e ir directamente al ejercicio que necesite. También sirve como una referencia ideal para makers con experiencia.

Conceptos teóricos como la ley de Ohm y la relación entre potencia, tensión y corriente. El uso fundamental de resistencias, condensadores e inductores, diodos, transistores y circuitos integrados, así como interruptores y relés. Ejercicios de potencia, sensores y motores, circuitos integrados y radiofrecuencia para el diseño de circuitos y dispositivos electrónicos. Consejos sobre

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el uso de Arduino y Raspberry Pi en proyectos de electrónica. Cómo construir y usar herramientas, incluyendo multímetros, osciloscopios, software de simulaciones y prototipos sin soldar. “ Estos puntos de partida bien probados pondrán en marcha su próximo proyecto de electrónica. Este libro contiene una amplia gama de temas presentados de un modo claro y explicados con las matemáticas justas. Es una referencia esencial para cualquier aficionado o maker ”

This updated resource shows how to interpret schematic diagrams—and design your own Written

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by an experienced engineer, this easy-to-follow TAB guide shows, step-by-step, how to navigate the roadmaps of electronic circuits and systems. Filled with new illustrations and DIY examples, the book clearly explains how to understand and create high-precision electronics diagrams. You will discover how to identify parts and connections, interpret element ratings, and apply diagram-based information in your own projects. Beginner ' s Guide to Reading Schematics, Fourth Edition, also contains valuable appendices covering symbols, resistor color codes, and parts suppliers. Up-to-date coverage

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includes:

- Block, schematic, and pictorial diagrams
- Resistors and capacitors
- Inductors and transformers
- Switches, relays, conductors, and cables
- Diodes, transistors, Op amps, and logic gates
- Electron tubes , cells, and batteries
- Voltage dividers and reducers
- Simple and complex circuits
- Breadboards and wire wrapping
- Electronics troubleshooting
- Digital electronics and functional circuits
- And much more

Arduino and Raspberry Pi have brought many new people to the world of electronics, particularly artists, hobbyists, and designers who aren't trained in

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electrical engineering. If you're among them, don't fret. Rather than run out and get an EE degree, just pick up this handy cookbook whenever you need to solve a problem on your project. Author Simon Monk ("Raspberry Pi Cookbook") breaks down this complex subject into recipes that provide immediate solutions to specific issues. With this book, you can quickly search electronics topics and find the recipe you need. Each recipe includes a discussion on why and how the solution works, and allows you to explore as much or as little theory as you're comfortable with."

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Programming Arduino: Getting Started with Sketches, Second Edition

Het worst-case scenario handboek

Programming the Raspberry Pi, Second Edition: Getting Started with Python

Make Your Own PCBs with EAGLE: From Schematic Designs to Finished Boards

Fritzing for Inventors: Take Your Electronics Project from Prototype to Product

Een inspirerend portret van de man die Apple opnieuw uitvond Toen Tim Cook in 2011 aantrad als nieuwe bestuursvoorzitter van Apple, stond hem een loodzware

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taak te wachten. Een van de grootste, meest innovatieve bedrijven ter wereld had zojuist zijn briljante leider verloren. Steve Jobs en Apple hadden een iconische status verworven en nu hij er niet meer was voorspelden critici een desastreuse toekomst. Maar zij hadden het mis. We zijn acht jaar verder en onder Cooks leiderschap heeft Apple alle verwachtingen overtroffen en is de verwachte ondergang overgegaan in een zelfs nog grotere groei. Onder zijn leiding bleef de kern van de succesformule bijeen en vond er tegelijkertijd een culturele revolutie plaats, waarbij harmonieuze samenwerking centraal kwam te staan. De successen van Cook zijn ondertussen gegroeid tot ongekende hoogte, en toch blijft zijn genie voor velen een mysterie. In deze biografie vertelt Leander Kahney het

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verhaal van de stille kracht achter Apple op meesterlijke wijze; van het overlijden van zijn illustere voorganger tot de beginfase van een naderend derde bedrijf voor Apple: de toetreding tot nieuwe, onbekende markten. Leander Kahney is de auteur van Jony Ive, Inside Steve's Brain en Cult of Mac, en volgt al meer dan 10 jaar het bedrijf Apple. Hij was redacteur bij Wired.com en is op dit moment redacteur bij CultofMac.com.

Arduino, Teensy, and related microcontrollers provide a virtually limitless range of creative opportunities for musicians and hobbyists who are interested in exploring "do it yourself" technologies. Given the relative ease of use and low cost of the Arduino platform, electronic musicians can now envision new ways of synthesizing sounds and

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interacting with music-making software. In Arduino for Musicians, author and veteran music instructor Brent Edstrom opens the door to exciting and expressive instruments and control systems that respond to light, touch, pressure, breath, and other forms of real-time control. He provides a comprehensive guide to the underlying technologies enabling electronic musicians and technologists to tap into the vast creative potential of the platform. Arduino for Musicians presents relevant concepts, including basic circuitry and programming, in a building-block format that is accessible to musicians and other individuals who enjoy using music technology. In addition to comprehensive coverage of music-related concepts including direct digital synthesis, audio input and output,

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and the Music Instrument Digital Interface (MIDI), the book concludes with four projects that build on the concepts presented throughout the book. The projects, which will be of interest to many electronic musicians, include a MIDI breath controller with pitch and modulation joystick, "retro" step sequencer, custom digital/analog synthesizer, and an expressive MIDI hand drum. Throughout Arduino for Musicians, Edstrom emphasizes the convenience and accessibility of the equipment as well as the extensive variety of instruments it can inspire. While circuit design and programming are in themselves formidable topics, Edstrom introduces their core concepts in a practical and straightforward manner that any reader with a background or interest in electronic music can utilize. Musicians and

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hobbyists at many levels, from those interested in creating new electronic music devices, to those with experience in synthesis or processing software, will welcome Arduino for Musicians.

Where will you be when the zombie apocalypse hits? Trapping yourself in the basement? Roasting the family pet? Beheading reanimated neighbors? No way. You'll be building fortresses, setting traps, and hoarding supplies, because you, savvy survivor, have snatched up your copy of The Maker's Guide to the Zombie Apocalypse before it's too late. This indispensable guide to survival after Z-day, written by hardware hacker and zombie anthropologist Simon Monk, will teach you how to generate your own electricity, salvage parts, craft essential electronics, and out-

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survive the undead.,p>Take charge of your environment:

-Monitor zombie movement with trip wires and motion sensors -Keep vigilant watch over your compound with Arduino and Raspberry Pi surveillance systems -Power zombie defense devices with car batteries, bicycle generators, and solar power Escape imminent danger:

-Repurpose old disposable cameras for zombie-distracting flashbangs -Open doors remotely for a successful sprint home -Forestall subplot disasters with fire and smoke detectors Communicate with other survivors: -Hail nearby humans using Morse code -Pass silent messages with two-way vibration walkie-talkies -Fervently scan the airwaves with a frequency hopper For anyone from the budding maker to the keen hobbyist, The Maker's Guide to the

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Zombie Apocalypse is an essential survival tool. Uses the Arduino Uno board and Raspberry Pi Model B+ or Model 2
An updated guide to programming your own Raspberry Pi projects Learn to create inventive programs and fun games on your powerful Raspberry Pi—with no programming experience required. This practical TAB book has been revised to fully cover the new Raspberry Pi 2, including upgrades to the Raspbian operating system. Discover how to configure hardware and software, write Python scripts, create user-friendly GUIs, and control external electronics. DIY projects include a hangman game, RGB LED controller, digital clock, and RasPiRobot complete with an ultrasonic rangefinder. Set up your Raspberry Pi and explore its features Navigate files, folders, and menus Write Python

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programs using the IDLE editor Use strings, lists, functions, and dictionaries Work with modules, classes, and methods Create user-friendly games using Pygame Build intuitive user interfaces with Tkinter Attach external electronics through the GPIO port Add powerful Web features to your projects

Electronic Troubleshooting, Fourth Edition

Ejercicios prácticos con Electrónica

Getting to Know Arduino

Een verhaal met een angel

The Essential Selection and User's Guide

So Many Fiendishly Fun Ways to Use the Latest Arduino Boards! Fully updated throughout, this

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do-it-yourself guide shows you how to program and build fascinating projects with the Arduino Uno and Leonardo boards and the Arduino 1.0 development environment. 30 Arduino Projects for the Evil Genius, Second Edition, gets you started right away with the simplified C programming you need to know and demonstrates how to take advantage of the latest Arduino capabilities. You'll learn how to attach an Arduino board to your computer, program it, and connect electronics to it to create your own devious devices. A bonus chapter uses the

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special USB keyboard/mouse-impersonation feature exclusive to the Arduino Leonardo. 30 Arduino Projects for the Evil Genius, Second Edition: Features step-by-step instructions and helpful illustrations Provides full schematic and construction details for every project Covers the scientific principles behind the projects Removes the frustration factor--all required parts are listed along with sources Build these and other clever creations: High-brightness Morse code translator Seasonal affective disorder light Keypad security code Pulse rate monitor Seven-

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segment LED double dice USB message board
Oscilloscope Tune player VU meter LCD
thermostat Computer-controlled fan Hypnotizer
Servo-controlled laser Lie detector Magnetic
door lock Infrared remote Lilypad clock Evil
Genius countdown timer Keyboard prank
Automatic password typer Accelerometer mouse
Learn electricity and electronics fundamentals
and applications—all without taking a formal
course This fully updated guide offers practical,
easy-to-follow instruction on electricity and
electronics. Written by a pair of experienced

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instructors, Teach Yourself Electricity and Electronics, Sixth Edition, features plain language explanations and step-by-step lessons that make it easy to understand the material quickly. Throughout, detailed illustrations, practical examples, and self-tests reinforce key concepts. Inside, you'll find all-new coverage of switching power supplies, class-D amplifiers, lithium-polymer batteries, microcontrollers—even the Arduino electronics platform. This up-to-date sixth edition covers:

- Direct Current (DC) Circuits
- Resistors
- Cells and Batteries

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Magnetism · Alternating Current (AC) Circuits · Inductors and Capacitors · Phase · Inductive and Capacitive Reactance · Impedance and Admittance · AC Power and Resonance · Transformers and Impedance Matching · Semiconductors, Diodes, and Transistors · Integrated Circuits (ICs) and Electron Tubes · Amplifiers and Oscillators · Wireless Transmitters and Receivers · Digital Circuits · Microcontrollers, including the Arduino · Transducers, Sensors, Location, and Navigation · Acoustics and Audio · Lasers · Advanced

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Communication Systems · Antennas for RF Communications

The Most Complete, Current Guide to Troubleshooting and Repairing Electrical and Electronic Devices "If it's electronic, and there is troubleshooting to be done, then this is the book to reach for!" --Dr. Simon Monk, bestselling author of 30 Arduino Projects for the Evil Genius and Hacking Electronics: An Illustrated DIY Guide for Makers and Hobbyists "...an outstanding book on electronic troubleshooting with clear, concise, and concrete examples that

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anyone can relate to." --James Karagiannes, Ph.D. Physics, Associate Dean of Engineering and Information Sciences, DeVry University, Chicago Fully updated for the latest technologies, devices, test instruments, and problem-solving methods, the new edition of this practical resource provides you with the comprehensive information you need to troubleshoot today's electrical and electronic equipment. Inside you'll find new and enhanced coverage of: Wireless communications Embedded microprocessor systems Cutting-

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edge medical diagnostic equipment Advanced networking technologies The book uniquely blends traditional electrical theory and components with modern networking and electronic technology. Chapter-ending questions and problems test your understanding of the topics discussed. Filled with tables, charts, illustrations, graphs, and flowcharts, this is a must-have manual for anyone who works with electronics--at home or on the job. Electronic Troubleshooting, Fourth Edition, covers: Electric motors and generators Industrial controls

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Residential, commercial, and wireless communications
Radio and television
Digital circuits
Combinational and sequential digital circuits
Microprocessor-based systems
Biomedical equipment
Computer networking and network drives
Embedded microprocessor systems

Quickly write innovative programs for your micro:bit—no experience necessary! This easy-to-follow guide shows, step-by-step, how to quickly get started with programming and creating fun applications on your micro:bit.. Written in the

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straightforward style that Dr. Simon Monk is famous for, *Programming the BBC micro:bit: Getting Started with MicroPython* begins with basic concepts and gradually progresses to more advanced techniques. You will discover how to use the micro:bit's built-in hardware, use the LED display, accept input from sensors, attach external electronics, and handle wireless communication.

- Connect your micro:bit to a computer and start programming!
- Learn how to use the two most popular MicroPython editors
- Work with built-in functions and methods—and

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see how to write your own

- Display text, images, and animations on the micro:bit's LED matrix
- Process data from the accelerometer, compass, and touch sensor
- Control external hardware by attaching it to the edge connector
- Send and receive messages via the built-in radio module
- Graphically build programs with the JavaScript Blocks Editor

Defend Your Base with Simple Circuits, Arduino, and Raspberry Pi

Arduino for Musicians

Defenda sua base com circuitos simples,

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Arduino e Raspberry Pi

Best STEM Resources for NextGen Scientists:

The Essential Selection and User's Guide

Teach Yourself Electricity and Electronics, Sixth Edition

Take your creations to the next level with FPGAs and Verilog This fun guide shows how to get started with FPGA technology using the popular Mojo, Papilio One, and Elbert 2 boards. Written by electronics guru Simon Monk, Programming FPGAs: Getting Started with Verilog features clear explanations, easy-to-follow examples, and downloadable sample

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programs. You'll get start-to-finish assembly and programming instructions for numerous projects, including an LED decoder, a timer, a tone generator—even a memory-mapped video display! The book serves both as a hobbyists' guide and as an introduction for professional developers.

- Explore the basics of digital electronics and digital logic*
- Examine the features of the Mojo, Papilio One, and Elbert 2 boards*
- Set up your computer and dive in to Verilog programming*
- Work with the ISE Design Suite and user constraints files*
- Understand and apply modular Verilog programming methods*
- Generate electrical*

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pulses through your board's GPIO ports • Control servomotors and create your own sounds • Attach a VGA TV or computer monitor and generate video • All source code and finished bit files available for download

An updated guide to programming your own Raspberry Pi projects

Learn to create inventive programs and fun games on your powerful Raspberry Pi—with no programming experience required. This practical book has been revised to fully cover the new Raspberry Pi 2, including upgrades to the Raspbian operating system. Discover how to configure hardware and software, write Python scripts,

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create user-friendly GUIs, and control external electronics. DIY projects include a hangman game, RGB LED controller, digital clock, and RasPiRobot complete with an ultrasonic rangefinder. Updated for Raspberry Pi 2 Set up your Raspberry Pi and explore its features Navigate files, folders, and menus Write Python programs using the IDLE editor Use strings, lists, functions, and dictionaries Work with modules, classes, and methods Create user-friendly games using Pygame Build intuitive user interfaces with Tkinter Attach external electronics through the GPIO port Add powerful Web features to

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your projects

Intended to support the national initiative to strengthen learning in areas of science, technology, engineering, and mathematics, this book helps librarians who work with youth in school and public libraries to build better collections and more effectively use these collections through readers' advisory and programming. • Introduces more than 500 STEM resource suggestions for toddlers to young adults • Highlights more than 25 detailed library program or activity suggestions to be paired with STEM book titles • Provides resource suggestions for

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professional development • Contains bonus sections on STEM-related graphic novels, apps, and other media

Now that we've examined the characteristics and capabilities of the available digital publication formats, it's time to think about the kind of content you want to disseminate digitally. It's all rather subjective, but I'll identify the purpose, character and use of different publication types as well as explain which format classes are best suited to each type. In this chapter, you will learn about the following publication types:

eBookFixed-Layout

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*eBookEmagazineEnewspaperEtextbookDigital
Comic Book*

Ein Do-It-Yourself-Guide für Einsteiger.

*Zahlreiche Projekte mit Sensoren,
Fernsteuerungen, Motoren, Arduino*

*Practical Electronic Recipes with Arduino and
Raspberry Pi*

Volume I - LED Projects

De man die Apple naar een hoger niveau tilde

Hacking Electronics: Learning Electronics

with Arduino and Raspberry Pi, Second Edition

From the best selling author of '30 Arduino Projects for the Evil Genius' and 'Programming Arduino' this book contains a series of LED projects using Arduino. Projects include an LED

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cube, binary clock, persistence of vision display and Larson scanner.

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. Fully updated coverage of PCB design and construction with EAGLE This thoroughly revised, easy-to-follow guide shows, step-by-step, how to create your own professional-quality PCBs using the latest versions of EAGLE. Make Your Own PCBs with EAGLE: From Schematic Designs to Finished Boards, Second Edition, guides you through the process of developing a schematic, transforming it into a PCB layout, and submitting Gerber files to a manufacturing service to fabricate your finished board. Four brand-new

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chapters contain advanced techniques, tips, and features. Downloadable DIY projects include a sound level meter, Arduino shield, Raspberry Pi expansion board, and more!

- Install and configure EAGLE—including EAGLE v7.7.0
- Explore EAGLE ' s screens and create schematic and board files
- Select the right components and launch your own projects
- Create scripts and User Language Programs that automate repetitive tasks
- Build your own libraries and parts and modify existing components
- Generate Gerber design files to submit for fabrication
- Solder through-hole PCBs and SMD boards
- Learn how to streamline your design thinking and workflow
- Design non-rectangular and custom-shaped boards
- Learn advanced techniques and take your boards to the next level

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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.

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Bring your electronic inventions to life! "This full-color book is impressive...there are some really fun projects!" -GeekDad, Wired.com Who needs an electrical engineering degree? This intuitive guide shows how to wire, disassemble, tweak, and re-purpose everyday devices quickly and easily. Packed with full-color illustrations, photos, and diagrams, Hacking Electronics teaches by doing--each topic features fun, easy-to-follow projects. Discover how to hack sensors, accelerometers, remote controllers, ultrasonic rangefinders, motors, stereo equipment, microphones, and FM transmitters. The final chapter contains useful information on getting the most out of cheap or free bench and software tools. Safely solder, join wires, and connect switches Identify components and read schematic diagrams Understand the

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how and why of electronics theory Work with transistors, LEDs, and laser diode modules Power your devices with a/c supplies, batteries, or solar panels Get up and running on Arduino boards and pre-made modules Use sensors to detect everything from noxious gas to acceleration Build and modify audio amps, microphones, and transmitters Fix gadgets and scavenge useful parts from dead equipment
Beginner's Guide to Reading Schematics, Fourth Edition
Tim Cook

Programming FPGAs: Getting Started with Verilog
Imparare l'elettronica con Arduino e Raspberry Pi
Electronics Cookbook

If you're among the many hobbyists and designers who came to electronics through

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Arduino and Raspberry Pi, this cookbook will help you learn and apply the basics of electrical engineering without the need for an EE degree. Through a series of practical recipes, you'll learn how to solve specific problems while diving into as much or as little theory as you're comfortable with. Author Simon Monk (Raspberry Pi Cookbook) breaks down this complex subject into several topics, from using the right transistor to building and testing projects and prototypes. With this book, you can quickly search electronics topics and go straight to the recipe you need. It also serves as an ideal

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reference for experienced electronics makers. This cookbook includes: Theoretical concepts such as Ohm's law and the relationship between power, voltage, and current The fundamental use of resistors, capacitors and inductors, diodes, transistors and integrated circuits, and switches and relays Recipes on power, sensors and motors, integrated circuits, and radio frequency for designing electronic circuits and devices Advice on using Arduino and Raspberry Pi in electronics projects How to build and use tools, including multimeters, oscilloscopes, simulations software, and unsoldered

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prototypes

This book covers the particulars of Arduino's hardware and software, its capabilities, pros and cons of the platform, and examples of the creativity its use engenders. The Arduino programming language is used to operate microcontrollers, which are essentially mini-computers that trigger physical systems such as lights and motors.

Program Arduino™ with ease—no prior programming experience required! This thoroughly updated guide shows, step-by-step, how to quickly program all Arduino models—including the Arduino Uno R3. Written by

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hobbyist and electronics guru Simon Monk, Programming Arduino™: Getting Started with Sketches, Second Edition, features easy-to-follow explanations, fun examples, and downloadable sample programs. Discover how to write basic sketches, use Arduino's modified C language, store data, and interface with the Web. You will also get hands-on coverage of C++, library writing, and programming Arduino for the Internet of Things. • Set up the software, power up your Arduino, and start uploading sketches • Understand the basics of C language programming • Add functions, arrays, and strings to your

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sketches • Program Arduino's digital and analog inputs and outputs • Use functions from the standard Arduino library • Write sketches that store data in EPROM or flash memory • Interface with displays, including OLEDs and LCDs • Connect to the Internet and configure Arduino as a Web server • Develop interesting programs for the Internet of Things • Build your own libraries and use object-oriented programming methods

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with the product. A Fully-Updated, No-Nonsense Guide to Electronics Advance your electronics knowledge and gain the skills necessary to develop and construct your own functioning gadgets. Written by a pair of experienced engineers and dedicated hobbyists, *Practical Electronics for Inventors, Fourth Edition*, lays out the essentials and provides step-by-step instructions, schematics, and illustrations. Discover how to select the right components, design and build circuits, use microcontrollers and ICs, work with the latest software tools, and test and tweak

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your creations. This easy-to-follow book features new instruction on programmable logic, semiconductors, operational amplifiers, voltage regulators, power supplies, digital electronics, and more. Practical Electronics for Inventors, Fourth Edition, covers: Resistors, capacitors, inductors, and transformers Diodes, transistors, and integrated circuits Optoelectronics, solar cells, and phototransistors Sensors, GPS modules, and touch screens Op amps, regulators, and power supplies Digital electronics, LCD displays, and logic gates Microcontrollers and

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prototyping platforms Combinational and sequential programmable logic DC motors, RC servos, and stepper motors Microphones, audio amps, and speakers Modular electronics and prototypes

30 Arduino Projects for the Evil Genius, Second Edition

Getting Started with the Photon

A Complete Guide to Arduino and Teensy Microcontrollers

Making Things with the Affordable, Compact, Hackable WiFi Module

Proyectos de electrónica con Arduino y Raspberry Pi

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In this TAB book, bestselling electronics author Simon Monk shows maker-entrepreneurs how to use Fritzing's open-source software and services to create electronics prototypes, design and manufacture printed circuit boards (PCBs), and bring professional-quality electronic products to market.

Fritzing for Inventors: Take Your Electronics Project from Prototype to Product explains how to use this set of free, open-source electronics prototyping tools to lay out breadboards, create schematics, and design professional-quality printed circuit boards (PCBs). No engineering skills needed! Whether

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you're a hobbyist, artist, inventor, or student, you'll be able to develop a product from schematic to prototype to professional-quality printed circuit board, all from one easy-to-use software package. Fritzing works well with prototyping boards such as Arduino, Raspberry Pi, and BeagleBone. This DIY guide covers the whole lifecycle of product development for a hobbyist entrepreneur. It takes you from initial concept, to prototyping, to PCB production, to distribution. Along the way, it examines the sourcing of components, product testing, and even how to price products for wholesale and

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retail. Simon Monk is a bestselling TAB electronics author and popular presenter at MakerFaires Well-illustrated tutorial with screen captures, easy-to-follow instructions, and step-by-step projects Describes an up-to-date contemporary approach to PCB design, including surface-mount designs Explains how to become a maker entrepreneur by using crowdfunding and indie marketplaces for technical products

FREE download! Preview five exclusive projects from brand-new renowned TAB Electronics books author Simon Monk! Please enjoy chapter samples from 5 Simon Monk TAB

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books, including the latest edition of Practical Electronics for Inventors. This latest edition will help you advance your electronics knowledge and gain the skills necessary to develop and construct your own functioning gadgets. Make great stuff with TAB Electronics books. TAB Electronics an imprint of McGraw-Hill Education is a leading publisher of do-it-yourself technology books for makers electronics hobbyists students and inventors. Our mission is to combine fun and education with hands-on learn-by-doing projects in each book. Covering everything from Arduino to steampunk to 3D printing

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these DIY guides tap into the booming maker movement coaching hobbyists of all levels how to ...make great stuff! Enjoy the fun projects in this FREE download compliments of TAB Electronics. Here's what you'll get: From Practical Electronics for Inventors, 4th Edition – Chapter 6: Sensors From Hacking Electronics: An Illustrated DIY Guide for Makers and Hobbyists – Chapter 1: Getting Started From Programming the Raspberry Pi, Second Edition: Getting Started with Python – Chapter 3: Python Basics From Fritzing for Inventors: Take Your Electronics Project from Prototype to Product – Chapter 1:

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Introduction to Fritzing From The TAB Book of Arduino Projects: 36 Things to Make with Shields and Proto Shields – Chapter 28: Singing Plant

Build your own secret laboratory with 30 coding and electronic projects! The BBC micro:bit is a tiny, cheap, yet surprisingly powerful computer that you can use to build cool things and experiment with code. The 30 simple projects and experiments in this book will show you how to use the micro:bit to build a secret science lab complete with robots, door alarms, lie detectors, and more--as you learn basic coding and

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electronics skills. Here are just some of the projects you'll build: • A "light guitar" you can play just by moving your fingers • A working lie detector • A self-watering plant care system • A two-wheeled robot • A talking robotic head with moving eyes • A door alarm made with magnets Learn to code like a Mad Scientist!

This hands-on guide will teach you all you need to know to bring your electronic inventions to life! This fully updated guide shows, step-by-step, how to disassemble, tweak, and re-purpose everyday devices for use in your own electronics creations.

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Written in the clear, easy-to-follow style that Dr. Simon Monk is famous for, this expanded edition includes coverage of both Arduino AND Raspberry Pi. Hacking Electronics: Learning Electronics with Arduino and Raspberry Pi, Second Edition, demonstrates each technique through fun DIY projects. Packed with full-color illustrations, photos, and diagrams, the book gets you up and running on your own projects right away. You will discover how to hack sensors, accelerometers, remote controllers, ultrasonic rangefinders, motors, stereo equipment, FM transmitters, and more. •

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Contains start-to-finish hacks for both Arduino AND Raspberry Pi! • Features new coverage of ready-made modules available online • Offers tips on working with Simon's hacking electronics kit

Hacking Electronics: An Illustrated DIY Guide for Makers and Hobbyists

Elettronica per hacker

30 Clever Coding and Electronics Projects for Kids

Advies van experts voor extreme situaties

Up-to-date hacks that will breathe life into your Arduino

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and Raspberry Pi creations! This intuitive DIY guide shows how to wire, disassemble, tweak, and re-purpose household devices and integrate them with your Raspberry Pi and Arduino inventions. Packed with full-color illustrations, photos, and diagrams, *Hacking Electronics: Learning Electronics with Arduino and Raspberry Pi, Second Edition*, features fun, easy-to-follow projects. You'll discover how to build an Internet-controlled hacked electric toy, ultrasonic rangefinder, remote-controlled robotic rover, audio amp, slot car brakes and headlights—even a smart card reader! • Get up and running on both Arduino and Raspberry Pi • Safely

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solder, join wires, and connect switches • Identify components and read schematic diagrams • Work with LEDs, including high-power Lumileds and addressable LED strips • Use LiPo batteries, solar panels, and buck-boost power supplies • Use sensors to measure light, temperature, acceleration, sound level, and color • Build and modify audio amps, microphones, and transmitters • Repair gadgets and scavenge useful parts from dead equipment • Get the most out of cheap or free bench and software tools

Dave Goulson is van jongs af aan gefascineerd door de natuur. Op hartverwarmende wijze beschrijft hij zijn

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eerste en het moet gezegd vrij klungelige ontmoetingen met de dierenwereld: bij het schoonmaken van zijn aquarium elektrocuteert hij zijn lievelingsvissen en na een zomerse regenbui droogt hij zijn hommels en zet ze per ongeluk in brand. Hij doet alles om de natuur, en met name de wereld van de hommel, te doorgronden. Zijn jeugdige fascinatie zet hem aan tot jarenlang onderzoek naar deze `charismatische tijgers van de insectenwereld , die met uitsterven worden bedreigd. In Een verhaal met een angel laat Goulson zien hoe belangrijk de hommel voor ons is, en zijn fantastische anekdotes tonen hoe intrigerend dit beestje is. Na het lezen van Een verhaal

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met een angel zul je de hommel met heel andere ogen bekijken.

Partindo de noções básicas e gradualmente avançando para desafios maiores, este livro guia você passo a passo pelos experimentos e projetos que mostram como usar Arduino ou Raspberry Pi para criar e controlar movimento, luz e som. Em outras palavras: ação! O Arduino é um simples microcontrolador com um ambiente de programação de fácil aprendizado, enquanto o Raspberry Pi é um minúsculo computador baseado em Linux. Este livro explica com clareza as diferenças entre o Arduino e o Raspberry Pi, quando usá-los e a quais

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finalidades eles são mais adequados. Usando essas plataformas amplamente disponíveis e baratas, você aprenderá a controlar LEDs, motores de vários tipos, solenoides, dispositivos AC (corrente alternada), aquecedores, coolers, displays e som. Você também descobrirá como monitorar e controlar esses dispositivos pela internet. Ao trabalhar com matrizes de contato sem solda você rapidamente começará a pôr a mão na massa, aprendendo a criar projetos que são ao mesmo tempo divertidos e informativos. Neste livro você aprenderá a: Construir um esmagador de latas usando um atuador linear com Arduino. Fazer o Arduino regar suas plantas.

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Construir um sinal de trânsito pessoal usando LEDs. Construir um dispositivo aleatório de estourar balões com o Arduino. Refrigerar suas bebidas com um cooler termostático construído por você. Entender e usar o algoritmo de controle PID. Usar Raspberry Pi para criar um baile de marionetes controlado por tweets! Aprenda a controlar mecanismos e sistemas, e então passe para a Internet das Coisas (IoT) para se conectar com as mais recentes tecnologias. Olá, mundo? Olá, Universo!

Una guida all'“hacking” dell'elettronica, il cui scopo principale è offrire al lettore le competenze necessarie per utilizzare l'elettronica in modo molto pratico e senza

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troppe nozioni teoriche. Un libro per imparare a sperimentare e a dare forma alle idee, in modo che prendano vita e funzionino davvero. Insegna, tra le altre cose, a creare prototipi su una breadboard, ma anche a saldare i componenti fra loro e a realizzare circuiti complessi utilizzando delle basette millefori. Sono presentati più di venti progetti pratici per l'utilizzo di Raspberry Pi, un piccolo computer Linux, e di Arduino, un microcontrollore di grande successo nonché uno degli strumenti più importanti degli hacker di elettronica. Il volume è adatto sia a chi parte da zero, sia a chi vuole modificare degli apparecchi elettronici per usarli in modo

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creativo.

The Maker's Guide to the Zombie Apocalypse

Hacking

Elektronik-Hacks

Programming the BBC micro:bit: Getting Started with

MicroPython

de kunst van het uitbuiten

Ein Do-It-Yourself-Guide für Einsteiger Zahlreiche Projekte mit Sensoren, Fernsteuerungen, Motoren und Arduino Setzen Sie Ihre Elektronik-Ideen direkt in die Tat um Verschiedene Projekte mit dem Arduino-Mikrocontroller Zahlreiche farbige Abbildungen, Fotos und Diagramme Alle Projekte sind mit zahlreichen farbigen Abbildungen, Fotos und Diagrammen illustriert. Einführung ins

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Verlöten von Drähten und Bauteilen Erklärung elektronischer Bauteile und Lesen von Schaltplänen Grundlagen zu Strom, Widerstand und Spannung Die Verwendung von Transistoren, LEDs und Laserdioden-Modulen Stromversorgung durch Netzteile, Batterien, Akkus oder Solarzellen Einsatz des Arduino-Mikrocontrollers und vorgefertigter Module Verwendung von Sensoren zum Messen von Beschleunigung, Helligkeit usw. Audioverstärker, Mikrofone und UKW-Sender bauen oder modifizieren Reparatur und Ausschachten elektronischer Geräte Projekte aus dem Buch: Detektor für Methangas Ein via Internet gesteuertes elektronisches Spielzeug Farbmessgerät Ultraschallentfernungsmesser Ein ferngesteuertes Roboterfahrzeug »Eierlaufen« auf Beschleunigungsmessung beruhend Ein 1-Watt-Audioverstärker Abhörwanze, gebaut aus einem gehackten

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MP3-UKW-Minisender Bremslichter und Scheinwerfer für Modellautos Wer braucht schon einen Abschluss als Elektroingenieur, um mit elektronischen Geräten zu basteln, sie umzubauen oder zu modifizieren? In verständlichen Anleitungen und ohne unnötigen theoretischen Ballast wird in diesem grundlegenden und praxisnahen Buch erläutert, wie Sie schnell und einfach elektronische Geräte auseinandernehmen, neu verdrahten, umbauen, oder für andere Zwecke nutzen. Sie finden in diesem Buch zahlreiche leicht nachvollziehbare und spannende Projekte. Dabei kommen Sensoren, Beschleunigungsmesser, Fernsteuerungen, Ultraschallentfernungsmesser, Motoren, Audiogeräte, Mikrofone und UKW-Sender zum Einsatz. Ein ausführliches Kapitel zeigt außerdem verschiedene Projekte mit dem Arduino-Mikrocontroller. Das abschließende Kapitel

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beschreibt den korrekten Umgang mit den Werkzeugen des Elektronikers und preiswerte oder kostenlose Elektronik-Software. Wil je weten hoe je die kapotte deurbel repareert? Of hoe je een bewegingsmelder aansluit? Lijkt het je leuk om zelf een echte robot te maken? Dan is dit een boek voor jou! Nee, het is niet onze bedoeling om je op te leiden tot elektricien: we gaan wel in op de eenvoudige principes van elektriciteit. We leggen uit hoe je de bijbehorende gereedschappen kiest en gebruikt en hoe je allerlei, al dan niet nuttige, leuke elektronische dingetjes in elkaar knutselt. Je zult versteld staan hoe simpel het allemaal is! Bron: Flaptekst, uitgeverinformatie.

A Fully-Updated, No-Nonsense Guide to Electronics Advance your electronics knowledge and gain the skills necessary to develop and construct your own functioning gadgets. Written by a pair of

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experienced engineers and dedicated hobbyists, Practical Electronics for Inventors, Fourth Edition, lays out the essentials and provides step-by-step instructions, schematics, and illustrations. Discover how to select the right components, design and build circuits, use microcontrollers and ICs, work with the latest software tools, and test and tweak your creations. This easy-to-follow book features new instruction on programmable logic, semiconductors, operational amplifiers, voltage regulators, power supplies, digital electronics, and more. Practical Electronics for Inventors, Fourth Edition, covers: Resistors, capacitors, inductors, and transformers Diodes, transistors, and integrated circuits Optoelectronics, solar cells, and phototransistors Sensors, GPS modules, and touch screens Op amps, regulators, and power supplies Digital electronics, LCD displays, and logic gates Microcontrollers and prototyping

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platforms Combinational and sequential programmable logic DC motors, RC servos, and stepper motors Microphones, audio amps, and speakers Modular electronics and prototypes

GEVAAR! Het schuilt in een klein hoekje. Deze essentiële gids leert je hoe je allerlei plotselinge en benarde situaties kunt overleven. Survival-experts laten stapsgewijs en met illustraties zien wat je DIRECT moet weten: Hoe bevrijd je jezelf uit drijfzand Hoe ontwijk je een drone Hoe forceer je een deur Hoe verweer je jezelf tegen een haai Hoe vind je de weg zonder GPS Hoe breng je een baby ter wereld op de achterbank van een auto Hoe overleef je een inbreuk op je privacy Hoe ontsnap je aan een krokodil Hoe maak je vuur zonder lucifers Hoe overleef je als je parachute niet open gaat ... en nog 75 andere benarde situaties. Want je weet maar nooit...

Chapter 3: Digital Publication Types and Their Markets

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Guia do Maker para o Apocalipse Zumbi

Practical Electronics for Inventors, Fourth Edition

Dr Monk's Arduino Shield Projects

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