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make me wish for unlimited hobby time. It has so many projects that I'd like to try—from the Catcam to the physical object locators to the NFC two-factor authentication.

*Making Things Talk, 3e: Amazon.co.uk:
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Making Things Talk: Using Sensors, Networks, and Arduino to see, hear, and feel your world. Tom Igoe. Make microcontrollers, PCs, servers, and smartphones talk to each other. Building electronic projects that interact with the physical world is good fun. But when the devices you've built start to talk to each

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other, things really get interesting. With 33 easy-to-build projects, Making Things Talk shows you how to get your gadgets to communicate with you and your environment.

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Networks And Arduino tom igoe teaches
courses in physical computing and
networking exploring ways to allow
digital technologies to sense and respond
to a wider range of human physical

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*Making Things Talk Using Sensors
Networks And Arduino To ...*

In *Making Things Talk*, Tom Igoe, one of the creators of Arduino, shows how to make these gadgets talk. Whether you

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need to connect some sensors to the Internet or create a device that can interact wirelessly with other creations, this book shows you what you need.

*Making Things Talk: Using Sensors,
Networks, and Arduino ...*

Make microcontrollers, PCs, servers, and

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Smartphones talk to each other. Building electronic projects that interact with the physical world is good fun. But when the devices you've built start to talk to each other, things really get interesting. With 33 easy-to-build projects, *Making Things Talk* shows you how to get your gadgets to communicate with you and your

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*Making Things Talk: Using Sensors,
Networks, and Arduino ...*

Use ZigBee, Bluetooth, Infrared, and plain
old radio to transmit sensor data
wirelessly. Work with Arduino 1.0,
Processing, and PHP—three easy-to-use,

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open source environments. Write programs to send data across the Internet, based on physical activity in your home, office, or backyard.

*Making Things Talk: Using Sensors,
Networks, and Arduino ...*

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SENSORS, NETWORKS, AND ARDUINO TO SEE, HEAR, AND FEEL YOUR WORLD is one of those books that make me wish for unlimited hobby time. It has so many projects that I'd like to try—from the Catcam to the physical object locators to the NFC two-factor authentication.

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Amazon.com: Customer reviews: Making Things Talk: Using ...

Making Things Talk demonstrates that once you figure out how objects communicate -- whether they're microcontroller-powered devices, email programs, or networked databases -- you

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can get them to interact. Each chapter in
contains instructions on how to build
working projects that help you do just that.

*Making Things Talk [Book] - O'Reilly
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Call your home thermostat with a
smartphone and change the temperature.

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Create your own game controllers that communicate over a network. Use ZigBee, Bluetooth, Infrared, and plain old radio to transmit sensor data wirelessly. Work with Arduino 1.0, Processing, and PHP—three easy-to-use, open source environments.

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using sensors networks and

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Provides instructions for building thirty-three projects that interact with the physical world, including a stuffed monkey video game controller and a battery powered GPS that reports its location over Bluetooth.

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Networks And Arduino To

Presents an introduction to the open-source electronics prototyping platform.

To build electronic projects that can sense the physical world, you need to build circuits based around sensors: electronic components that react to physical

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phenomena by sending an electrical signal. Even with only basic electronic components, you can build useful and educational sensor projects. But if you incorporate Arduino or Raspberry Pi into your project, you can build much more sophisticated projects that can react in interesting ways and even connect to the

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Internet. This book starts by teaching you the basic electronic circuits to read and react to a sensor. It then goes on to show how to use Arduino to develop sensor systems, and wraps up by teaching you how to build sensor projects with the Linux-powered Raspberry Pi.

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Jump into the world of Near Field Communications (NFC), the fast-growing technology that lets devices in close proximity exchange data, using radio signals. With lots of examples, sample code, exercises, and step-by-step projects, this hands-on guide shows you how to build NFC applications for Android, the

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Arduino microcontroller, and embedded Linux devices. You'll learn how to write apps using the NFC Data Exchange Format (NDEF) in PhoneGap, Arduino, and node.js that help devices read messages from passive NFC tags and exchange data with other NFC-enabled devices. If you know HTML and

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JavaScript, you're ready to start with NFC. Dig into NFC's architecture, and learn how it's related to RFID Write sample apps for Android with PhoneGap and its NFC plugin Dive into NDEF: examine existing tag-writer apps and build your own Listen for and filter NDEF messages, using PhoneGap event listeners

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Build a full Android app to control lights and music in your home Create a hotel registration app with Arduino, from check-in to door lock Write peer-to-peer NFC messages between two Android devices Explore embedded Linux applications, using examples on Raspberry Pi and BeagleBone

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Networks And Arduino To

This book looks at how to integrate iOS devices into distributed sensors network, both to make use of its own on-board sensors in such networks, but also as a hub. Beyond the discussion of basic client-server architectures, and making use of the existing wireless capabilities, this book

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examines how to connect iOS devices to microcontroller platforms via serial connections.

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Get Your Move On! In Making Things Move: DIY Mechanisms for Inventors, Hobbyists, and Artists, you'll learn how to successfully build moving mechanisms

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through non-technical explanations, To
examples, and do-it-yourself
projects--from kinetic art installations to
creative toys to energy-harvesting devices.
Photographs, illustrations, screen shots,
and images of 3D models are included for
each project. This unique resource
emphasizes using off-the-shelf

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components, readily available materials,
and accessible fabrication techniques.

Simple projects give you hands-on
practice applying the skills covered in
each chapter, and more complex projects
at the end of the book incorporate topics
from multiple chapters. Turn your
imaginative ideas into reality with help

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from this practical, inventive guide. To
Discover how to: Find and select materials
Fasten and join parts Measure force,
friction, and torque Understand
mechanical and electrical power, work,
and energy Create and control motion
Work with bearings, couplers, gears,
screws, and springs Combine simple

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machines for work and fun Projects To
include: Rube Goldberg breakfast machine
Mousetrap powered car DIY motor with
magnet wire Motor direction and speed
control Designing and fabricating spur
gears Animated creations in paper An
interactive rotating platform Small vertical
axis wind turbine SADbot: the seasonally

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affected drawing robot Make Great Stuff!

TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

Objects

Learn to build human-interactive Android apps, starting with device sensors This

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This book shows Android developers how to exploit the rich set of device sensors—locational, physical (temperature, pressure, light, acceleration, etc.), cameras, microphones, and speech recognition—in order to build fully human-interactive Android applications. Whether providing hands-free directions

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Checking your blood pressure,
Professional Android Sensor Programming
shows how to turn possibility into reality.
The authors provide techniques that bridge
the gap between accessing sensors and
putting them to meaningful use in real-
world situations. They not only show you
how to use the sensor related APIs

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effectively, they also describe how to use supporting Android OS components to build complete systems. Along the way, they provide solutions to problems that commonly occur when using Android's sensors, with tested, real-world examples. Ultimately, this invaluable resource provides in-depth, runnable code

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Examples that you can then adapt for your own applications. Shows experienced Android developers how to exploit the rich set of Android smartphone sensors to build human-interactive Android apps. Explores Android locational and physical sensors (including temperature, pressure, light, acceleration, etc.), as well

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as cameras, microphones, and speech
recognition Helps programmers use the
Android sensor APIs, use Android
OS components to build complete systems,
and solve common problems Includes
detailed, functional code that you can
adapt and use for your own applications
Shows you how to successfully implement

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real-world solutions using each class of sensors for determining location, interpreting physical sensors, handling images and audio, and recognizing and acting on speech. Learn how to write programs for this fascinating aspect of mobile app development with Professional Android

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Provides information on creating a variety of gadgets and controllers using Arduino.

For Connecting Physical
Objects
A guide to creating computer applications using Microsoft Kinect features
instructions on using the device with

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different operating systems, using 3D scanning technology, and building robot arms, all using open source programming language.

For Connecting Physical Objects

Make microcontrollers, PCs, servers, and smartphones talk to each other. Building electronic projects that interact with the

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physical world is good fun. But when the devices you've built start to talk to each other, things really get interesting. With 33 easy-to-build projects, Making Things Talk shows how to get your gadgets to communicate with you and your environment. It's perfect for people with little technical training but a lot of interest.

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Maybe you're a science teacher who wants to show students how to monitor the weather in several locations at once. Or a sculptor looking to stage a room of choreographed mechanical sculptures. In this expanded edition, you'll learn how to form networks of smart devices that share data and respond to commands. Call your

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home thermostat with a smartphone and change the temperature. Create your own game controllers that communicate over a network. Use ZigBee, Bluetooth, Infrared, and plain old radio to transmit sensor data wirelessly. Work with Arduino 1.0, Processing, and PHP—three easy-to-use, open source environments. Write

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programs to send data across the Internet, based on physical activity in your home, office, or backyard. Whether you want to connect simple home sensors to the Internet, or create a device that can interact wirelessly with other gadgets, this book explains exactly what you need.

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