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Altri autori (Persone)	RobinsonAndrew
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Nota di contenuto	About the Authors; Contents; Introduction; A History of Making; Consumer Computing; Why Everyone Should Learn About Computing; Enter the Raspberry Pi; About This Book; How to Use This Book; The Future; Part I: Getting Started with the Raspberry Pi; Chapter 1: Getting Your Raspberry Pi Up and Running; The Operating System; Connecting Your Raspberry Pi; The Boot Process; Starting the Graphical Desktop; Starting a Terminal under X; Troubleshooting; Let the Fun Begin!; Chapter 2: Introductory Software Project: The Insult Generator; Running Your First Python Program; Saving Your Program Generating an Insult Insult Your Friends by Name!; Create a Stream of Insults!; Putting It All Together; Part II: Software Projects; Chapter 3: Tic-Tac-Toe; Errors; Making a Start; A Two-Player Game; Getting the Computer to Play; Over to You; Chapter 4: Here's the News; Early Teleprompters; The Pi Prompter; What You Need to Do; A Step Closer to a Usable Program; Your Final Pi Prompter Code; The Physical Setup for Your Prompter; Over to You; Chapter 5: Ping; Early Commercial Products; The Ping Game; Improving the Ping Game; A Single-Player Game; A Two-Player Game; Over to You Chapter 6: Pie Man The Pie Man Game; Gather Your Resources; Setting the Stage; The Game Action; Drawing the Screen; The Final Function;

Over to You; Chapter 7: Minecraft Maze Maker; Installing Minecraft; Starting Minecraft; Playing Minecraft; Preparing for Python; Using the Minecraft Module; Over to You; Part III: Hardware Projects; Chapter 8: Colour Snap; Implementing the Game; The Software for Testing the Game; The Software for the Game; Over to You; Chapter 9: Test Your Reactions; Welcome to the Embedded World!; Obtaining Components; Setting up PiFace Digital; Connecting PiFace Digital
Using the Emulator Interfacing with Python; The Reaction Timer; What Will You Interface?; Chapter 10: The Twittering Toy; Hacking the Toy; Making It Talk; Making It Move; Connecting to Twitter; Putting It All Together; Wrapping Up; Chapter 11: Disco Lights; Defining Your Sequence; Getting the Code to Do More; A Small Detour into Theory; Designing the Sequencer; Implementing the Sequencer; The Lights; Using Longer Strip Lights; Making the Lights Move; Designing the Circuit; Building the Circuit; Running the Circuit; Over to You; Chapter 12: Door Lock; The System Overview
Safety-Critical Systems The Door Lock Hardware; The Initial High-Level Software Simulation; The Output Block; The Input Block; The Authentication Block; Unlocking Doors Without Touching; Testing the Program and Fitting the Lock; Networking Multiple Doors; Over to You; The Art of Programming; Chapter 13: Home Automation; The Internet Of Things; Project 1: How to Create a Motion Sensor and Door Switch; Project 2: How to Monitor Your Home with a Webcam; Project 3: How to Make a Temperature Gauge; Project 4: How to Send an E-mail Alert; Project 5: How to Send an E-mail Using a Wireless Remote
Over to You

Sommario/riassunto

Learn to build software and hardware projects featuring the Raspberry Pi! Raspberry Pi represents a new generation of computers that encourages the user to play and to learn and this unique book is aimed at the beginner Raspberry Pi user who is eager to get started creating real-world projects. Taking you on a journey of creating 15 practical projects, this fun and informative resource introduces you to the skills you need to have in order to make the most of the Pi. The book begins with a quick look at how to get the Pi up and running and then encourages you to dive into the