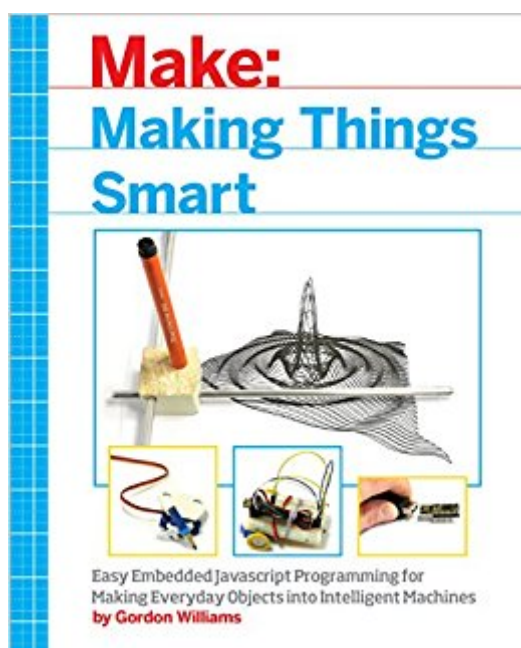


The book was found

Making Things Smart: Easy Embedded JavaScript Programming For Making Everyday Objects Into Intelligent Machines



Synopsis

Making Things Smart teaches the fundamentals of the powerful ARM microcontroller by walking beginners and experienced users alike through easily assembled projects comprised of inexpensive, hardware-store parts. Projects in this book include:

What Is an Electric Motor?
Experiment 1: Faraday's Motor
Experiment 2: Motor with Commutator
Experiment 3: Stepper Motor
Experiment 4: Stepper Motor Control
Experiment 5: More Stepper Motor Control
Stroboscope Tachometer
Experiment 6: Detecting Speed
Experiment 7: Stroboscope
Experiment 8: Brighter Stroboscope
John Logie Baird's TV
Experiment 9: Persistence of Vision
Experiment 10: John Logie Baird's TV
Make a Simple Robot
Experiment 11: Try Out a Servo Motor
Experiment 12: Make a Simple Robot
Experiment 13: Following Light
Pen Plotter
Experiment 14: Pen Plotter
Digital Pinhole Camera
Experiment 15: Making a Digital Camera
Printer
Experiment 16: Making a Printer
Wired Communication
Experiment 17: Making an Oscilloscope
Cutting the Cord: Infrared
Experiment 18: Making the IR Receiver
Experiment 19: Decoding IR Signals
Experiment 20: Using Our Decoded Signal
Experiment 21: Using Our Remote Control on the Net, with dweet.io
Experiment 22: Using Our Remote Control on the Net, with IFTTT
Cutting the Cord: Radio Signals
Experiment 23: Wiring Up the Receiver
Experiment 24: Wiring Up a Transmitter
Experiment 25: Transmitting from Espruino
Experiment 26: Decoding the Received Data
Connecting with WiFi
Experiment 27: Adding WiFi to Your Pico
Experiment 28: Testing Your Wiring
Experiment 29: Connecting to WiFi
Experiment 30: Sending Data to the Internet
Experiment 31: Getting Data from the Internet
Experiment 32: Creating a Server
Bluetooth Low Energy
Experiment 33: Using Puck.js
Experiment 34: Making a Door Opening Counter
Experiment 35: Advertising Door Openings
Experiment 36: Receiving Door Openings with Eddystone
XY Plotter
Experiment 37: Making an XY Table
Experiment 38: Controlling the XY Table
Internet-Connected Plotter
Experiment 39: Internet-Connected Plotter

Book Information

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Customer Reviews

Three Questions for Gordon Williams Who is your book written for? "Making Things Smart" is for readers with a little software knowledge who want to get started with hardware, and for those who like making things and are ready to bring their constructions to life with electronics and software. This book would be perfect for a parent looking to find fun exciting projects to do with their children. What need does it fulfill for those readers? "Making Things Smart" takes you through the process of creating and developing, starting small and building up one piece at a time. The projects are fun and easy to make with cheap, readily available parts. They're intentionally not perfect, and the book will give readers the confidence not just to experiment with, improve, and remix the projects "but to create their own things! What's the most exciting thing happening in your world? The democratization of embedded electronics and software. Not that long ago you had to contact individual electronics manufacturers while pretending to be a company in order to be able to get the parts you needed, and then find ways of soldering the finely pitched pins on the devices you received. Now, you can go online and choose from a huge array of different microcontrollers, sensors, and actuators on easily connectable breakout boards. Everything has changed for software, too. You used to need a microcontroller development kit and proprietary tool chain. Now your microcontroller can be programmed directly using free software "perhaps even graphically. Now anyone with a few dollars and an hour or two can get started!

author bio coming soon

"Making Things Smart" covers a lot more than just embedded JavaScript. The book is built around programming and using the tiny Espruino Pico microcontroller in a variety of applications. Some of these include a simple robot and simple pen plotter, a digital pin hole camera and several communications devices using add-on radio, WiFi or Bluetooth modules. "Making Things Smart" is an intriguing and enlightening blend of programming, electronics, breadboard assembly, testing, and

experimentation. Some interesting tidbits of technology history also are included. True to the general quality of the Make series, the book is heavily illustrated with how-to photographs, screen shots, diagrams, step-by-step instruction lists, plus short blocks of JavaScript code. "When connected to your PC via USB, the Espruino Pico should appear as a standard USB Virtual COM Port peripheral," the author notes. Set-up with Mac or Chromebook is easy. However, setting up a Microsoft PC or Linux PC requires a few extra steps. For all platforms, the author strongly recommends using Google Chrome and the Espruino Web IDE. (My thanks to O'Reilly Media for sending an advance reading copy for review.)

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JAVASCRIPT: Easy JavaScript Programming For Beginners. Your Step-By-Step Guide to Learning JavaScript Programming (JavaScript Series)
Java: The Ultimate Guide to Learn Java and Javascript Programming Programming, Java, Database, Java for dummies, how to program, javascript, javascript ... Developers, Coding, CSS, PHP Book 2)
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