Nodemcu Amica V2 Esp8266 La Guida Rapida Ufficiale Di Az Delivery Arduino Raspberry Pi E Microcontrollore

Master the technique of using ESP32 as an edge device in any IoT application where wireless communication can make life easier Key FeaturesGain practical experience in working with ESP32Learn to interface various electronic devices such as sensors, integrated circuits (ICs), and displaysApply your knowledge to build real-world automation projectsBook Description Developing IoT Projects with ESP32 provides end-to-end coverage of secure data communication techniques from sensors to cloud platforms that will help you to develop production-grade IoT solutions by using the ESP32 SoC. You'll learn how to employ ESP32 in your IoT projects by interfacing with different sensors and actuators using different types of serial protocols. This book will show you how some projects require immediate output for end-users, and cover different display technologies as well as examples of driving different types of displays. The book features a dedicated chapter on cybersecurity packed with hands-on examples. As you progress, you'll get to grips with BLE technologies and BLE mesh networking and work on a complete smart home project where all nodes communicate over a BLE mesh. Later chapters will show you how IoT requires cloud connectivity most of the time and remote access to smart devices. You'll also see how cloud platforms and third-party integrations enable endless possibilities for your end-users, such as insights with big data analytics and predictive maintenance to minimize costs. By the end of this book, you'll have developed the skills you need to start using ESP32 in your next wireless IoT project and meet the project's requirements by building effective, efficient, and secure solutions. What you will learnExplore advanced use cases like UART communication, sound and camera features, low-energy scenarios, and scheduling with an RTOSAdd different types of displays in your projects where immediate output to users is requiredConnect to Wi-Fi and Bluetooth for local network communicationConnect cloud platforms through different IoT messaging protocolsIntegrate ESP32 with third-party services such as voice assistants and IFTTTDiscover best practices for implementing IoT security features in a production-grade solutionWho this book is for If you are an embedded software developer, an IoT software architect or developer, a technologist, or anyone who wants to learn how to use ESP32 and its applications, this book is for you. A basic understanding of embedded systems, programming, networking, and cloud computing concepts is necessary to get started with the book.

Quickly learn to program for microcontrollers and IoT devices without a lot of study and expense. MicroPython and controllers

that support it eliminate the need for programming in a C-like language, making the creation of IoT applications and devices easier and more accessible than ever. MicroPython for the Internet of Things is ideal for readers new to electronics and the world of IoT. Specific examples are provided covering a range of supported devices, sensors, and MicroPython boards such as Pycom's WiPy modules and MicroPython's pyboard. Never has programming for microcontrollers been easier. The book takes a practical and hands-on approach without a lot of detours into the depths of theory. The book: Shows a faster and easier way to program microcontrollers and IoT devices Teaches MicroPython, a variant of one of the most widely used scripting languages Is friendly and accessible to those new to electronics, with fun example projects What You'll Learn Program in MicroPython Understand sensors and basic electronics Develop your own IoT projects Build applications for popular boards such as WiPy and pyboard Load MicroPython on the ESP8266 and similar boards Interface with hardware breakout boards Connect hardware to software through MicroPython Explore the easy-to-use Adafruit IO connecting your microcontroller to the cloud Who This Book Is For Anyone interested in building IoT solutions without the heavy burden of programming in C++ or C. The book also appeals to those wanting an easier way to work with hardware than is provided by the Arduino and the Raspberry Pi platforms.

This book introduces a new approach to embedded development, grounded in modern, industry-standard JavaScript. Using the same language that powers web browsers and Node.js, the Moddable SDK empowers IoT developers to apply many of the same tools and techniques used to build sophisticated websites and mobile apps. The Moddable SDK enables you to unlock the full potential of inexpensive microcontrollers like the ESP32 and ESP8266. Coding for these microcontrollers in C or C++ with the ESP-IDF and Arduino SDKs works for building basic products but doesn't scale to handle the increasingly complex IoT products that customers expect. The Moddable SDK adds the lightweight XS JavaScript engine to those traditional environments, accelerating development with JavaScript while keeping the performance benefits of a native SDK. Building user interfaces and communicating over the network are two areas where JavaScript really shines. IoT Development for ESP32 and ESP8266 with JavaScript shows you how to build responsive touch screen user interfaces using the Piu framework. You'll learn how easy it is to securely send and receive JSON data over Wi-Fi with elegant JavaScript APIs for common IoT protocols, including HTTP/HTTPS, WebSocket, MQTT, and mDNS. You'll also learn how to integrate common sensors and actuators, Bluetooth Low Energy (BLE), file systems, and more into your projects, and you'll see firsthand how JavaScript makes it easier to combine these diverse

technologies. If you're an embedded C or C++ developer who has never worked in JavaScript, don't worry. This book includes an introduction to the JavaScript language just for embedded developers experienced with C or C++. What You'll Learn Building, installing, and debugging JavaScript projects on the ESP32 and ESP8266 Using modern JavaScript for all aspects of embedded development with the Moddable SDK Developing IoT products with animated user interfaces, touch input, networking, BLE, sensors, actuators, and more Who This Book Is For Professional embedded developers who want the speed, flexibility, and power of web development in their embedded software work Makers who want a faster, easier way to build their hobby projects Web developers working in JavaScript who want to extend their skills to hardware products

Arduino's ubiquity and simplicity has led to a gigantic surge in the use of microcontrollers to build programmable electronics project. Despite the low cost of Arduino, you're still committing about $30 worth of hardware every time you build a project that has an Arduino inside. This is where Adafruit's Trinket comes in. Arduino-compatible, one-third the price, and low-power, the Trinket lets you make inexpensive and powerful programmable electronic projects. Written by one of the authors of Adafruit's Trinket documentation, Getting Started with Trinket gets you up and running quickly with this board, and gives you some great projects to inspire your own creations.

Embedded System Based on Atmega Microcontroller

Nodemcu & Esp8266

Getting Started with Arduino

Security in Smart Cities: Models, Applications, and Challenges

Getting Started with Adafruit Trinket

Building Web Pages, Applications, and WiFi Enabled Devices

Promise from a Cowboy (Mills & Boon American Romance) (Coffee Creek, Montana, Book 3)

Build a strong and efficient IoT infrastructure at industrial and enterprise level by mastering Industrial IoT network Key FeaturesGain hands-on experience working with industrial architectureExplore the potential of cloud-based Industrial IoT platforms, analytics, and protocolsImprove business models and transform your workforce with Industry 4.0Book Description We live in an era where advanced automation is used to achieve accurate results. To set up an automation environment, you need to first configure a network that can be accessed anywhere and by any device. This book is a practical guide that helps you discover the technologies and use cases for Industrial Internet of Things (IIOT). Hands-On Industrial Internet of Things takes you through the implementation of industrial processes and specialized control devices and protocols. You'll study the process of identifying and connecting to different industrial data sources gathered from different sensors. Furthermore, you'll be able to connect these sensors to cloud network, such as AWS IoT, Azure IoT, Google IoT, and OEM IoT platforms,

and extract data from the cloud to your devices. As you progress through the chapters, you'll gain hands-on experience in using open source Node-Red, Kafka, Cassandra, and Python. You will also learn how to develop streaming and batch-based Machine Learning algorithms. By the end of this book, you will have mastered the features of Industry 4.0 and be able to build stronger, faster, and more reliable IoT infrastructure in your Industry. What you will learnExplore industrial processes, devices, and protocolsDesign and implement the I-IoT network flowGather and transfer industrial data in a secure wayGet to grips with popular cloud-based platformsUnderstand diagnostic analytics to answer critical workforce questionsDiscover the Edge device and understand Edge and Fog computingImplement equipment and process management to achieve business-specific goalsWho this book is for If you're an IoT architect, developer, or stakeholder working with architectural aspects of Industrial Internet of Things, this book is for you.

This book is intended for those who want to build their own network-connected projects using the Arduino platform. You will be able to build exciting projects that connect to your local network and the Web. You will need to have some basic experience in electronics and web programming languages. You will also need to know the basics of the Arduino platform as the projects mainly deal with the networking aspects of the Arduino Ethernet shield.

Focusing on different tools, platforms, and techniques, Blockchain and the Smart City: Infrastructure and Implementation uses case studies from around the world to examine blockchain deployment in diverse smart city applications. The book begins by examining the fundamental theories and concepts of blockchain. It looks at key smart cities' domains such as banking, insurance, healthcare, and supply chain management. It examines Using case studies for each domain, the book looks at payment mechanisms, fog/edge computing, green computing, and algorithms and consensus mechanisms for smart cities implementation. It looks at tools such as Hyperledger, Etherium, Corda, IBM Blockchain, Hydrachain, as well as policies and regulatory standards, applications, solutions, and methodologies. While exploring future blockchain ecosystems for smart and sustainable city life, the book concludes with the research challenges and opportunities academics, researchers, and companies in implementing blockchain applications. Independently organized chapters for greater readability, adaptability, and flexibility Examines numerous issues from multiple perspectives and academic and industry experts Explores both advances and challenges of cutting-edge technologies Coverage of security, trust, and privacy issues in smart cities

This book constitutes the post-conference proceedings of the 15th International Conference on Information Security and Cryptology, Inscrypt 2019, held in Nanjing, China, in December 2019. The 23 full papers presented together with 8 short papers and 2 invited papers were carefully reviewed and selected from 94 submissions. The papers cover topics in the fields of post-quantum cryptology; AI security; systems security; side channel attacks; identity-based cryptography; signatures; cryptanalysis; authentication; and mathematical foundations.

Comprehensive Projects for Everyday Electronics

Exploring BeagleBone

Artificial Intelligence and Heuristics for Smart Energy Efficiency in Smart Cities

Internet of Things with ESP8266
Get started with Internet of things with ESP8266 and Arduino IDE
Nodemcu Programming, ESP8266 For Beginners: Esp8266Mod 12E
MicroPython for the Internet of Things
On the rodeo circuit, B.J. Lambert had plenty of chances to forget about his first love.
A young T-Rex loves his ABCs so much that he eats them up, experiencing on each letter a word that begins with that letter.
Presents an introduction to the open-source electronics prototyping platform.
Super book for becoming super hero in Internet of Things world. It takes you from 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.
The Multipurpose Learning and Development Board from Adafruit
Digital Technologies and Applications
Blockchain for Smart Cities
Programming Arduino Getting Started with Sketches
ESP8266 Programming Language
Proceedings of ICDTA 21, Fez, Morocco
Automate your home or business with inexpensive Wi-Fi devices
Vogue has always been on the cutting edge of popular culture, and Vogue x Music shows us why. Whether they're contemporary stars or classic idols, whether they made digital albums or vinyl records, the world's most popular musicians have always graced the pages of Vogue. In this book you'll find unforgettable portraits of Madonna beside David Bowie, Kendrick Lamar, and Patti Smith; St. Vincent alongside Debbie Harry, and much more. Spanning the magazine's 126 years, this breathtaking book is filled with the work of acclaimed photographers like Richard Avedon and Annie Leibovitz as well as daring, music-inspired fashion portfolios from Irving Penn and Steven Klein. Excerpts from essential interviews with rock stars, blues singers, rappers, and others are included on nearly every page, capturing exactly what makes each musician so indelible. Vogue x Music is a testament to star power, and proves that some looks are as timeless as your favorite albums.
This book offers an essential guide to IoT Security, Smart Cities, IoT Applications, etc. In addition, it presents a structured introduction to the subject of destination marketing and an exhaustive review on the challenges of information security in smart and intelligent applications, especially for IoT and big data contexts. Highlighting the latest research on security in smart cities, it addresses essential models, applications, and challenges. Written in plain and straightforward language, the book offers a self-contained resource for readers with no prior background in the field.

Primarily intended for students in Information Security and IoT applications (including smart cities systems and data heterogeneity), it will also greatly benefit academic researchers, IT professionals, policymakers and legislators. It is well suited as a reference book for both undergraduate and graduate courses on information security approaches, the Internet of Things, and real-world intelligent applications.
This book gathers selected research papers presented at the First International Conference on Digital Technologies and Applications (ICDTA 21), held at Sidi Mohamed Ben Abdellah University, Fez, Morocco, on 29–30 January 2021. highlighting the latest innovations in digital technologies as: artificial intelligence, Internet of things, embedded systems, network technology, information processing, and their applications in several areas such as hybrid vehicles, renewable energy, robotic, and COVID-19. The respective papers encourage and inspire researchers, industry professionals, and policymakers to put these methods into practice.
Long-awaited revision of this best-selling book on the Arduino electronics platform (50,000+ copies sold). Readers gain an in-depth understanding of the Arduino -- beyond just making simple projects. The Arduino is an inexpensive, flexible microcontroller platform that makes it easy for hobbyists to use electronics in DIY projects. With its wide range of input and output add-ons, sensors, indicators, displays, and motors, the Arduino offers you countless ways to create interactive devices. Through 65 hands-on projects, Arduino Workshop will teach you the tricks and design principles of a master craftsman. This edition has been updated for the latest version of the Arduino IDE and revised to reflect current hardware and technology. It includes coverage of general electronics concepts as well as schematic diagrams and detailed images of components. You'll experiment with touchscreens and LED displays, explore robotics, use sensors with wireless data links, and control devices remotely with a cell phone. Build projects like: An electronic version of the classic six-sided die A GPS logger that records and displays travel data A keypad-controlled lock that opens with a secret code A binary quiz game A motorized remote control car with collision detection Whatever your skill level, you're sure to have fun as you learn to harness the power of the Arduino for your own DIY projects. NEW TO THIS EDITION: A chapter on creating your own Arduino libraries Updated robotic vehicle projects Newer shields that leverage GPS, 3G, and LoRa data transmission capabilities A chapter on MAX7219-based numeric LED displays and LED matrix modules Covers Arduino IDE 2.x

Arduino Applied
Arduino Workshop, 2nd Edition
Internet of Things Projects with ESP32
Python for Kids
Mastering Emacs
The Agent-Oriented Software Engineering Handbook
Marvel Vs DC Colouring Book

Program Arduino with ease! Using clear, easy-to-follow examples, Programming Arduino: Getting Started with Sketches reveals the software side of Arduino and explains how to write well-crafted sketches using the modified C language of Arduino. No prior programming experience is required! The downloadable sample programs featured in the book can be used as-is or modified to suit your purposes. Understand Arduino hardware fundamentals Install the software, power it up, and upload your first sketch Learn C language basics Write functions in Arduino sketches Structure data using arrays and strings Use Arduino's digital and analog inputs and outputs in your programs Work with the Standard Arduino Library Write sketches that can store data Program LCD displays Use an Ethernet shield to enable Arduino to function as a web server Write your own Arduino libraries In December 2011, Arduino 1.0 was released. This changed a few things that have caused two of the sketches in this book to break. The change that has caused trouble is that the classes 'Server' and 'Client' have been renamed to 'EthernetServer' and 'EthernetClient' respectively. To fix this: Edit sketches 10-01 and 10-02 to replace all occurrences of the word 'Server' with 'EthernetServer' and all occurrences of 'Client' with 'EthernetClient'. Alternatively, you can download the modified sketches for 10-01 and 10-02 from here: http://www.arduinobook.com/arduino-1-0 Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

CircuitPython is a development framework for embedded system based MicroPython. This book helps you to get started with CircuitPython development. This book uses Adafruit ItsyBitsy M0 Express board for development testing board. The following is a list of highlight topics in this book: * Preparing Development Environment * Setting Up CircuitPython * GPIO Programming * PWM and Analog Input * Working with I2C * Working with UART * Working with SPI * Working with DHT Module

In-depth instruction and practical techniques for building with the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life using the popular BeagleBone embedded Linux platform. Comprehensive content and deep detail provide more than just a BeagleBone instruction manual—you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code, discussion forums, and more, to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming Master interfacing electronic circuits, buses and modules, with practical examples Explore the Internet-connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing applications, including video and sound Explore the BeagleBone's

Programmable Real-Time Controllers Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform.

As information technologies become increasingly distributed and accessible to larger number of people and as commercial and government organizations are challenged to scale their applications and services to larger market shares, while reducing costs, there is demand for software methodologies and appli- tions to provide the following features: Richer application end-to-end functionality; Reduction of human involvement in the design and deployment of the software; Flexibility of software behaviour; and Reuse and composition of existing software applications and systems in novel or adaptive ways. When designing new distributed software systems, the above broad requi- ments and their translation into implementations are typically addressed by partial complementarities and overlapping technologies and this situation gives rise to significant software engineering challenges. Some of the challenges that may arise are: determining the components that the distributed applications should contain, organizing the application components, and determining the assumptions that one needs to make in order to implement distributed scalable and flexible applications, etc.

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

Create a powerful Industrial IoT infrastructure using Industry 4.0

Methodologies and Software Engineering for Agent Systems

15th International Conference, Inscrypt 2019, Nanjing, China, December 6–8, 2019, Revised Selected Papers

Zero to Hero: ESP8266

Vogue x Music

A Beginner's Guide to Programming with Python on Microcontrollers

A tender and powerful novel which explores the remarkable bond between a lonely girl, a dying boy and an injured wild bird - a tale that will touch every reader.

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

"Discover the most powerful, low-cost creative development platform available"--Back cover.

Discover the powerful ESP8266 and ESP32 microcontrollers and their Wi-Fi communication. The ESP32 microcontroller features Bluetooth and BLE communication in addition to Wi-Fi. The book emphasizes practical projects and readers are guided through Wi-Fi and Bluetooth communication, mobile app design and build, ESP-NOW and LoRa communication, and signal generation. Projects throughout the book utilize the Wi-Fi functionality and processing power of the ESP microcontrollers. Projects are built in the Arduino IDE, so you don't need to download other programming software. Mobile apps are now ubiquitous, making the app build projects of the book very relevant, as are the web page design projects. In Electronics Projects with the ESP8266 and ESP32, you'll see how easy and practical it is to access information over the internet, develop web pages, build mobile apps to remotely control devices with speech recognition or incorporate Google Maps in a GPS route tracking app. You will · Build practical electronics projects with an ESP8266 or ESP32 microcontroller with Wi-Fi communication · Use the Wi-Fi function of the ESP8266 and ESP32 to update web pages · Communicate with your mobile phone or smart watch by Bluetooth Low Energy · Transmit and receive information to control remote devices over the internet · Understand the design and build of mobile apps for internet based applications · Apply your computer programming skills in C++, JavaScript, AJAX and JSON · Use WebSocket, MQTT brokers and IFTTT for fast two-way communication with webpages Who This Book Is For The target audience is for Makers and Tinkerers who want to build internet/intranet based applications with more powerful microcontrollers, such as the ESP8266 or ESP32. A level of C++ programming expertise with the Arduino IDE is assumed, although all sketches are fully described and comprehensively commented.

Information Security and Cryptology

IoT Development for ESP32 and ESP8266 with JavaScript

IoT and Edge Computing for Architects

A Practical Guide to XS and the Moddable SDK

ABC T-Rex

Hands-On Industrial Internet of Things

Case Study : Tipasa, Algeria

Leverage Python and Raspberry Pi to create complex IoT applications capable of creating and detecting movement and measuring distance, light, and a host of other environmental conditions Key FeaturesLearn the fundamentals of electronics and how to integrate them with a Raspberry

PiUnderstand how to build RESTful APIs, WebSocket APIs, and MQTT-based applicationsExplore alternative approaches to structuring IoT applications with PythonBook Description The age of connected devices is here, be it fitness bands or smart homes. It's now more important than ever to understand how hardware components interact with the internet to collect and analyze user data. The Internet of Things (IoT), combined with the popular open source language Python, can be used to build powerful and intelligent IoT systems with intuitive interfaces. This book consists of three parts, with the first focusing on the "Internet" component of IoT. You'll get to grips with end-to-end IoT app development to control an LED over the internet, before learning how to build RESTful APIs, WebSocket APIs, and MQTT services in Python. The second part delves into the fundamentals behind electronics and GPIO interfacing. As you progress to the last part, you'll focus on the "Things" aspect of IoT, where you will learn how to connect and control a range of electronic sensors and actuators using Python. You'll also explore a variety of topics, such as motor control, ultrasonic sensors, and temperature measurement. Finally, you'll get up to speed with advanced IoT programming techniques in Python, integrate with IoT visualization and automation platforms, and build a comprehensive IoT project. By the end of this book, you'll be well-versed with IoT development and have the knowledge you need to build sophisticated IoT systems using Python. What you will learnUnderstand electronic interfacing with Raspberry Pi from scratchGain knowledge of building sensor and actuator electronic circuitsStructure your code in Python using Async IO, pub/sub models, and moreAutomate real-world IoT projects using sensor and actuator integrationIntegrate electronics with ThingSpeak and IFTTT to enable automationBuild and use RESTful APIs, WebSockets, and MQTT with sensors and actuatorsSet up a Raspberry Pi and Python development environment for IoT projectsWho this book is for This IoT Python book is for application developers, IoT professionals, or anyone interested in building IoT applications using the Python programming language. It will also be particularly helpful for mid to senior-level software engineers who are experienced in desktop, web, and mobile development, but have little to no experience of electronics, physical

computing, and IoT.

Program Your Own MicroPython projects with ease—no prior programming experience necessary! This DIY guide provides a practical introduction to microcontroller programming with MicroPython. Written by an experienced electronics hobbyist, Python for Microcontrollers: Getting Started with MicroPython features eight start-to-finish projects that clearly demonstrate each technique. You will learn how to use sensors, store data, control motors and other devices, and work with expansion boards. From there, you'll discover how to design, build, and program all kinds of entertaining and practical projects of your own. • Learn MicroPython and object-oriented programming basics • Explore the powerful features of the Pyboard, ESP8266, and WiPy • Interface with a PC and load files, programs, and modules • Work with the LEDs, timers, and converters • Control external devices using serial interfaces and PWM • Build and program a let ball detector using the 3-axis accelerometer • Install and program LCD and touchsensor expansion boards • Record and play sounds using the AMP audio board

It's an exciting time to get involved with MicroPython, the re-implementation of Python 3 for microcontrollers and embedded systems. This practical guide delivers the knowledge you need to roll up your sleeves and create exceptional embedded projects with this lean and efficient programming language. If you're familiar with Python as a programmer, educator, or maker, you're ready to learn—and have fun along the way. Author Nicholas Tollervey takes you on a journey from first steps to advanced projects. You'll explore the types of devices that run MicroPython, and examine how the language uses and interacts with hardware to process input, connect to the outside world, communicate wirelessly, make sounds and music, and drive robotics projects. Work with MicroPython on four typical devices: PyBoard, the micro:bit, Adafruit's Circuit Playground Express, and ESP8266/ESP32 boards Explore a framework that helps you generate, evaluate, and evolve embedded projects that solve real problems Dive into practical MicroPython examples: visual feedback, input and sensing, GPIO, networking, sound and music, and robotics Learn how idiomatic MicroPython helps you express a lot with the minimum of resources Take the next step by getting involved with the Python community

Python is a powerful, expressive programming language that's easy to learn and fun to use! But books about learning to program in Python can be kind of dull, gray, and boring, and that's no fun for anyone. Python for Kids brings Python to life and brings you (and your parents) into the world of programming. The ever-patient Jason R. Briggs will guide you through the basics as you experiment with unique (and often hilarious) example programs that feature ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations keep things on the lighter side. Chapters end with programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book you'll have programmed two complete games: a clone of the famous Pong and "Mr. Stick Man Races for the Exit"—a platform game with jumps, animation, and much more. As you strike out on your programming adventure, you'll learn how to: —Use fundamental data structures like lists, tuples, and maps —Organize and reuse your code with functions and modules —Use control structures like loops and conditional statements —Draw shapes and patterns with Python's turtle module —Create games, animations, and other graphical wonders with tkinter Why should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming. For kids ages 10+ (and their parents) The code in this book runs on almost anything: Windows, Mac, Linux, even an OLPC laptop or Raspberry Pi!

Simulation, Interfacing and Projects

Deploying Wireless Sensor Networks

Building an Iot Node for Less Than 15 $

Practical Python Programming for IoT

Tools and Techniques for Low-Power Networking

15 Projects with the Low-Cost AVR ATtiny85 Board

A Playful Introduction To Programming

Learn to design, implement, and secure your IoT infrastructure. Revised and expanded for edge computing. Key Features Build a complete IoT system that's the best fit for your organization Learn about different concepts, tech, and trade-offs in the IoT architectural stack Understand the theory and implementation of each element that comprises IoT design Book Description Industries are embracing IoT technologies to improve operational expenses, product life, and people's well-being. An architectural guide is needed if you want to traverse the spectrum of

technologies needed to build a successful IoT system, whether that's a single device or millions of IoT devices. IoT and Edge Computing for Architects, Second Edition encompasses the entire spectrum of IoT solutions, from IoT sensors to the cloud. It examines modern sensor systems, focusing on their power and functionality. It also looks at communication theory, paying close attention to near-range PAN, including the new Bluetooth® 5.0 specification and mesh networks. Then, the book explores IP-based communication in LAN and WAN, including 802.11ah, 5G LTE cellular, Sigfox, and LoRaWAN. It also explains edge computing, routing and gateways, and their role in fog computing, as well as the messaging protocols of MQTT 5.0 and CoAP. With the data now in internet form, you'll get an understanding of cloud and fog architectures, including the OpenFog standards. The book wraps up the analytics portion with the application of statistical analysis, complex event processing, and deep learning models. The book then concludes by providing a holistic view of IoT security, cryptography, and shell security in addition to software-defined perimeters and blockchains. What you will learn Understand the role and scope of architecting a successful IoT deployment Scan the landscape of IoT technologies, from sensors to the cloud and more See the trade-offs in choices of protocols and communications in IoT deployments Become familiar with the terminology needed to work in the IoT space Broaden your skills in the multiple engineering domains necessary for the IoT architect Implement best practices to ensure reliability, scalability, and security in your IoT infrastructure Who this book is for This book is for architects, system designers, technologists, and technology managers who want to understand the IoT ecosphere, technologies, and trade-offs, and develop a 50,000-foot view of IoT architecture. An understanding of the architectural side of IoT is necessary.

Build amazing Internet of Things projects using the ESP8266 Wi-Fi chip About This Book Get to know the powerful and low cost ESP8266 and build interesting projects in the field of Internet of Things Configure your ESP8266 to the cloud and explore the networkable modules that will be utilized in the IoT projects This step-by-step guide teaches you the basics of IoT with ESP8266 and makes your life easier Who This Book Is For This book is for those who want to build powerful and inexpensive IoT projects using the ESP8266 WiFi chip, including those who are new to IoT, or those who already have experience with other platforms such as Arduino. What You Will Learn Control various devices from the cloud Interact with web services, such as Twitter or Facebook Make two ESP8266 boards communicate with each other via the cloud Send notifications to users of the ESP8266, via email, text message, or push notifications Build a physical device that indicates the current price of Bitcoin Build a simple home automation system that can be controlled from the cloud Create your own

cloud platform to control ESP8266 devices In Detail The Internet of Things (IoT) is the network of objects such as physical things embedded with electronics, software, sensors, and connectivity, enabling data exchange. ESP8266 is a low cost WiFi microcontroller chip that has the ability to empower IoT and helps the exchange of information among various connected objects. ESP8266 consists of networkable microcontroller modules, and with this low cost chip, IoT is booming. This book will help deepen your knowledge of the ESP8266 WiFi chip platform and get you building exciting projects. Kick-starting with an introduction to the ESP8266 chip, we will demonstrate how to build a simple LED using the ESP8266. You will then learn how to read, send, and monitor data from the cloud. Next, you'll see how to control your devices remotely from anywhere in the world. Furthermore, you'll get to know how to use the ESP8266 to interact with web services such as Twitter and Facebook. In order to make several ESP8266s interact and exchange data without the need for human intervention, you will be introduced to the concept of machine-to-machine communication. The latter part of the book focuses more on projects, including a door lock controlled from the cloud, building a physical Bitcoin ticker, and doing wireless gardening. You'll learn how to build a cloud-based ESP8266 home automation system and a cloud-controlled ESP8266 robot. Finally, you'll discover how to build your own cloud platform to control ESP8266 devices. With this book, you will be able to create and program Internet of Things projects using the ESP8266 WiFi chip. Style and approach This is a step-by-step guide that provides great IOT projects with ESP8266. All the key concepts are explained details with the help of examples and demonstrations of the projects.

Choosing the right hard & software to build an IoT node for less than 15 $ is possible now.

Extend the range of your Arduino skills, incorporate the new developments in both hardware and software, and understand how the electronic applications function in everyday life. This project-based book extends the Arduino Uno starter kits and increases knowledge of microcontrollers in electronic applications. Learn how to build complex Arduino projects, break them down into smaller ones, and then enhance them, thereby broadening your understanding of each topic.You'll use the Arduino Uno in a range of applications such as a blinking LED, route mapping with a mobile GPS system, and uploading information to the internet. You'll also apply the Arduino Uno to sensors, collecting and displaying information, Bluetooth and wireless communications, digital image captures, route tracking with GPS, controlling motors, color and sound, building robots, and internet access. With Arduino Applied, prior knowledge of electronics is not required, as each topic is described and illustrated with examples using the Arduino Uno. What You'll Learn Set up the Arduino Uno and its

programming environment Understand the application of electronics in every day systems Build projects with a microcontroller and readily available electronic components Who This Book Is For Readers with an Arduino starter-kit and little-to-no programming experience and those interested in "how electronic appliances work."

Electronics Projects with the ESP8266 and ESP32

Arduino Networking

CircuitPython Development Workshop

Getting Started with Bluetooth Low Energy

Build advanced IoT projects using a Raspberry Pi 4, MQTT, RESTful APIs, WebSockets, and Python 3

Tools and Techniques for Building with Embedded Linux

Developing IoT Projects with ESP32

Featuring iconic artwork by renowned artists, DC vs Marvel Colouring Book includes stunning line art of beloved characters such as: □ Bane vs Colosso □ Batman vs Hulk □ Beast vs Cat Woman □ Dr Manhattan vs Loki □ Juggernaut vs Aquaman □ Gambit vs Zatanna □ Gamora vs SuperGirl □ Green Hornet vs Hawkeye □ Groot vs Poison Ivy □ Iron Man vs Lex Luthor □ Green Lantern vs Deadpool □ Power Girl vs Captain Marvel □ Raven vs Dr Fate □ Scarlet vs Harley Quinn □ Silver Surfer vs Flash □ Spider-Man vs Robin □ Starfire vs Dr Strange □ Thor vs Superman □ Wolverine vs Joker □ Wonder Woman vs Storm This action-packed adult colouring book is filled with ready-to-colour illustrations of the most iconic characters from Marvel & DC Comics history. Super Heroes are yours to colour. This incredible colouring book offers hours of creative fun and relaxation.

Create and program Internet of Things projects using the Espressif ESP32. Key Features Getting to know the all new powerful EPS32 boards and build interesting Internet of Things projects Configure your ESP32 to the cloud technologies and explore the networkable modules that will be utilised in your IoT projects A step-by-step guide that teaches you the basic to advanced IoT concepts with ESP32 Book Description ESP32 is a low-cost MCU with integrated Wi-Fi and BLE. Various modules and development boards-based on ESP32 are available for building IoT applications easily. Wi-Fi and BLE are a common network stack in the Internet of Things application. These network modules can leverage your business and projects needs for cost-effective benefits. This book will serve as a fundamental guide for developing an ESP32 program. We will start with GPIO programming involving some sensor devices. Then we will study ESP32 development by building a 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.

With Bluetooth Low Energy (BLE), smart devices are about to become even smarter. This practical guide demonstrates how this exciting wireless technology helps developers build mobile apps that share data with external hardware, and how hardware engineers can gain easy and reliable access to mobile operating systems. This book provides a solid, high-level overview of how devices use BLE to communicate with each other. You'll learn useful low-cost tools for developing and testing BLE-enabled mobile apps and embedded firmware and get examples using various development platforms—including iOS and Android for app developers and embedded platforms for product designers and hardware engineers. Understand how data is organized and transferred by BLE devices Explore BLE's concepts, key limitations, and network topology Dig into the protocol stack to grasp how and why BLE operates Learn how BLE devices discover each other and establish secure connections Set up the tools and infrastructure for BLE application development Get examples for connecting BLE to iPhones, iPads, Android devices, and sensors Develop code for a simple device that transmits heart rate data to a mobile device

Wireless Sensor Networks: Theory and Practice for Deployment addresses WSNs deployment, a mandatory and critical step in the process of developing WSNs solutions for real-life applications. The authors address simple approaches to deploy static WSNs, then exploring more sophisticated approaches to deploy mobile WSNs. Featuring detailed investigations of deployment-related issues such as deployment cost, coverage, connectivity, sensors reliability, and harsh deployment environments, this book will equip you with the basics and an advanced view of both the theoretical and practical aspects, along with knowledge of the guidelines for WSNs deployment. Provides both the theoretical basis and practical applications Features an in-depth discussion of deployment-related issues Covers basic concepts and terminologies as well as highlighting open problems in the research areas to help you solve your deployment-related issues

A Hands-on Introduction with 65 Projects

Python for Microcontrollers: Getting Started with MicroPython

Getting Started with Adafruit Circuit Playground Express

Flyaway

Theory and Practice

Embedded Programming with Microcontrollers and Python

COMPLETE ESP32 PROJECTS GUIDE.

ESP8266 started their journey out as a WiFi add-on board for more traditional Arduino boards but

shortly after, the community realized the power of them and added support to be able to program directly with the Arduino IDE. This book will give you: Simple Ways Of Programming An ESP8266: How To Program ESP8266 With Arduino ESP8266 Programming Tutorial: Programming With Arduino ESP8266 Programming Language: Nodemcu Programming, ESP8266 For Beginners

Implementing edge and IoT systems from sensors to clouds with communication systems, analytics, and security, 2nd Edition

Programming with MicroPython