1. **Record Nr.**   UNISALENTO991002310309707536

   Titolo   Sacris erudiri : jaarboek voor Godsdienstwetenschappen = A journal on the Inheritance of early and medieval christianity

   Pubbl/distr/stampa   Steenbrugge : Nijhoff Martinus, 1948-

   ISSN   0771-7776

   Disciplina   282.05

   Soggetti   Letteratura cristiana - Periodici

   Lingua di pubblicazione   Molteplice

   Formato   Materiale a stampa

   Livello bibliografico   Periodico

   Note generali   L'editore cambia: Turnhout : Brepols

   Il complemento del titolo varia: A Journal of late antique and medieval christianity

2. **Record Nr.**   UNINA9910427047603321

   Autore   Watkiss Stewart

   Titolo   Learn Electronics with Raspberry Pi : Physical Computing with Circuits, Sensors, Outputs, and Projects / / by Stewart Watkiss

   Pubbl/distr/stampa   Berkeley, CA : , : Apress : , : Imprint : Apress, , 2020

   ISBN   1-4842-6348-0

   Edizione   [2nd ed. 2020.]

   Descrizione fisica   1 online resource (394 pages)

   Collana   Technology in Action

   Disciplina   005.3

   Soggetti   Makerspaces
   Maker

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

   Nota di contenuto   Learn Electronics with Raspberry Pi (2E) -- Chapter 1 - Getting Started with Electronic Circuits -- Chapter 2 - All About Raspberry Pi -- Chapter 3 - Starting with the Basics: Programming with Scratch -- Chapter 4 - Using Python for Input and Output: GPIO Zero -- Chapter 5

- More Input and Output: Infrared Sensors and LCD Displays -- Chapter 6 - Adding Control in Python and Linux -- Chapter 7 - Creating Video with a Pi Camera -- Chapter 8 - Rolling Forward: Designing and Building a Robot -- Chapter 9 - Customize Your Gameplay: Minecraft Hardware Programming -- Chapter 10 - Understanding Digital Logic -- Chapter 11 - Making Your Circuits Permanent -- Chapter 12 - Let the Innovation Begin: Designing Your Own Circuits.

Sommario/riassunto	Updated for the recent Raspberry Pi boards, including the Raspberry Pi 4, this new edition offers an all new digital logic circuits project, explaining the theory behind how digital electronics work while creating a new project using 7-segment LED displays. Raspberry Pi is everywhere, it's inexpensive, and it's a wonderful tool for teaching about electronics and programming. This book demonstrates how to make a variety of cool projects using the Pi with programming languages like Scratch and Python, with no experience necessary. You'll see how the Pi works, how to work with Raspberry Pi OS on the Pi, and how to design and create electronic circuits. You'll create projects like an arcadegame, disco lights, and infrared transmitter, and an LCD display. You'll also learn how to control Minecraft's Steve with a joystick and even how to control a model train with a Pi. And, you'll build your own robot, including how to solder and even design a printed circuit board. Learning electronics can be tremendous fun — your first flashing LED circuit is a reason to celebrate! But where do you go from there, and how can you move into more challenging projects without spending a lot of money on proprietary kits? Learn Electronics with Raspberry Pi shows you how to, and a lot more.