1. Record Nr. UNINA9910458517903321

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Titolo	Arduino home automation projects : automate your home using the powerful Arduino platform / / Marco Schwartz
Pubbl/distr/stampa	Birmingham, England : , : Packt Publishing, , 2014 ©2014
ISBN	1-78398-607-7
Descrizione fisica	1 online resource (133 p.)
Collana	Community Experience Distilled
Disciplina	005.258
Soggetti	Arduino (Programmable controller) Application software - Development Programmable controllers Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Preface; Building Wireless XBee Motion Detectors; Hardware and software requirements; Hardware configuration; Interfacing the PIR sensor with Arduino; Programming an XBee motion detector; Building a graphical interface for your XBee motion detectors; Summary; Control Lights from Your Phone or Tablet; Hardware and software requirements; Hardware configuration; Test the relays and Wi-Fi connection; Building a graphical interface to control the relays; Testing the graphical interface; Summary; Measuring the Temperature Using Bluetooth; Hardware and software requirements; Hardware configuration Creating the Arduino sketchTesting the temperature and humidity sensor; Measure the temperature and humidity remotely; Summary; Weather Station in the Cloud with Xively; Hardware and software requirements; Connecting the different components; Testing the sensors; Setting up your Xively account; Building the Arduino sketch; Log in and display data on Xively; Summary; Monitor Your Energy Consumption in the Cloud; Hardware and software requirements; Making hardware connections; Testing the project; Configuring your Xively account; Sending power consumption data to Xively; Summary

	Hack a Commercial Home Automation DeviceHardware and software requirements; Hardware configuration; Controlling the device from your computer; Building a graphical interface; Summary; Build Your Own Home Automation System; Hardware and software requirements; Building an Arduino system from scratch; Testing the Arduino system; Designing a PCB for your home automation system; Fabricating the board; Designing and 3D printing a case for your home automation project; Summary; Index
Sommario/riassunto	This book is divided into projects that are explained in a step-by-step format, with practical instructions that are easy to follow. If you want to build your own home automation systems wirelessly using the Arduino platform, this is the book for you. You will need to have some basic experience in Arduino and general programming languages, such as C and C++ to understand the projects in this book.