

## Radio Receiver Projects You Can Build By Homer L Davidson

A collection of unusual projects for computer hardware geeks of all ages explains how to create such projects as a personal Lojack system, Web-enabled coffee machine, cubicle intrusion detection systems, and a laptop battery extender.

During more than 30 years, as a collaborator with American, European and Latin American electronics magazines (\*), has published a large assortment of practical circuits using common parts. In 1999 he included the first selection in a volume published by Prompt Publications in USA. The idea was to proceed with the series, publishing many volumes more. But, Prompt closed his activities and the idea was forgotten although the first volume became a best seller. Now with his own publishing house (NCB Publications) the author returned with the idea of make many volumes more of the series. So, the second volume is here proceeding with the same idea: give simple projects to the experimenters who want learn electronics using common parts and with no need of special knowledge about electronics. So, as in the first volume, many of the projects collected by the author are included in this volume, most of which you can build in one evening. The projects range from fun types through practical types to amusement types. Of course, there are other devices that can be used to teach you something about circuits and components. An important feature of these projects are the ideas to Explore, intended for students looking for projects in science or to use in practical research. This ideal can be complemented by our book Science Fair and Technology Education Projects, also published in English by the author. We can consider this book as a source book of the easiest and fun-to-make of hundreds of projects created and published by the author during his life. (see more about Newton C. Braga in "about the author" in his site).

Department of State Appropriations for 1952

Beginning Digital Electronics Through Projects

Additional Hearings Before the Subcommittee of the Committee on Appropriations, House of Representatives, Eighty-second Congress, First Session

Secrets of RF Circuit Design

Arduino Projects to Save the World

**MORE THAN JUST SLIGHTLY EVIL: SAFE, INEXPENSIVE, EDUCATIONAL . . . AND FUN! 22 Radio and Receiver Projects for the Evil Genius features a unique collection of projects that teach you radio and electronics essentials such as the radio spectrum, how to read schematics, and how to solder. After each project is completed, you can enjoy listening to and using their new receiver.**

**Popular Mechanics inspires, instructs and influences readers to help them master the modern world. Whether it's practical DIY home-improvement tips, gadgets and digital technology, information on the newest cars or the latest breakthroughs in science -- PM is the ultimate guide to our high-tech lifestyle.**

Hearings, Eighty-fifth Congress, Second Session on H.R. 13450

Popular Mechanics

Practical Methods for Connecting Physical Objects

22 Radio and Receiver Projects for the Evil Genius

Popular Science

Provides instructions for building a variety of projects that are able to communicate with one another, including a video game controlled by a stuffed monkey and a battery powered GPS that reports its location over Bluetooth.

Radio astronomy is far from being beyond the scope of amateurs astronomers, and this practical, self-contained guide for the newcomer to practical radio astronomy is an ideal introduction. This guide is a must for anyone who wants to join the growing ranks of 21st Century backyard radio astronomers. The first part of the book provides background material and explains (in a non-mathematical way) our present knowledge of the stronger radio sources - those observable by amateurs - including the Sun, Jupiter, Meteors, Galactic and extra-galactic sources. The second part of the book deals not only with observing, but - assuming no prior technical knowledge of electronics or radio theory - takes the reader step-by-step through the process of building and using a backyard radio telescope. There are complete, detailed plans and construction information for a number of amateur radio telescopes, the simplest of which can be put together and working - using only simple tools - in a weekend. For other instruments, there are full details of circuit-board layouts, components to use and (vitaly important in radio astronomy) how to construct antennae for radio astronomy.

Supplemental Hearing Appropriation Bill, 1959, Hearings Before . . . 85-2, on H.R. 13450

Raspbery Pi Robotics Projects - Second Edition

Build Your Own Transistor Radios

Electronics Projects Vol. 21

Electronics Projects Vol. 14

**BUILD THE CIRCUITS THAT MAKE WIRELESS WORK** If you like hands-on electronics, you'll love *Secrets of RF Circuit Design, Third Edition*, by Popular Electronics writer Joe Carr. This update of the favorite RF circuit guide of thousands of electronics enthusiasts takes you inside wireless technology with step-by-step, illustrated directions for dozens of usable projects. This super guide demonstrates RF theory as it shows you how to overcome the technical and materials challenges facing those who build real-world electronics. You learn how to design and build receiver circuits, RF bridges, amplifiers, receiver preselectors, simple spectrum analyzers, and time domain reflectometers. You get detailed insights into simple RF instruments, as well as UHF and microwave components...complete troubleshooting guidance...and handy parts lists and components sources. This new edition packs the latest information on directional and hybrid couplers, and seven new chapters on demodulators, circuit vectors, measuring L-C circuits, and filtering circuits against EMI. "...a great book on wireless technology for persons starting out in RF electronics, as well as for RF technicians and ham radio operators." ---Cotter W. Sayre, author of *The Complete RF Technician's Handbook* (Amazon.com review)

*Arduino Projects to Save the World* shows that it takes little more than a few tools, a few wires and sensors, an Arduino board, and a bit of gumption to build devices that lower energy bills, help you grow our own food, monitor pollution in the air and in the ground, even warn you about earth tremors. *Arduino Projects to Save the World* introduces the types of sensors needed to collect environmental data—from temperature sensors to motion sensors. You'll see projects that deal with energy sources—from building your own power strip to running your Arduino board on solar panels so you can actually proceed to build systems that help, for example, to lower your energy bills. Once you have some data, it's time to put it to good use by publishing it online as you collect it; this book shows you how. The core of this book deals with the Arduino projects themselves: Account for heat loss using a heat loss temperature sensor array that sends probes into every corner of your house for maximum measurement. Monitor local seismic activity with your own seismic monitor. Keep your Arduino devices alive in the field with a solar powered device that uses a smart, power-saving design. Monitor your data and devices with a wireless radio device; place your sensors where you like without worrying about wires. Keep an eye on your power consumption with a sophisticated power monitor that records its data wherever you like. *Arduino Projects to Save the World* teaches the aspiring green systems expert to build environmentally-sound, home-based Arduino devices. Saving the world, one Arduino at a time. Please note: the print version of this title is black & white; the eBook is full color.

Supplemental Appropriation Bill, 1959

A Hobbyist's Guide to High-Performance and Low-Powered Radio Circuits

Hearings Before the Subcommittee of the Committee on Appropriations, House of Representatives, Eighty-second Congress, First Session

Making Things Talk

Hearings Before the Committee on Appropriations, United States Senate, Eighty-fifth Congress, Second Session, on H. R. 13450 ...

Radio Receiver Projects You Can BuildTAB/Electronics

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Hardware Hacking Projects for Geeks

Departments of State and Justice, the Judiciary, and Related Agencies Appropriations: Department of State. Hearings Before the Subcommittee

Radio and Electronics Cookbook

Electronics Projects Vol. 7

Electronics Projects Vol. 4

*Electronic projects for adults and children, you can: Build your own AM radio receiver Build your own FM radio receiver Build your own shortwave radio receiver Build an AM transmitter to have your own radio station Build three types of headphone amplifiers Build a stereo power amplifier based on the op-amp Create funky oscilloscope patterns Learn how to program computers Learn how to simulate an electronic circuit's operation without actually building it*

*If you're a student or hobbyist who enjoys working with electronics, you'll love this project-packed book. It puts at your fingertips the hands-on guidance you need.*

Supplemental Defense Appropriation Bill, 1958

Electronics Projects Vol. 5

Hearings

The Supplemental Appropriation Bill, 1959

Electronics basics as you work through the book.

This text, through digital experiments, aims to teach the reader practical electronics circuit theory and building techniques. Step-by-step instructions are used to teach techniques for component identification, soldering and troubleshooting.

Hearings Before the Subcommittee of the Committee on Appropriations, United States Senate, Eighty-fifth Congress, Second Session, on H.R. 10146, an Act Making Supplemental Appropriations for the Department of Defense for the Fiscal Year Ending June 30, 1958, and for Other Purposes

Fun with Electronics

Boys' Life

Mastering Radio Frequency Circuits Through Projects and Experiments

Rick Brant's Science Projects

*Boys' Life* is the official youth magazine for the Boy Scouts of America. Published since 1911, it contains a proven mix of news, nature, sports, history, fiction, science, comics, and Scouting.

**A DIY guide to designing and building transistor radios Create sophisticated transistor radios that are inexpensive yet highly efficient. Build Your Own Transistor Radios: A Hobbyist's Guide to High-Performance and Low-Powered Radio Circuits offers complete projects with detailed schematics and insights on how the radios were designed. Learn how to choose components, construct the different types of radios, and troubleshoot your work. Digging deeper, this practical resource shows you how to engineer innovative devices by experimenting with and radically improving existing designs. Build Your Own Transistor Radios covers: Calibration tools and test generators TRF, regenerative, and reflex radios Basic and advanced superheterodyne radios Coil-less and software-defined radios Transistor and differential-pair oscillators Filter and amplifier design techniques Sampling theory and sampling mixers In-phase, quadrature, and AM broadcast signals Resonant, detector, and AVC circuits Image rejection and noise analysis methods This is the perfect guide for electronics hobbyists and students who want to delve deeper into the topic of radio. Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.**

Departments of State, Justice, Commerce and the Judiciary Appropriations for 1952

Electronics Projects Vol. 9

Radio Receiver Projects You Can Build

Fun Projects for the Experimenter - volume 2

Incredible Audio & Video Projects You Can Build

**This book is for enthusiasts who want to use the Raspberry Pi to build complex robotics projects. With the aid of the step-by-step instructions in this book, you can construct complex robotics projects that can move, talk, listen, see, swim, or fly. No previous Raspberry Pi robotics experience is assumed, but even experts will find unexpected and interesting information in this invaluable guide.**

**Originally published in 1960. A non-fiction companion volume to the collectible Rick Brant Science-Adventure Series. Fans of the series include a number of Nobel-prize-winning scientists. This reprint includes easy-to-read chapters about codes and ciphers, slingshots and archery, microscopes and radios, tricks and games, and scientific experiments and how to plan a science project. The Rick Brant series was written pseudonymously under the name John Blaine from 1946-1968. Many millions of the books were sold. Rick Brant was a high school boy who lived on an island off the coast of New Jersey. His father was a world-famous scientist. Rick's best friend was Donald ""Scotty"" Scott and together they have adventures all over the globe usually involving a secret science project of some kind. Please Note: The experiments in the book have not been written with the modern reader in mind. Some may be dangerous and should not be undertaken.**

The Radio Sky and How to Observe It

Electronics Projects Vol. 6

Making a Transistor Radio