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| Autore | Miglino Enrico |
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| Descrizione fisica | 1 online resource (260 pages) |
| Collana | Maker Innovations Series, , 2948-2550 |
| Disciplina | 004 |
| Soggetti | Maker movement Arduino (Programmable controller) Raspberry Pi (Computer) |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Description based upon print version of record. Includes index. |
| Nota di contenuto | Part 1: Where is Tommy? -- Chapter 1: Make a Cryptex with Arduino -- Part 2: The Great Amusement Park -- Chapter 2. How to Maintain a Rollercoaster Secured -- Chapter 3. The Scary Mirror -- Part 3: Escape from the Mirrors -- Chapter 4. Machine Learning with a Drone -- Chapter 5. Introduction to Neuton.ai -- Part 4: A Path of Sounds -- Chapter 6. Introduction to MIDI -- Chapter 7. The Cardboard Drum -- Chapter 8. A Sound Sampler with the Raspberry Pi -- Part 5: The Dome with the Sandcastle -- Chapter 9: The Sand Machine Part 1 -- Chapter 10: The Sand Machine Part 2 -- Chapter 11: The Sand Machine Part 3 -- Chapter 12: The Sand Machine Part 4 -- Chapter 13: Upcycling a Rotary Phone -- Chapter 14: The Rotary Phone Software -- Part 6: The Process -- Chapter 15: Chess with Arduino UNO R4 -- Chapter 16: Chess Player Interfaces -- Part 7: Radio Amusement -- Chapter 17: The Radio Magic Upcycling -- Part 8: Life with a Borg -- Chapter 18: Life With a Borg. |
| Sommario/riassunto | Ray Badmington's son Tommy has disappeared in a strange amusement park in the near future of Los Angeles. Explore the world of the BDT6159 Amusement Park, hosting strange characters and incredible mechanisms, with Ray as he searches for his son. You'll find clues that help him, but also face unfamiliar technologies. Technologies you'll |

interact with and can even build in the real world today. This book springs the support of Element14.com, one of the largest Maker communities in the world. As the plot twists and turns and you follow along on Ray's adventures, you'll find each story beat matched with a specific application topic. Everything Ray interacts with will offer a real-world, complete experiment that can be modified, hacked and reinvented. Projects will introduce you to the use of distance sensors; managing stepper motors; creating an environmental sensor; working with sound; and programing languages, such as C/C++, Python, MicroPython, Java Script, and more. Each project covers not only different technologies, but also different approaches based on user-level. So whether you're a weekend hobbyist or a full-time engineer, you'll learn something new as you quest along with Ray. By the end of this book, you'll discover all the secrets of the BDTH6159 Amusement Park and have learned how to tackle a vast array of engaging and exciting Maker projects! .
