

1. Record Nr.	UNINA9910704981103321
Autore	Aaleti Sriram
Titolo	Design guide for precast UHPC waffle deck panel system, including connections // authors, Sriram Aaleti, Bradley Petersen, and Sri Sritharan
Pubbl/distr/stampa	Washington, DC : , : U.S. Department of Transportation, Federal Highway Administration, June 2013
Descrizione fisica	1 online resource (viii, 117 pages) : illustrations (chiefly color)
Soggetti	Bridges - Design and construction Bridges - Floors Bridges - Iowa - Wapello County
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Title from title screen (viewed on Mar. 11, 2014). "June 2013." "Highways for Life." "Performing organization, Bridge Engineering Center, Iowa State University"--Technical report documentation page. "Publication No. FHWA-HIF-13-032."
Nota di bibliografia	Includes bibliographical references (pages 113-116).

2. Record Nr.	UNINA9910810144503321
Autore	Wentk Richard
Titolo	Teach yourself visually Raspberry Pi // Richard Wentk ; acquisitions editor, Aaron Black ; Sr. project editor, Sarah Hellert ; technical editor, Paul Hallett ; copy editor, Kim Heusel ; director, Content Development & Assembly, Robyn Siesky ; vice-president and executive group publisher, Richard Swadley
Pubbl/distr/stampa	Indianapolis, Indiana : , : Visual, , 2014 ©2014
ISBN	1-118-76827-2
Descrizione fisica	1 online resource (322 p.)
Collana	Teach Yourself Visually
Disciplina	004.165
Soggetti	Microcomputers Raspberry Pi (Computer) Programming languages (Electronic computers) Computer programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	About the Author; Table of Contents; Chapter 1: Getting Started with Raspberry Pi; Introducing Raspberry Pi; Take a Tour of Raspberry Pi; Choose Accessories; Choose and Use a Case; Connect a Monitor; Connect USB Accessories; Connect Power and Boot; Chapter 2: Selecting an Operating System; Understanding OS Options; Prepare an SD Card; Copy NOOBS to an SD card; Select and Install Raspbian Wheezy; Back Up an SD Card; Get Started with BerryBoot; Chapter 3: Setting Up Raspbian; Set a Password; Select a Keyboard Layout; Select a Time Zone; Manage Memory and SD Card Options; Set Up Overclocking Connect to the Internet Revise the Configuration; Update the Operating System; Launch the Desktop; Shut Down the Pi; Chapter 4: Working with Applications; Introducing Raspberry Pi Apps; Set Up Wi-Fi; View Web Pages; Work with Files in File Manager; Edit Text with Leafpad; Configure the Desktop; Configure the Launch Panel; Chapter 5: Working with the Command Line; Introducing Linux; Using the Command Line; Become the Superuser; Understanding the File System;

Navigate and List Directories; Create a Directory; Delete Files and Directories; View a File; Find a File or Command
Copy, Move, and Rename Files Work with File Permissions; Using the Command Line History; Chapter 6: Understanding Advanced Commands; Understanding Advanced Linux; Using the Nano Editor; Set Up Autologin; Download and Install Applications; Configure an Application; Redirect Screen Output to a File; Combine Commands with a Pipe; Process Text with grep and sed; Create a Simple Script; Run a Command at Set Times; Chapter 7: Networking Raspberry Pi; Understanding Networking; Set a Static IP Address; Set Up ssh; Using ssh for Remote Command Line Access; Set Up Remote Access with VNC Share Files with Samba Set Up a Simple Web Server; Create a Simple Web Page; Install PHP; Create a Smart Web Page; Send E-Mails; Get Started with curl and wget; Put Your Pi on the Internet; Chapter 8: Getting Started with Sound and Video; Understanding Media on the Pi; Set Monitor Resolution and Overscan; Set Up Audio; Play Video with omxplayer; License Extra Video Formats; Connect a USB Media Drive; Chapter 9: Programming with Scratch; Understanding Scratch; Import a Costume; Switch a Costume with Blocks; Create a Loop; Move a Sprite; Add a Bounce; Check for Collisions
Respond to the Mouse and Keyboard Edit a Costume; Change the Stage Background; Play Sounds; Work with Variables; Using the Pen; Chapter 10: Getting Started with Python; Introducing Python; Launch IDLE; Work with Numbers; Create Variables; Get Started with Strings; Split Strings; Pick Words from Strings; Convert Strings and Numbers; Work with Files; Create and Run a Python Script; Chapter 11: Organizing Information with Python; Get Started with Lists; Using List Methods; Explore Tuples; Work with Dictionaries; Understanding Repeats and Decisions; Make Decisions; Work with Loops and Repeats
Understanding Functions and Objects

Sommario/riassunto

Full-color, step-by-step guidance for learning to use Raspberry Pi! Raspberry Pi is an inexpensive, single-board computer that serves as an introductory board for students and developing computer professionals. This image-driven, visual guide shows you how the Raspberry Pi can be easily used as a stand-alone computer, a media center, a web server, and much more. Vivid, full-color images bring Raspberry Pi projects to life, while well-illustrated circuit diagrams and step-by-step practical advice cover everything from working with the included software to branching out into
