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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	About the Authors; Table of Contents; Introduction; Programming Is Fun!; A Bit of History; So What Can You Do with the Raspberry Pi?; Part I: Connecting the Board; Chapter 1: Meet the Raspberry Pi; A Trip Around the Board; Model A; Model B; A History of Model B PCB Revisions; A Bit of Background; Chapter 2: Getting Started with the Raspberry Pi; Connecting a Display; Connecting Audio; Connecting a Keyboard and Mouse; Installing NOOBS on an SD Card; Connecting External Storage; Connecting the Network; Installing the Operating System; Chapter 3: Linux System Administration; Linux: An Overview Linux BasicsIntroducing Raspbian; Using External Storage Devices; Creating a New User Account; File System Layout; Installing and Uninstalling Software; Shutting the Pi Down Safely; Chapter 4: Troubleshooting; Keyboard and Mouse Diagnostics; Power Diagnostics; Display Diagnostics; Boot Diagnostics; Network Diagnostics; The Emergency Kernel; Chapter 5: Network Configuration; Wired Networking; Wireless Networking; Chapter 6: The Raspberry Pi Software Configuration Tool; Running the Tool; The Setup Options Screen; Chapter 7: Advanced Raspberry Pi Configuration Editing Configuration Files via NOOBSHardware Settings-config.txt; Disabling L2 Cache; Memory Partitioning; Software Settings-cmdline.

txt; Part II: Building a Media Centre, Productivity Machine or Web Server; Chapter 8: The Pi as a Home Theatre PC; Playing Music at the Console; Dedicated HTPC with Raspbmc; Chapter 9: The Pi as a Productivity Machine; Using Cloud-Based Apps; Using LibreOffice; Image Editing with The Gimp; Chapter 10: The Pi as a Web Server; Installing a LAMP Stack; Installing WordPress; Part III: Programming with the Raspberry Pi; Chapter 11: An Introduction to Scratch
Introducing Scratch
Example 1: Hello World; Example 2: Animation and Sound; Example 3: A Simple Game; Robotics and Sensors; Further Reading; Chapter 12: An Introduction to Python; Introducing Python; Example 1: Hello World; Example 2: Comments, Inputs, Variables and Loops; Example 3: Gaming with pygame; Example 4: Python and Networking; Further Reading; Part IV: Hardware Hacking; Chapter 13: Learning to Hack Hardware; Electronic Equipment; Reading Resistor Colour Codes; Sourcing Components; Moving Up From the Breadboard; A Brief Guide to Soldering; Chapter 14: The GPIO Port
Identifying Your Board Revision
GPIO Pinout Diagrams; GPIO Features; Using the GPIO Port in Python; Chapter 15: The Raspberry Pi Camera Module; Why Use the Camera Module?; Installing the Camera Module; Enabling Camera Mode; Capturing Stills; Recording Video; Command-Line Time-Lapse Photography; Chapter 16: Add-on Boards; Ciseco Slice of Pi; Adafruit Prototyping Pi Plate; Fen Logic Gertboard; Part V: Appendixes; Appendix A: Python Recipes; Raspberry Snake (Chapter 12, Example 3); IRC User List (Chapter 12, Example 4); GPIO Input and Output (Chapter 14)
Appendix B: Raspberry Pi Camera Module Quick Reference

Sommario/riassunto

The essential guide to getting started with the Raspberry Pi® The Raspberry Pi has been a success beyond the dream of its creators. Their goal, to encourage a new generation of computer programmers who understand how computers work, is well under way. Raspberry Pi User Guide 2e is the newest edition of the runaway bestseller written by the Pi's co-creator, Eben Upton, and tech writer Gareth Halfacree. It contains everything you need to know to get the Pi up and running, including how to: Connect a keyboard, mouse, monitor and other peripherals
Install softwa
