

Robotica Y Domotica Basica Con Arduino Libros Plus

*This immensely popular, witty, and highly provocative book is changing people's attitudes about convenience, decor, and technology in home design and furnishing. 10 black-and-white illustrations.*

*Can I Build Another Me? follows a child's hilarious, wildly inventive train of thought as he decides to make a clone of himself - and starts to ponder what makes him HIM. Is it the scar on his knee or his sticky palms? Is it his love of acorns or the way he winks? The more he thinks about it, the more complicated it becomes..*

*Between the 18th and 19th centuries, Britain experienced massive leaps in technological, scientific, and economical advancement*

*This first volume of The LEGO Power Functions Idea Book, Machines and Mechanisms, showcases small projects to build with LEGO Technic gears, motors, gadgets, and other moving elements. You'll find hundreds of clever, buildable mechanisms, each one demonstrating a key building technique or mechanical principle. You'll learn to build sliding doors, grasping claws, rack-and-pinion mechanisms, and ball-shooting devices of every sort! Each model includes a list of required parts and colorful photographs that guide you through the build without the need for step-by-step instructions. As you build, you'll explore the principles of simple machines, gear systems, power translation, and more.*

*Robótica y domótica básica con Arduino*

*Robot Building for Beginners, Third Edition*

*The MAGA Doctrine*

*Home*

*Hello Ruby: Adventures in Coding*

*Soil Mechanics*

The LEGO® MINDSTORMS® EV3 Idea Book explores dozens of creative ways to build amazing mechanisms with the LEGO MINDSTORMS EV3 set. Each model includes a list of the required parts, minimal text, and colorful photographs from multiple angles so you can re-create it without the need for step-by-step instructions. You'll learn to build cars with real suspension, steerable crawlers, ball-shooters, grasping robotic arms, and other creative marvels. Each model demonstrates simple mechanical principles that you can use as building blocks for your own creations. Best of all, every part you need to build these machines comes in one LEGO set (#31313).

This LNCS double volume LNCS 10669-10670 constitutes the refereed proceedings of the 10th International Conference on Ubiquitous Computing and Ambient Intelligence, UCAmI 2016, which includes the International Work Conference on Ambient Assisted Living (IWAAAL), and the International Conference on Amb-ient Intelligence for Health (AmIHEALTH), held in Las Palmas de Gran Canaria, Spain, in November/December 2016. The 69 full papers presented together with 40 short papers and 5 doctoral consortium papers were carefully reviewed and selected from 145 submissions. UCAmI 2016 is focused on research topics related to ambient assisted living, internet of things, smart cities, ambient intelligence for health, human-computer interaction, ad-hoc and sensor networks, and security./div

Arduino Project Handbook is a beginner-friendly collection of electronics projects using the low-cost Arduino board. With just a handful of components, an Arduino, and a computer, you'll learn to build and program everything from light shows to arcade games to an ultrasonic security system. First you'll get set up with an introduction to the Arduino and valuable advice on tools and components. Then you can work through the book in order or just jump to projects that catch your eye. Each project includes simple instructions, colorful photos and circuit diagrams, and all necessary code. Arduino Project Handbook is a fast and fun way to get started with microcontrollers that's perfect for beginners, hobbyists, parents, and educators. Uses the Arduino Uno board.

NEW YORK TIMES BESTSELLER Edward Snowden, the man who risked everything to expose the US government's system of mass surveillance, reveals for the first time the story of his life, including how he helped to build that system and what motivated him to try to bring it down. In 2013, twenty-nine-year-old Edward Snowden shocked the world when he broke with the American intelligence establishment and revealed that the United States government was secretly pursuing the means to collect every single phone call, text message, and email. The result would be an unprecedented system of mass surveillance with the ability to pry into the private lives of every person on earth. Six years later, Snowden reveals for the very first time how he helped to build this system and why he was moved to expose it. Spanning the bucolic Beltway suburbs of his childhood and the clandestine CIA and NSA postings of his adulthood, Permanent Record is the extraordinary account of a bright young man who grew up online—a man who became a spy, a whistleblower, and, in exile, the Internet's conscience. Written with wit, grace, passion, and an unflinching candor, Permanent Record is a crucial memoir of our digital age and destined to be a classic.

Ubiquitous Computing and Ambient Intelligence

The Only Ideas That Will Win the Future

Fundamentals and Applications with PIC

Conoce todo sobre Robótica y domótica básica con Arduino

Learn Python in a Weekend

Cars and Contraptions

*Must-read play looks to a future in which all workers are automatons. They revolt when they acquire souls (i.e., when they gain the ability to hate) and the resulting catastrophe make for a powerful theatrical experience.*

*"Code is the 21st century literacy and the need for people to speak the ABCs of Programming is imminent." --Linda Liukas Meet Ruby--a small girl with a huge imagination. In Ruby's world anything is possible if you put your mind to it. When her dad asks her to find five hidden gems Ruby is determined to solve the puzzle with the help of her new friends, including the Wise Snow Leopard, the Friendly Foxes, and the Messy Robots. As Ruby stomps around her world kids will be introduced to the basic concepts behind coding and programming through storytelling. Learn how to break big problems into small problems, repeat tasks, look for patterns, create step-by-step plans, and think outside the box. With hands-on activities included in every chapter, future coders will be thrilled to put their own imaginations to work.*

*Calculations for Molecular Biology and Biotechnology: A Guide to Mathematics in the Laboratory, Second Edition, provides an introduction to the myriad of laboratory calculations used in molecular biology and biotechnology. The book begins by discussing the use of scientific notation and metric prefixes, which require the use of exponents and an understanding of significant digits. It explains the mathematics involved in finding solutions; the characteristics of cell growth; the multiplicity of infection; and the quantification of nucleic acids. It includes chapters that deal with the mathematics involved in the use of radioisotopes in nucleic acid research; the synthesis of oligonucleotides; the polymerase chain reaction (PCR) method; and the development of recombinant DNA technology. Protein quantification and the assessment of protein activity are also discussed, along with the centrifugation method and applications of PCR in forensics and paternity testing. Topics range from basic scientific notations to complex subjects like nucleic acid chemistry and recombinant DNA technology Each chapter includes a brief explanation of the concept and covers necessary definitions, theory and rationale for each type of calculation Recent applications of the procedures and computations in clinical, academic, industrial and basic research laboratories are cited throughout the text New to this Edition: Updated and increased coverage of real time PCR and the mathematics used to measure gene expression More sample problems in every chapter for readers to practice concepts*

*This book covers everything from machine learning to robotics and the internet of things. By the time you finish reading, you will be aware of what artificial neural networks are, how gradient descent and back propagation work, and what deep learning is.*

*Robotica y Domótica básica con Arduino*

*Biologically Inspired Intelligent Robots*

*The Maker's Manual*

*Snake Robots*

*Twentieth Century Fox*

*Loving the Machine*

The Maker's Manual is a practical and comprehensive guide to becoming a hero of the new industrial revolution. It features dozens of color images, techniques to transform your ideas into physical projects, and must-have skills like electronics prototyping, 3d printing, and programming. This book's clear, precise explanations will help you unleash your creativity, make successful projects, and work toward a sustainable maker business. Written by the founders of Frankenstein Garage, which has organized courses since 2011 to help makers to realize their creations, The Maker's Manual answers your questions about the Maker Movement that is revolutionizing the way we design and produce things.

This broad overview for graduate students introduces multidisciplinary topics from robotics to sociology which are needed to understand the area.

Intelligent algorithms are already well on their way to making white collar jobs obsolete: travel agents, data-analysts, and paralegals are currently in the firing line. In the near future, doctors, taxi-drivers and ironically even computer programmers are poised to be replaced by 'robots'. Without a radical reassessment of our economic and political structures, we risk the very implosion of the capitalist economy of these. In The Rise of the Robots, technology expert Martin Ford systematically outlines the achievements of artificial intelligence and uses a wealth of economic data to illustrate the terrifying societal implications. From health and education to finance and technology, his warning is stark – all jobs that are on some level routine are likely to eventually be automated, resulting in the death of traditional careers and a hollowed-out middle class. The robots are coming and we have to decide – now – whether the future will bring prosperity or catastrophe.

This timely and engaging book argues that technoscientific advances are radically transforming the woman-machine relationship. However, it is feminist politics rather than the technologies themselves that make the difference. TechnoFeminism fuses the visionary insights of cyberfeminism with a materialist analysis of the sexual politics of technology.

Calculations for Molecular Biology and Biotechnology

What You Need to Know About Machine Learning, Robotics, Deep Learning, Recommender Systems, Internet of Things, Neural Networks, Reinforcement Learning, and Our Future

A Century of Entertainment

Modelling, Mechatronics, and Control

Human-Robot Interaction

*Robotica*

*The classic, comprehensive guide to the physics of soil The physical behavior of soil under different environmental conditions impacts public safety on every roadway and in every structure; a deep understanding of soil mechanics is therefore an essential component to any engineering education. Soil Mechanics offers in-depth information on the behavior of soil under wet, dry, or transiently wet conditions, with detailed explanations of stress, strain, shear, loading, permeability, flow, improvement, and more. Comprehensive in scope, this book provides accessible coverage of a critical topic, providing the background aspiring engineers will need throughout their careers.*

*While the US sponsors robot-on-robot destruction contests, Japan's feature tasks that mimic non-violent human activities. Why is this? What accounts for Japan's unique relationship with robots as potential colleagues in life, rather than potential adversaries? This book answers this query by looking at Japan's historical connections with robots. Japan stands out for its long love affair with robots, a phenomenon that is creating what will likely be the world's first mass robot culture. While US companies have created robot vacuum cleaners and war machines, Japan has*

*We can say that in this serie we will give to the readers the opportunity to have in their tablets, iPhones, iPads and PCs a powerful source of ideas for projects and informations. Microcontroollers such as Arduino, MSP430, PICs and others can ?t work a large amount of current to loads like motors, relays and lamps. They also can ?t work with signals sourced by some types of sensors plugged to their inputs. In these cases they need special adc, circuits to allow the use of power loads and sensor. These circuits are called shields. This book is a collection of 100 circuits of shields including drive to high current loads, motors, sensor, to produce audio signals and much more.*

*ICIST is a selection of articles from the 2018 International Conference on Information Technology & Systems (ICITS 18), held on January 10 – 12, 2018, at the Universidad Estatal Península de Santa Elena, Libertad City, Ecuador. ICIST is a global forum for researchers and practitioners to present and discuss recent findings and innovations, current trends, lessons learned and the challenges of modern information technology and systems research, together with their technological development and applications. The main topics covered include information and knowledge management; organizational models and information systems; software and systems modeling; software systems, architectures, applications and tools; multimedia systems and applications; computer networks, mobility and pervasive systems; intelligent and decision support systems; big data analytics and applications; human-computer interaction; ethics, computers & security; health informatics; and information technologies in education.*

*The LEGO MINDSTORMS EV3 Idea Book*

*Motorcycle Mechanics*

*A Guide to Mathematics in the Laboratory*

*Introduction to Robotics*

*10th International Conference, UCAmI 2016, San Bartolomé de Tirajana, Gran Canaria, Spain, November 29 – December 2, 2016, Part II*

*A Practical Approach*

*Create physical interfaces that interact with the Internet and web pages. With Arduino and JavaScript you can create interactive physical displays and connected devices that send data to or receive data from the web. You'll take advantage of the processes needed to set up electronic components, collect data, and create web pages able to interact with electronic components. Through exercises, projects, and explanations, this book will give you the core front end web development and electronics skills needed to create connected physical interfaces and build compelling visualizations with a range of JavaScript libraries. By the end of the book you will have developed fully working interactive prototypes capable of sending data to and receiving data from a physical interface. Most importantly, Connecting Arduino to the Web will give you a taste of what is possible and the knowledge to create your own connected physical interfaces and bring the web into your electronics projects. What You'll Learn Build an Internet of Things dashboard that updates with electronics attached to an Arduino Use components to interact with online 3D displays*

*Create web pages with HTML and CSS Set up a Node.js server Use WebSockets to process live data Interact with scalable vector graphics (SVG) Who This Book Is For Technologists, developers, and enthusiasts looking to extend their skills, be able to develop physical prototypes with connected devices, and with an interest in getting started with IoT. Also, those excited by the possibilities of connecting the physical and the web.*

*Snake Robots is a novel treatment of theoretical and practical topics related to snake robots: robotic mechanisms designed to move like biological snakes and able to operate in challenging environments in which human presence is either undesirable or impossible. Future applications of such robots include search and rescue, inspection and maintenance, and subsea operations. Locomotion in unstructured environments is a focus for this book. The text targets the disparate multitude of approaches to modelling, development and control of snake robots in current literature, giving a unified presentation of recent research results on snake robot locomotion to increase the reader's basic understanding of these mechanisms and their motion dynamics and clarify the state of the art in the field. The book is a complete treatise of snake robotics, with topics ranging from mathematical modelling techniques, through mechatronic design and implementation, to control design strategies. The development of two snake robots is described and both are used to provide experimental validation of many of the theoretical results. Snake Robots is written in a clear and easily understandable manner which makes the material accessible by specialists in the field and non-experts alike. Numerous illustrative figures and images help readers to visualize the material. The book is particularly useful to new researchers taking on a topic related to snake robots because it provides an extensive overview of the snake robot literature and also represents a suitable starting point for research in this area.*

*Este libro surge a raíz de la necesidad de crear un material de prácticas para iniciar a alumnos de formación profesional de grado medio, grado superior y bachillerato a la robótica y a la domótica mediante la plataforma de Arduino. La estructura del libro permite diferenciar tres partes o bloques: el primero dedicado a exponer unos pocos conceptos sobre Arduino y las disciplinas que lo rodean; el segundo dedicado a la explicación del lenguaje de programación de Arduino; y el tercer bloque se dedica al aprendizaje de Arduino a través de una serie de prácticas, donde se expone un componente electrónico o sensor. Cada práctica posee el código totalmente explicado, comentario y analizado. Este libro propone una serie de 28 prácticas detalladas y comentadas a docentes que deseen incorporar Arduino en alguna de sus asignaturas, y de guía de referencia y para aquellos lectores que puedan considerarse novices en Arduino. Por tanto, el lector va aprendiendo mediante prácticas, aisladas en apariencia, cómo manejar la placa Arduino para después crear sus propios proyectos. Robótica y domótica básica con Arduino 97*

*NEW YORK TIMES BESTSELLER. The movement that brought Donald Trump to the White House has better ideas than the old right or the new left. It's time that the rest of America started listening. The Tea Party began as a protest for patriots who feared Big Government. President Trump has become a hero for patriots who are against Big Everything. Fed up with Silicon Valley, the media, liberal higher education, the military-industrial complex, Twitter mobs, swamp monsters, Big Pharma, out-of-control prosecutors, and gun-grabbing fascists, ordinary Americans miss the days when America cared about rule of the people, by the people, and for the people. Remember when you didn't feel bombarded on all sides by coastal billionaires and their government stooges? The MAGA Doctrine urges an overdue restoration of self-rule by a populace long taken for granted by its rulers. Turning Point USA founder and social media superstar Charlie Kirk explains once and for all why a New York real estate magnate found an audience among young conservatives all over the country. Trump and his allies are working to protect all the small things that both parties dismissed: local businesses, families, churches, and the rights of the individual. Kirk explains why it took a reality TV superstar to see past the billionare and power-hungry institutions, from the United Nations and Google to Harvard and Viacom, working to crush real America. The Trump Doctrine is all about giving you a say in the future of America and a hand in making it happen. As the mainstream media keep churning out lies about the "real reasons" behind the new conservative agenda, Charlie Kirk's The MAGA Doctrine is a powerful reminder of the true narrative of freedom and greatness that swept Donald Trump to the presidency.*

*Arduino Project Handbook*

*95 Simple Robots and Hints for Making More!*

*Designing Software Architectures*

*The LEGO BOOST Idea Book*

*Manual de Electronica Basica*

*An Introduction*

*The second volume of The LEGO Power Functions Idea Book, Cars and Contraptions, showcases small projects to build with LEGO Technic gears, motors, gadgets, and other moving elements. You'll find hundreds of clever, buildable mechanisms, each one demonstrating a key building technique or mechanical principle. You'll learn to build four-wheel drive cars, adorable walking 'bots, steerable tanks, robotic inchworms, and cars that can follow the edge of a table! Each model includes a list of required parts and colorful photographs that guide you through the build without the need for step-by-step instructions. As you build, you'll explore the principles of gear systems, power translation, differentials, suspensions, and more.*

*Here it is: the first-time look at the remarkable American multinational mass media empire and its century of entertainment—the story of Twentieth Century Fox (1915–2015). The controversies and scandals are here, as are the extraordinary achievements. Among other firsts, the book offers fun tours of its historic production and ranch facilities including never-before-told stories about its stars and creative personalities. The authors primarily tell a celebratory tale, but most importantly, an accurate one.*

*Un manual ideal para profesionales, aprendices y especialistas de la electronica."*

*Designing Software Architectures will teach you how to design any software architecture in a systematic, predictable, repeatable, and cost-effective way. This book introduces a practical methodology for architecture design that any professional software engineer can use, provides structured methods supported by reusable chunks of design knowledge, and includes rich case studies that demonstrate how to use the methods. Using realistic examples, you'll master the powerful new version of the proven Attribute-Driven Design (ADD) 3.0 method and will learn how to use it to address key drivers, including quality attributes, such as modifiability, usability, and availability, along with functional requirements and architectural concerns. Drawing on their extensive experience, Humberto Cervantes and Rick Kazman guide you through crafting practical designs that support the full software life cycle, from requirements to maintenance and evolution. You'll learn how to successfully integrate design in your organizational context, and how to design systems that will be built with agile methods. Comprehensive coverage includes Understanding what architecture design involves, and where it fits in the full software development life cycle Mastering core design concepts, principles, and processes Understanding how to perform the steps of the ADD method Scaling design and analysis up or down, including design for pre-sale processes or lightweight architecture reviews Recognizing and optimizing critical relationships between analysis and design Utilizing proven, reusable design primitives and adapting them to specific problems and contexts Solving design problems in new domains, such as cloud, mobile, or big data*

*Connecting Arduino to the Web*

*A Practical Guide to the New Industrial Revolution*

*Logo Philosophy and Implementation*

*The Rise of the Robots*

*Microcontrollers*

*The Art of LEGO MINDSTORMS EV3 Programming*

*Microcontrollers exist in a wide variety of models with varying structures and numerous application opportunities. Despite this diversity, it is possible to find consistencies in the architecture of most microcontrollers. Microcontrollers: Fundamentals and Applications with PIC focuses on these common elements to describe the fundamentals of microcontroller design and programming. Using clear, concise language and a top-bottom approach, the book describes the parts that make up a microcontroller, how they work, and how they interact with each other. It also explains how to program medium-end PICs using assembler language. Examines analog as well as digital signals This volume describes the structure and resources of general microcontrollers as well as PIC microcontrollers, with a special focus on medium-end devices. The authors discuss memory organization and structure, and the assembler language used for programming medium-end PIC microcontrollers. They also explore how microcontrollers can acquire, process, and generate digital signals, explaining available techniques to deal with parallel input or output, peripherals, resources for real-time use, interrupts, and the specific characteristics of serial data interfaces in PIC microcontrollers. Finally, the book describes the acquisition and generation of analog signals either using resources inside the chip or by connecting peripheral circuits. Provides hands-on clarification Using practical examples and applications to supplement each topic, this volume provides the tools to thoroughly grasp the architecture and programming of microcontrollers. It avoids overly specific details so readers are quickly led toward design implementation. After mastering the material in this text, they will understand how to efficiently use PIC microcontrollers in a design process.*

*The LEGO® BOOST® Idea Book contains dozens of ideas for building simple robots with the LEGO BOOST set. The LEGO® BOOST® Idea Book explores 95 creative ways to build simple robots with the LEGO BOOST set. Each model includes a parts list, minimal text, screenshots of programs, and colorful photographs from multiple angles so you can re-create it without step-by-step instructions. You'll learn to build robots that can walk and crawl, shoot and grab objects, and even draw using a pen! Each model demonstrates handy mechanical principles that you can use to come up with your own creations. Models come with building hints and ideas for putting your own spin on things. Best of all, every part you need to build these models comes in the LEGO BOOST Creative Toolbox (set #17101).*

*The multidisciplinary issues involved in the development of biologically inspired intelligent robots include materials, actuators, sensors, structures, functionality, control, intelligence, and autonomy. This book reviews various aspects ranging from the biological model to the vision for the future.*

*LEARN PYTHON IN THE FASTEST AND EASIEST WAY Learn Python in a weekend offers you a learning method that will allow you to learn Python in a short period of time, specifically in a weekend!Our experience has demonstrated us that the best way to learn is to do it while having fun and with a methodology that will teach you progressively all the concepts you need to know.In the first part of the book you will find an explanation of the programming language along with an introduction to the programming environment.In the second part of the book you will find a total of 100 exercises of progressive difficulty in which, in addition to guiding you step by step, we explain all of the theoretical concepts of programming that you need to know to be able to carry them out. The book contains downloadable material! INDEX 1. Introduction2.- What do I need to start?3.- Learning process4.- Python5.- Development environment6.- Handling of messages on the screen?7.- Use of basic data types8.- Control of the flow of a program9.- Loops10.- Project 111.- Functions12.- Project 213.- Basic object-oriented programming14.- Project 315.- Advanced object-oriented programming16.- Working with files17.- Exception control18.- Prezent 419.- Final Project20.- Annexes*

*A Short History of an Idea*

*Circuit bench - 100 shields for arduino*

*The LEGO Power Functions Idea Book, Volume 2*

*SmartKom: Foundations of Multimodal Dialogue Systems*

*Permanent Record*

*The Fourth Industrial Revolution*

With its colorful, block-based interface. The LEGO® MINDSTORMS® EV3 programming language is designed to allow anyone to program intelligent robots, but its powerful features can be intimidating at first. The Art of LEGO MINDSTORMS EV3 Programming is a full-color, beginner-friendly guide designed to bridge that gap. Inside, you'll discover how to combine core EV3 elements like blocks, data wires, files, and variables to create sophisticated programs. You'll also learn good programming practices, memory management, and helpful debugging strategies—general skills that will be relevant to programming in any language. All of the book's programs work with one general-purpose test robot that you'll build early on. As you follow along, you'll program your robot to:
-React to different environments and respond to commands
-Follow a wall to navigate a maze
-Display drawings that you input with dials, sensors, and data wires on the EV3 screen
-Play a Simon Says-style game that uses arrays to save your high score
-Follow a line using a PID-type controller like the ones in real industrial systems
The Art of LEGO MINDSTORMS EV3 Programming covers both the Home and Education Editions of the EV3 set, making it perfect for kids, parents, and teachers alike. Whether your robotics lab is the living room or the classroom, this is the complete guide to EV3 programming that you've been waiting for.
Requirements: One LEGO MINDSTORMS EV3 Home OR Education set (#31313 OR #45544).

With contributions by leading scientists in the field, this book gives the first comprehensive overview of the results of the seminal SmartKom project – one of the most advanced multimodal dialogue systems worldwide.

"I wrote this book because I love building robots. I want you to love building robots, too. It took me a while to learn about many of the tools and parts in amateur robotics. Perhaps by writing about my experiences, I can give you a head start."--David Cook Robot Building for Beginners, Third Edition provides basic, practical knowledge on getting started in amateur robotics. There is a mix of content: from serious reference tables and descriptions to personal stories and humorous bits. The robot described and built in this book is battery powered and about the size of a lunch box. It is autonomous; that is, isn't remote controlled. The book is broken up into small chapters, suitable for bedtime (or bathroom) reading. The characteristics and purposes of each major component (resistor, transistor, wire, and motor) are described, followed by a hands-on experiment to demonstrate. Not only does this help the reader to understand a particular piece, but it also prepares them with processes to learn new parts on their own. An appendix offers an introduction to 3D printing and parts of the robot can, as an alternative, be "printed" using a 3D printer. The master project of the book is a simple, entertaining, line-following robot.

Presents a comprehensive survey of the design, construction, operation, maintenance, and repair of two-cycle and four-cycle engine motorcycles.

Front End Development Using JavaScript

R.U.R.

25 Practical Projects to Get You Started

Machines and Mechanisms

Contiene 28 prácticas explicadas

Proceedings of the International Conference on Information Technology & Systems (ICITS 2018)