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MCINTYRE DRAVEN

Applied Science & Technology Index Springer Nature

This book will show you how to use your Arduino to control a variety of different robots, while providing step-by-step instructions on the entire robot building process. You'll learn Arduino basics as well as the characteristics of different types of motors used in robotics. You also discover controller methods and failsafe methods, and learn how to apply them to your project. The book starts with basic robots and moves into more complex projects, including a GPS-enabled robot, a robotic lawn mower, a fighting bot, and even a DIY Segway-clone. Introduction to the Arduino and other components needed for robotics Learn how to build motor controllers Build bots from simple line-following and bump-sensor bots to more complex robots that can mow your lawn, do battle, or even take you for a ride Please note: the print version of this title is black & white; the eBook is full color.

Arduino Workshop Apress

The Arduino is a cheap, flexible, open source microcontroller platform designed to make it easy for hobbyists to use electronics in homemade projects. With an almost unlimited range of input and output add-ons, sensors, indicators, displays, motors, and more, the Arduino offers you countless ways to create devices that interact with the world around you. In *Arduino Workshop*, you'll learn how these add-ons work and how to integrate them into your own projects. You'll start off with an overview of the Arduino system but quickly move on to coverage of various electronic components and concepts. Hands-on projects throughout the book reinforce what you've learned and show you how to apply that knowledge. As your understanding grows, the projects increase in complexity and sophistication. Among the book's 65 projects are useful devices like: - A digital thermometer that charts temperature changes on an LCD -A GPS logger that records data from your travels, which can be displayed on Google Maps - A handy tester that lets you check the voltage of any single-cell battery - A keypad-controlled lock that requires a secret code to open You'll also learn to build Arduino toys and games like: - An electronic version of the classic six-sided die - A binary quiz game that challenges your number conversion skills - A motorized remote control tank with collision detection to keep it from crashing *Arduino Workshop* will teach you the tricks and design principles of a master craftsman. Whatever your skill level, you'll have fun as you learn to harness the power of the Arduino for your own DIY projects. Uses the Arduino Uno board

Beginning STM32 Morgan & Claypool Publishers

Discusses Uses for the Microcomputer, Including Projects & Methods for Interfacing the Personal Computer with Its Environment

Digital Electronics John Wiley & Sons

"Expert assembly programmers: Learn how to write embedded control applications in C; Expert 8-bit programmers: Learn how to boost your applications with a powerful 16-bit architecture; Explore the world of embedded control experimenting with analog and digital peripherals, graphic, displays, video and sound"--Cover.

Computer Organization & Architecture 7e Newnes

These projects are fun to build and fun to use Make lights dance to music, play with radio remote control, or build your own metal detector Who says the Science Fair has to end? If you love building gadgets, this book belongs on your radar. Here are complete directions for building ten cool creations that involve light, sound, or vibrations -- a weird microphone, remote control gizmos, talking toys, and more, with full parts and tools lists, safety guidelines, and wiring schematics. Check out ten cool electronics projects, including * Chapter 8 -- Surfing the Radio Waves (how to make your own radio) * Chapter 9 -- Scary Pumpkins (crazy Halloween decorations that have sound, light, and

movement) * Chapter 12 -- Hitting Paydirt with an Electronic Metal Detector (a project that can pay for itself) Discover how to * Handle electronic components safely * Read a circuit diagram * Troubleshoot circuits with a multimeter * Build light-activated gadgets * Set up a motion detector * Transform electromagnetic waves into sound Companion Web site * Go to www.dummies.com/go/electronicsprojectsfd * Explore new projects with other electronics hobbyists * Find additional information and project opportunities

Arduino: A Quick-Start Guide CRC Press

These days drones are buzzing, not only in the skies, but throughout the maker community! Makers' love affair with drones is easy to understand: it has all the trademarks of the maker movement. From open source hardware, robotics (like sensors), cameras, to innovative applications to solve real-world problems, drones are fun and functional. In Volume 44 of *Make*., the editors dive into the red-hot world of quadcopters, with drone builds and inspired aerial activities. In this issue: Build the maker hangar R/C tricopter 3D print a quadcopter How to waterproof your drone Setting up an FPV drone race Pilot's checklist Projects include: DIY carbon fiber acoustic guitar Singing plasma-arc speaker 3D printable electric motor Easy infinity mirror Clone a fig tree Raspberry Pi super security camera

Digital Electronics Pragmatic Bookshelf

Keeping students on the forefront of technology, this text offers a practical reference to all programming and interfacing aspects of the popular Intel microprocessor family.

The Japanese Secret to a Long and Happy Life McGraw-Hill Education

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

Building Your Own Drones Cambridge University Press

This project report concentrates on the construction of LCD display board that will display characters in Bengali and can be controlled over LAN environment. Here Bangla characters has been displayed on an LCD (liquid crystal display) panel. The LCD panel is driven by a microcontroller based driver circuit. The whole display system (Driver circuit and the LCD panel) is connected to a server computer. A user can control the displayed message from a client PC connected to the same LAN (local area network).

Audio Power Amplifier Design Morgan & Claypool Publishers

Arduino is an open-source platform that makes DIY electronics projects easier than ever. Gone are the days when you had to learn electronics theory and arcane programming languages before you could even get an LED to blink. Now, with this new edition of the bestselling *Arduino: A Quick-Start*

Guide, readers with no electronics experience can create their first gadgets quickly. This book is up-to-date for the new Arduino Zero board, with step-by-step instructions for building a universal remote, a motion-sensing game controller, and many other fun, useful projects. This Quick-Start Guide is packed with fun, useful devices to create, with step-by-step instructions and photos throughout. You'll learn how to connect your Arduino to the Internet and program both client and server applications. You'll build projects such as your own motion-sensing game controller with a three-axis accelerometer, create a universal remote with an Arduino and a few cheap parts, build your own burglar alarm that emails you whenever someone's moving in your living room, build binary dice, and learn how to solder. In one of several new projects in this edition, you'll create your own video game console that you can connect to your TV set. This book is completely updated for the new Arduino Zero board and the latest advances in supporting software and tools for the Arduino. Sidebars throughout the book point you to exciting real-world projects using the Arduino, exercises extend your skills, and "What If It Doesn't Work" sections help you troubleshoot common problems. With this book, beginners can quickly join the worldwide community of hobbyists and professionals who use the Arduino to prototype and develop fun, useful inventions. What You Need: This is the full list of all parts you'd need for all projects in the book; some of these are provided as part of various kits that are available on the web, or you can purchase individually. Sources include adafruit.com, makershed.com, radioshack.com, sparkfun.com, and mouser.com. Please note we do not support or endorse any of these vendors, but we list them here as a convenience for you. Arduino Zero (or Uno or Duemilanove or Diecimila) board USB cable Half-size breadboard Pack of LEDs (at least 3, 10 or more is a good idea) Pack of 100 ohm, 10k ohm, and 1k ohm resistors Four pushbuttons Breadboard jumper wire / connector wire Parallax Ping))) sensor Passive Infrared sensor An infrared LED A 5V servo motor Analog Devices TMP36 temperature sensor ADXL335 accelerometer breakout board 6 pin 0.1" standard header (might be included with the ADXL335) Nintendo Nunchuk Controller Arduino Ethernet shield Arduino Proto shield and a tiny breadboard (optional but recommended) Piezo speaker/buzzer (optional) Tilt sensor (optional) A 25-30 Watts soldering iron with a tip (preferably 1/16") A soldering stand and a sponge A standard 60/40 solder (rosin-core) spool for electronics work

Vectors, Matrices, and Least Squares Taylor & Francis

A groundbreaking introduction to vectors, matrices, and least squares for engineering applications, offering a wealth of practical examples.

Electronics Projects For Dummies Tata McGraw-Hill Education

This book gathers the state-of-the-art for industrial application of scientific and practical research in the Cloud and IoT paradigms to benefit society. The book first aims to discuss and outline various aspects of tackling climate change. The authors then discuss how Cloud and IoT can help for digital health and learning from industrial aspects. The next part of book discusses technical improvements in the fields of security and privacy. The book also covers Smart Homes and IoT in agriculture. The book is targeted towards advancing undergraduate, graduate, and post graduate students, researchers, academicians, policymakers, various government officials, NGOs, and industry research professionals who are currently working in the field of science and technology either directly or indirectly to benefit common masses.

PIC Microcontroller and Embedded Systems No Starch Press

Algorithms Information Systems Machine Learning Artificial Intelligence Expert Systems Computer Vision Pattern Recognition Human Computer Interaction Natural Language Processing Bioinformatics Software Engineering Database Data Mining Big Data Distributed, Mobile and Cloud Computing Engineering Ethics E Commerce E Governance Signal Processing Image Processing Computer Graphics Audio, Video and Multimedia Processing Computer Networks Data Communication Network and System Security Internet of Things Computer Architecture Power Systems High Voltage Engineering Renewable Energy Smart Grid Electric Drives Motion Control Power Electronics Robotics Control Systems Electronic Devices Embedded Systems Materials Science Photonic Devices Nanotechnology and NEMS VLSI Design and Fabrication Instrumentation and Sensors Mobile and Wireless Communication Antenna Propagation RF and Microwave Engineering Optical and Under Water Communication Concepts of 5G and Advanced Communication Networks Pharmacy

with Interactive Hardware Simulation Pearson Education India

Los Angeles Times bestseller • More than 1.5 million copies sold "If *hygge* is the art of doing nothing, *ikigai* is the art of doing something—and doing it with supreme focus and joy." —New York Post Bring meaning and joy to all your days with this internationally bestselling guide to the Japanese concept of *ikigai* (pronounced ee-key-guy)—the happiness of always being busy—as revealed by the daily habits of the world's longest-living people. *And from the same authors, don't miss *The Book of Ichigo Ichie*—about making the most of every moment in your life.*** What's your *ikigai*? "Only staying active will make you want to live a hundred years." —Japanese proverb According to the Japanese, everyone has an *ikigai*—a reason for living. And according to the residents of the Japanese village with the world's longest-living people, finding it is the key to a happier and longer life. Having a strong sense of *ikigai*—the place where passion, mission, vocation, and profession intersect—means that each day is infused with meaning. It's the reason we get up in the morning. It's also the reason many Japanese never really retire (in fact there's no word in Japanese that means retire in the sense it does in English): They remain active and work at what they enjoy, because they've found a real purpose in life—the happiness of always being busy. In researching this book, the authors interviewed the residents of the Japanese village with the highest percentage of 100-year-olds—one of the world's Blue Zones. *Ikigai* reveals the secrets to their longevity and happiness: how they eat, how they move, how they work, how they foster collaboration and community, and—their best-kept secret—how they find the *ikigai* that brings satisfaction to their lives. And it provides practical tools to help you discover your own *ikigai*. Because who doesn't want to find happiness in every day? A PENGUIN LIFE TITLE

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Using Assembly and C for Pic18 John Wiley & Sons

Using FreeRTOS and libopencm3 instead of the Arduino software environment, this book will help you develop multi-tasking applications that go beyond Arduino norms. In addition to the usual peripherals found in the typical Arduino device, the STM32 device includes a USB controller, RTC (Real Time Clock), DMA (Direct Memory Access controller), CAN bus and more. Each chapter contains clear explanations of the STM32 hardware capabilities to help get you started with the device, including GPIO and several other ST Microelectronics peripherals like USB and CAN bus controller. You'll learn how to download and set up the libopencm3 + FreeRTOS development environment, using GCC. With everything set up, you'll leverage FreeRTOS to create tasks, queues, and mutexes. You'll also learn to work with the I2C bus to add GPIO using the PCF8574 chip. And how to create PWM output for RC control using hardware timers. You'll be introduced to new concepts that are necessary to master the STM32, such as how to extend code with GCC overlays using an external Winbond W25Q32 flash chip. Your knowledge is tested at the end of each chapter with exercises. Upon completing this book, you'll be ready to work with any of the devices in the STM32 family. Beginning STM32 provides the professional, student, or hobbyist a way to learn about ARM without costing an arm! What You'll Learn Initialize and use the libopencm3 drivers and handle interrupts Use DMA to drive a SPI based OLED displaying an analog meter Read PWM from an RC control using hardware timers Who This Book Is For Experienced embedded engineers, students, hobbyists and makers wishing to explore the ARM architecture, going beyond Arduino limits.

Understanding Cryptography Circuit Cellar

Beginning with a basic primer on reverse engineering-including computer internals, operating systems, and assembly language-and then discussing the various applications of reverse engineering, this book provides readers with practical, in-depth techniques for software reverse engineering. The book is broken into two parts, the first deals with security-related reverse engineering and the second explores the more practical aspects of reverse engineering. In addition, the author explains how to reverse engineer a third-party software library to improve interfacing and how to reverse engineer a competitor's software to build a better product. * The first popular book to show how software reverse engineering can help defend against security threats, speed up development, and unlock the secrets of competitive products * Helps developers plug security holes by demonstrating how hackers exploit reverse engineering techniques to crack copy-protection schemes and identify software targets for viruses and other malware * Offers a primer on advanced reverse-engineering, delving into "disassembly"-code-level reverse engineering-and explaining how to decipher assembly language

Indian National Bibliography LAP Lambert Academic Publishing

This volume constitutes the refereed proceedings of the 9th International Conference on Image and Signal Processing, ICISP 2020, which was due to be held in Marrakesh, Morocco, in June 2020. The conference was cancelled due to the COVID-19 pandemic. The 40 revised full papers were carefully reviewed and selected from 84 submissions. The contributions presented in this volume were organized in the following topical sections: digital cultural heritage & color and spectral imaging; data and image processing for precision agriculture; machine learning application and innovation; biomedical imaging; deep learning and applications; pattern recognition; segmentation and retrieval; mathematical imaging & signal processing.

Introduction to Applied Linear Algebra Elsevier

Programmable logic controllers (PLCs) are extensively used in industry to perform automation tasks, with manufacturers offering a variety of PLCs that differ in functions, program memories, and the number of inputs/outputs (I/O). Not surprisingly, the design and implementation of these PLCs have long been a secret of manufacturers. Unveiling the mysteries of PLC technology, *Building a Programmable Logic Controller with PIC16F648A Microcontroller* explains how to design and use a PIC16F648A-microcontroller-based PLC. The author first described a microcontroller-based implementation of a PLC in a series of articles published in *Electronics World* magazine between 2008 and 2010. This book is based on an improved version of the project, including: Updates to the hardware configuration, with a smaller CPU board and two I/O extension boards that now support 16 inputs and 16 outputs instead of 8 An increased clock frequency of 20 MHz Improvements to several macros Flowcharts to help you understand the macros (functions) In this book, the author provides detailed explanations of hardware and software structures. He also describes PIC Assembly macros for all basic PLC functions, which are illustrated with numerous examples and flowcharts. An accompanying CD contains source files (.ASM) and object files (.HEX) for all of the examples in the book. It also supplies printed circuit board (PCB) (Gerber and .pdf) files so that you can have the CPU board and I/O extension boards produced by a PCB manufacturer or produce your own boards. Making PLCs more easily accessible, this unique book is written for advanced students, practicing engineers, and hobbyists who want to learn how to build their own microcontroller-based PLC. It assumes some previous knowledge of digital logic design, microcontrollers, and PLCs, as well as familiarity with the PIC16F series of microcontrollers and w

Fundamentals of Digital Logic and Microcomputer Design Penguin

This book has been designed for students studying the course on Digital Electronics. It provides comprehensive coverage of both, fundamentals and advancements, of the subject. It offers lucid explanation of topics and helps students in practical understanding of the subject matter with numerous solved examples and unsolved questions. Salient Features: - Explanation along with circuit diagrams and illustrations - Step wise methodology for explanation of numerical examples - Diverse and useful pedagogy: solved examples, summary, short questions, review questions, MCQs, etc.

Beginning Arduino Springer Nature

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