

Esp8266 With Arduino Ide Olinuixino Arduino Olimex

Summary JavaScript on Things is your first step into the exciting and downright entertaining world of programming for small electronics. If you know enough JavaScript to hack a website together, you'll be making things go bleep, blink, and spin faster than you can say "nodebot." Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Are you ready to make things move? If you can build a web app, you can create robots, weather stations, and other funky gadgets! In this incredibly fun, project-based guide, JavaScript hardware hacker Lyza Danger Gardner takes you on an incredible journey from your first flashing LED through atmospheric sensors, motorized rovers, Bluetooth doorbells, and more. With JavaScript, some easy-to-get hardware, and a bit of creativity, you'll be beeping, spinning, and glowing in no time. About the Book JavaScript on Things introduces the exciting world of programming small electronics! You'll start building things immediately, beginning with basic blinking on Arduino. This fully illustrated, hands-on book surveys JavaScript toolkits like Johnny-Five along with platforms including Raspberry Pi, Tessel, and BeagleBone. As you build project after interesting project, you'll learn to wire in sensors, hook up motors, transmit data, and handle user input. So be warned: once you start, you won't want to stop. What's Inside Controlling hardware with JavaScript Designing and assembling robots and gadgets A tour of the Node.js ecosystem and how to use it with JavaScript and Node.js skills. No experience with electronics required. About the Author Lyza Danger Gardner has been a web developer for over 20 years. She's part of the NodeBots community and a contributor to the Johnny-Five Node.js library. Table of Contents PART 1 - A JAVASCRIPTER'S INTRODUCTION TO HARDWARE Bringing JavaScript and hardware together Embarking on hardware with Arduino How to build circuits PART 2 - PROJECT BASICS: INPUT AND OUTPUT WITH JOHNNY-FIVE Sensors and input Output: making things happen Output: making things move PART 3 - MORE SOPHISTICATED PROJECTS Serial communication Projects without wires Building your own thing PART 4 - USING JAVASCRIPT WITH HARDWARE In other ENVIRONMENTS JavaScript and constrained hardware Building with Node.js and tiny computers In the cloud, in the browser, and beyond

Super book for becoming super hero in Internet of Things world. It takes you zero to zero to become master in ESP8266 programming using Arduino IDE. IoT is recent trend in market you can built anything with help of this book, covers from basics to advance level. Includes getting data to VB.net, drawing graphs, using google gadgets to show gauges, hardware design aspects and much more.

Cualquier técnico electrónico o aficionado a la electrónica necesita en alguna ocasión trabajar con microcontroladores. Esta tarea, durante años compleja, actualmente es mucho más simple gracias a Genuino-Arduino. Genuino-Arduino permite que cualquier persona (incluso profana en la electrónica y la programación) pueda realizar circuitos electrónicos que sean capaces de interactuar con el mundo físico real. Gracias a su sencillez, campos como la robótica o la domótica (por nombrar solo dos) se han visto radicalmente impulsados con la llegada de Genuino-Arduino, aunque es utilizado en muchos otros campos multidisciplinarios, tales como el control y monitoraje de sensores, la activación remota de circuitos electromecánicos (vía Internet incluso), el montaje de instalaciones audiovisuales, etc. Genuino-Arduino es tanto una placa de circuito impresa que incluye un microcontrolador, como un entorno de desarrollo diseñado para facilitar su programación mediante un lenguaje tremendamente intuitivo.

Jarvis Langton is an unborn-again Christian living on the fringe. He's not big on work and has tried to finish his own twice. Still, most mornings, he quite likes to sun himself at Sydney's Royal Botanic Gardens. One morning he notices something winking at him from a nearby bush. When he investigates he finds the dead body of his friend, Lady; a Thai transvestite. Jarvis is not someone with his thoughts lined up in any reasonable order. It takes him a while to work out Lady must have been murdered. It takes him longer to decide he's going to find her killer - but once he does, the premonition that finding Lady's murderer will bring him his own end, happens in an instant. "Parable of the Forgotten is a first class, no rest-stop, brilliant, whirly gig!" Dr She Mackenzie

Internet of Things: IoT

Artificial Intelligence and Heuristics for Smart Energy Efficiency in Smart Cities

EForth Overview

Practical Arduino

Intelligence at the Edge

SparkFun ESP32 Thing Development Workshop

Fedora 15 Installation Guide

This book emphasizes the role of micro-grid systems and connected networks for the strategic storage of energy through the use of information and communication techniques, big data, the cloud, and meta-heuristics to support the greed for artificial intelligence techniques in data and the implementation of global strategies to meet the challenges of the city in the broad sense. The intelligent management of renewable energy in the context of the energy transition requires the use of techniques and tools based on artificial intelligence (AI) to overcome the challenges of the intermittence of resources and the cost of energy. The advent of the smart city makes an increased call for the integration of artificial intelligence and heuristics to meet the challenge of the increasing migration of populations to the city, in order to ensure food, energy, and environmental security of the citizen of the city and his well-being. This book is intended for policymakers, academics, practitioners, and students. Several real cases are exposed throughout the book to illustrate the concepts and methods of the networks and systems presented. This book proposes the development of new technological innovations—mainly ICT—the concept of "Smart City" appears as a means of achieving more efficient and sustainable cities. The overall goal of the book is to develop a comprehensive framework to help public and private stakeholders make informed decisions on smart city investment strategies and develop skills for assessment and prioritization, including resolution of difficulties with deployment and reproducibility. Twenty projects using the Raspberry Pi, a tiny and affordable computer, for beginners looking to make cool things right away. Projects are explained with full-color visuals and simple step-by-step instructions. 20 Easy Raspberry Pi Projects is a beginner-friendly collection of electronics projects, perfectly suited for kids, parents, educators, and hobbyists looking to level up their hardware skills. After a crash course to get you set up with your Raspberry Pi, you'll learn how to build interactive projects like a digital drum set; a WiFi controlled robot; a Pong game; an intruder alarm that sends email notifications; a gas leak detector; a weather forecaster; and IoT gadgets that control electronics around the house. Along the way, you'll work with core components like LCD screens, cameras, sensors, and even learn how to set up your own server. Each project provides step-by-step instructions, full-color photos and circuit diagrams, and the code to bring your build to life. If you're ready to hit the ground running and make something interesting, let 20 Easy Raspberry Pi Projects be your guide.

Embedded Microprocessor Systems

Hacking hardware for web developers

A Quick Pocket Reference for a Utility Every Unix User Needs

Toys, Tools, Gadgets, and More!

Build exciting and powerful IoT projects using the all-new espressif ESP32

El Mundo Genuino-Arduino

Develop a variety of projects and connect them to microcontrollers and web servers using the lightweight messaging protocol MQTT Key FeaturesLeverage the power of MQTT to build a pet food dispenser, e-ink to-do list, and a productivity cubeLearn about technologies like laser cutting, 3D printing, and PCB production for building robust prototypesExplore practical uses cases to gain an in-depth Transport (MQTT) is a lightweight messaging protocol for smart devices that can be used to build exciting, highly scalable Internet of Things (IoT) projects. This book will get you started with a quick introduction to the concepts of IoT and MQTT and explain how the latter can help you build your own internet-connected prototypes. As you advance, you'll gain insights into how microcontrollers and protocols and techniques involved. Once you are well-versed with the essential concepts, you'll be able to put what you've learned into practice by building three projects from scratch, including an automatic pet food dispenser and a smart e-ink to-do display. You'll also discover how to present your own prototypes professionally. In addition to this, you'll learn how to use technologies from third technologies, such as laser cutting, 3D printing, and PCB production. By the end of this book, you will have gained hands-on experience in using MQTT to build your own IoT prototypes. What you will learnExplore MQTT programming with ArduinoDiscover how to make your prototypes talk to each otherSend MQTT messages from your smartphone to your prototypesDiscover how you can make web libraries, and appExplore tools such as laser cutting and 3D printing in order to build robust prototype casesWho this book is for If you are an IoT developer or enthusiast who wants to start building IoT prototypes using MQTT, this book is for you. Basic knowledge of programming with Arduino will be useful.

Especially low cost! This Book Learning about the board processing and storage capability Get hands on experience of working on the ESP8266 Arduino Core and its various libraries A practical and enticing recipe-based book that will teach you how to make your environment smart using the ESP8266 Who This Book Is For This book is targeted at IoT enthusiasts with basic familiarity with the ESP8266. Some experience with programming will be an advantage. What You Will Learn Measure data from a digital temperature and humidity sensor using the ESP8266 Explore advanced ESP8266 functionalities Control devices from anywhere in the world using MicroPython Troubleshoot issues with cloud data monitoring Tweet data from the Arduino board Build a cloud ESP8266 robot controlled from the cloud In Detail The ESP8266 Wi-Fi Module is a self-contained System on Chip (SoC) with an integrated TCP/IP protocol stack and can give any microcontroller access to your Wi-Fi network. It is capable of either hosting an application or offloading all Wi-Fi networking functions from another application processor. This book contains practical recipes that will help you in configuring and customizing the chip in line with your requirements. Then you will focus on core topics such as on-board processing, sensors, GPIOs, programming, networking, integration with external components, and so on. We will also teach you how to leverage Arduino using the ESP8266 and you'll learn about its libraries, file system, OTA updates, and so on. The book also provides recipes of troubleshooting techniques. Programming aspects include MicroPython and how to leverage it to get started with the ESP8266. Towards the end, we will use these concepts and create an interesting project (IoT). By the end of the book, readers will be proficient enough to use the ESP8266 board efficiently. Style and approach This recipe-based book will teach you to build projects using the Develop smart Internet of things projects using Android Things About This Book Learn to build promising IoT projects with Android Things Make the most out of hardware peripherals using standard Android APIs Build enticing projects on IoT, home automation, and robotics by leveraging Raspberry Pi 3 and Intel Edison Who This Book Is For This book is for Android enthusiasts, hobbyists, IoT developers, and makers who are interested in developing low-cost robotics projects using ESP8266. A basic knowledge of programming will be useful but everything you need to know is are covered in the book. What You Will Learn Build a basic robot with the original ESP8266, Arduino Uno, and a motor driver board. Make a Mini Round Robot with ESP8266 HUZAZH Modify your Mini Round Robot by integrating sensors with motors Use the Zumo chassis kit to build a line-following robot by connecting line sensors Control your Romi Robot with Wiimote Build a Mini Robot Rover chassis with a gripper and control it through Wi-Fi Make a robot that can take pictures In Detail The ESP8266 Wi-Fi module is a self-contained SoC with an integrated TCP/IP protocol stack and can give any microcontroller access to your Wi-Fi network. It has a powerful processing and storage capability and also supports application hosting and Wi-Fi networking. This book is all about robotics projects based on the original ESP8266 microcontroller board and some variants of ESP8266 boards. It starts by showing all the necessary things that you need to build your development environment with basic hardware and software components. The book uses the original ESP8266 board and some variants such as the Adafruit HUZAZH ESP8266 and the Adafruit Feather HUZAZH ESP8266 . You will learn how to use different type of chassis kits, motors, motor drivers, power supplies, distribution boards, sensors, and actuators to build robotics projects that can be controlled via Wi-Fi. In addition, you will learn how to use line sensors, the ArduiCam, Wii Remote, wheel encoders, and the Gripper kit to build more specialized robots. By the end of this book, you will have built a Wi-Fi control robot using ESP8266. Style and approach A project-based guide that will help you build exciting robotics using ESP8266.

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Build simple yet amazing robotics projects using ESP8266 About This Book Get familiar with ESP8266 and its features. Build Wi-Fi controlled robots using ESP8266 A project based book that will use the ESP8266 board and some of its popular variations to build robots. Who This Book Is For This book is for those who are interested in developing low-cost robotics projects using ESP8266. A basic knowledge of programming will be useful but everything you need to know is are covered in the book. What You Will Learn Build a basic robot with the original ESP8266, Arduino Uno, and a motor driver board. Make a Mini Round Robot with ESP8266 HUZAZH Modify your Mini Round Robot by integrating sensors with motors Use the Zumo chassis kit to build a line-following robot by connecting line sensors Control your Romi Robot with Wiimote Build a Mini Robot Rover chassis with a gripper and control it through Wi-Fi Make a robot that can take pictures In Detail The ESP8266 Wi-Fi module is a self-contained SoC with an integrated TCP/IP protocol stack and can give any microcontroller access to your Wi-Fi network. It has a powerful processing and storage capability and also supports application hosting and Wi-Fi networking. This book is all about robotics projects based on the original ESP8266 microcontroller board and some variants of ESP8266 boards. It starts by showing all the necessary things that you need to build your development environment with basic hardware and software components. The book uses the original ESP8266 board and some variants such as the Adafruit HUZAZH ESP8266 and the Adafruit Feather HUZAZH ESP8266 . You will learn how to use different type of chassis kits, motors, motor drivers, power supplies, distribution boards, sensors, and actuators to build robotics projects that can be controlled via Wi-Fi. In addition, you will learn how to use line sensors, the ArduiCam, Wii Remote, wheel encoders, and the Gripper kit to build more specialized robots. By the end of this book, you will have built a Wi-Fi control robot using ESP8266. Style and approach A project-based guide that will help you build exciting robotics using ESP8266.

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number of IoT projects, such as weather stations, sensor loggers, smart homes, Wi-Fi cams and Wi-Fi wardriving. Lastly, we will enable ESP32 boards to execute interactions with mobile applications and cloud servers such as AWS. By the end of this book, you will be up and running with various IoT project-based ESP32 chip. What you will learn Understand how to build a sensor monitoring logger Create a weather station to sense temperature and humidity using ESP32 Build your own W-iFi wardriving with ESP32. Use BLE to make interactions between ESP32 and Android Understand how to create connections to interact between ESP32 and mobile applications Learn how to interact between ESP32 boards and cloud servers Build an IoT Application-based ESP32 board Who this book is for This book is for those who want to build a powerful and inexpensive IoT projects using the ESP32. Also for those who are new to IoT, or those who already have experience with other platforms such as Arduino, ESP8266, and Raspberry Pi.

Unleash the power of the ESP8266 and build a complete home automation system with it. About This Book Harness the power of the ESP8266 Wi-Fi chip to build an effective Home Automation System Learn about the various ESP8266 modules Configuring the ESP8266 and making interesting home automation projects A step-by-step guide on the ESP8266 chip and how to convert your home into a smart home. Who This Book Is For This book is targeted at people who want to build connected and inexpensive home automation projects using the ESP8266 Wi-Fi chip, and to completely automate their homes. A basic understanding of the board would be an added advantage What You Will Learn Get, compile, install, and configure an MQTT server Use the Wi-Fi connectivity feature to control appliances remotely Control several home appliances using the ESP8266 Wi-Fi chip Control and monitor your home from the cloud using ESP8266 modules Stream real-time data from the ESP8266 to a server over WebSockets Create an Android mobile application for your project In Detail The ESP8266 is a low-cost yet powerful Wi-Fi chip that is becoming more popular at an alarming rate, and people have adopted it to create interesting projects. With this book, you will learn to create and program home automation projects using the ESP8266 Wi-Fi chip. You will learn how to build a thermostat to measure and adjust the temperature accordingly and how to build a security system using the ESP8266. Furthermore, you will design a complete home automation system from sensor to your own cloud. You will touch base on data monitoring, controlling appliances, and security aspects. By the end of the book, you will understand how to completely control and monitor your home from the cloud and from a mobile application. You will be familiar with the capabilities of the ESP8266 and will have successfully designed a complete ready-to-sell home automated system. Style and approach A practical book that will cover independent home automation projects.

12th Colombian Conference, CCC 2017, Cali, Colombia, September 19-22, 2017, Proceedings
Real World Design
77 проектов для Arduino
grep Pocket Reference
15 passos para se tornar um mestre em IoT