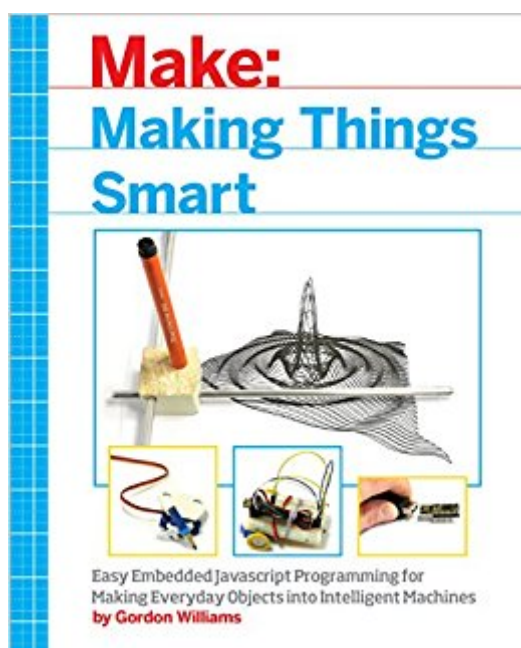The book was found

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: Faradayâ ™s MotorExperiment 2: Motor with CommutatorExperiment 3: Stepper MotorExperiment 4: Stepper Motor ControlExperiment 5: More Stepper Motor ControlStroboscope TachometerExperiment 6: Detecting SpeedExperiment 7: StroboscopeExperiment 8: Brighter StroboscopeJohn Logie Bairdâ ™s TVExperiment 9: Persistence of VisionExperiment 10: John Logie Bairdâ ™s TVMake a Simple RobotExperiment 11: Try Out a Servo MotorExperiment 12: Make a Simple RobotExperiment 13: Following LightPen PlotterExperiment 14: Pen PlotterDigital Pinhole CameraExperiment 15: Making a Digital CameraPrinterExperiment 16: Making a PrinterWired CommunicationExperiment 17: Making an OscilloscopeCutting the Cord: InfraredExperiment 18: Making the IR ReceiverExperiment 19: Decoding IR SignalsExperiment 20: Using Our Decoded SignalExperiment 21: Using Our Remote Control on the Net, with dweet.ioExperiment 22: Using Our Remote Control on the Net, with IFTTTCutting the Cord: Radio SignalsExperiment 23: Wiring Up the ReceiverExperiment 24: Wiring Up a TransmitterExperiment 25: Transmitting from EspruinoExperiment 26: Decoding the Received DataConnecting with WiFiExperiment 27: Adding WiFi to Your PicoExperiment 28: Testing Your WiringExperiment 29: Connecting to WiFiExperiment 30: Sending Data to the InternetExperiment 31: Getting Data from the InternetExperiment 32: Creating a ServerBluetooth Low EnergyExperiment 33: Using Puck.jsExperiment 34: Making a Door Opening CounterExperiment 35: Advertising Door OpeningsExperiment 36: Receiving Door Openings with EddystoneXY PlotterExperiment 37: Making an XY TableExperiment 38: Controlling the XY TableInternet-Connected PlotterExperiment 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 projectsÃ¢Â Â"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 softwareÃ¢Â Â"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.)

Making Things Smart: Easy Embedded JavaScript Programming for Making Everyday Objects into Intelligent Machines JAVASCRIPT FUNDAMENTALS: JavaScript Syntax, What JavaScript is Use for in Website Development, JavaScript Variable, Strings, Popup Boxes, JavaScript Objects, Function, and Event Handlers 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) JavaScript: 2 Books in 1: Beginner's Guide + Tips and Tricks to Programming Code with JavaScript JavaScript: Programming Basics for Absolute Beginners (Step-By-Step JavaScript Book 1) Functional Programming in JavaScript: How to improve your JavaScript programs using functional techniques C++: C++ and Hacking for dummies. A smart way to learn C plus plus and beginners guide to computer hacking (C Programming, HTML, Javascript, Programming, Coding, CSS, Java, PHP) (Volume 10) C++: C++ and Hacking for dummies. A smart way to learn C plus plus and beginners guide to computer hacking (C Programming, HTML, Javascript, Programming, Coding, CSS, Java, PHP Book 10) C++: The Ultimate Crash Course to Learning the Basics of C++ (C programming, C++ in easy steps, C++ programming, Start coding today) (CSS,C Programming, ... Programming,PHP, Coding, Java Book 1) Programming with MicroPython: Embedded Programming with Microcontrollers and Python Python Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced ESP8266: Programming NodeMCU Using Arduino IDE - Get Started With ESP8266 (Internet Of Things, IOT, Projects In Internet Of Things, Internet Of Things for Beginners, NodeMCU Programming, ESP8266) C++: Effective Modern ¡++(C++ 11, C++ 14) (guide,C Programming, HTML, Javascript, Programming,all,internet, Coding, CSS, Java, PHP) Learning PHP, MySQL & JavaScript: With jQuery, CSS & HTML5 (Learning Php, Mysql, Javascript, Css & Html5) Effective JavaScript: 68

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