

1. Record Nr.	UNISA990002139630203316
Autore	DUBY, Georges <1919-1996>
Titolo	1. : Moyen Age -XVI siècle / Georges Duby, Robert Mandrou
Pubbl/distr/stampa	Paris, : Colin, 1982
Descrizione fisica	349 p. ; 23 cm
Collana	Collection U
Altri autori (Persone)	MANDROU, Robert
Disciplina	944
Soggetti	Francia - Storia sociale - Sec. 11.-20 Società - Francia - Sec. 11.-20
Collocazione	X.2.C. 47/1(IL 1 IV e 1)
Lingua di pubblicazione	Francese
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr.	UNINA9910427047603321
Autore	Watkiss Stewart
Titolo	Learn Electronics with Raspberry Pi : Physical Computing with Circuits, Sensors, Outputs, and Projects / / by Stewart Watkiss
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2020
ISBN	1-4842-6348-0
Edizione	[2nd ed. 2020.]
Descrizione fisica	1 online resource (394 pages)
Collana	Technology in Action
Disciplina	005.3
Soggetti	Makerspaces Maker
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Learn Electronics with Raspberry Pi (2E) -- Chapter 1 - Getting Started with Electronic Circuits -- Chapter 2 - All About Raspberry Pi -- Chapter 3 - Starting with the Basics: Programming with Scratch -- Chapter 4 - Using Python for Input and Output: GPIO Zero -- Chapter 5 - More Input and Output: Infrared Sensors and LCD Displays -- Chapter 6 - Adding Control in Python and Linux -- Chapter 7 - Creating Video with a Pi Camera -- Chapter 8 - Rolling Forward: Designing and Building a Robot -- Chapter 9 - Customize Your Gameplay: Minecraft Hardware Programming -- Chapter 10 - Understanding Digital Logic -- Chapter 11 - Making Your Circuits Permanent -- Chapter 12 - Let the Innovation Begin: Designing Your Own Circuits.
Sommario/riassunto	Updated for the recent Raspberry Pi boards, including the Raspberry Pi 4, this new edition offers an all new digital logic circuits project, explaining the theory behind how digital electronics work while creating a new project using 7-segment LED displays. Raspberry Pi is everywhere, it's inexpensive, and it's a wonderful tool for teaching about electronics and programming. This book demonstrates how to make a variety of cool projects using the Pi with programming languages like Scratch and Python, with no experience necessary. You'll see how the Pi works, how to work with Raspberry Pi OS on the Pi, and how to design and create electronic circuits. You'll create projects like an arcade game, disco lights, and infrared transmitter, and an LCD display. You'll also learn how to control Minecraft's Steve with a joystick

and even how to control a model train with a Pi. And, you'll build your own robot, including how to solder and even design a printed circuit board. Learning electronics can be tremendous fun — your first flashing LED circuit is a reason to celebrate! But where do you go from there, and how can you move into more challenging projects without spending a lot of money on proprietary kits? *Learn Electronics with Raspberry Pi* shows you how to, and a lot more.
