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Getting Started With Raspberry Pi: Electronic Projects With Python, Scratch, And Linux





Synopsis

What can you do with the Raspberry Pi, the affordable computer the size of a credit card? All sorts of things! If you're learning how to program--or looking to build new electronic projects, this hands-on guide will show you just how valuable this flexible little platform can be. Updated to include coverage of the Raspberry Pi Model B+, Getting Started with Raspberry Pi takes you step-by-step through many fun and educational possibilities. Take advantage of several preloaded programming languages. Use the Raspberry Pi with Arduino. Create Internet-connected projects. Play with multimedia. With Raspberry Pi, you can do all of this and more. In Getting Started with Raspberry Pi, youââ ¬â,¢ll: Get acquainted with hardware features on the Pi's boardLearn enough Linux to move around the operating systemStart programming in Python and ScratchDraw graphics, play sounds, and handle mouse events with PygameUse the Pi's input and output pins to do some hardware hackingDiscover how Arduino and the Raspberry Pi camera Module and USB webcams

Book Information

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Customer Reviews

Matt Richardson is a San Francisco-based Product Evangelist for Raspberry Pi, and is responsible for outreach within the United States. Heââ \neg â,¢s a graduate of New York Universityââ \neg â,¢s Interactive Telecommunications Program. Highlights from his work include the Descriptive Camera

(a camera which outputs a text description instead of a photo) and The Enough Already (a DIY celebrity-silencing device). Mattââ ¬â,,¢s work has been featured at The Nevada Museum of Art, The Rome International Photography Festival, Milan Design Week and has garnered attention from The New York Times, Wired, and New York Magazine.Shawn Wallace is the Director of the AS220 Industries, part of the AS220 community arts center in Providence RI. There he shepherds the Providence Fab Lab, Printshop and Media arts programming, designs open hardware kits for Modern Device and runs the local node of the Fab Academy. He's member of the Fluxama artist collective responsible for new iOS musical instruments such as Noisemusick and Doctor Om. Shawn was formerly an editor at O'Reilly and Maker Media and is a cofounder of the SMT Computing Society.

I burned through this book in about 3 weeks working into the night in my spare time. I needed an Arduino (Java) friendly way of getting into Python. I started programming using Arduino for personal projects, but my job's pipeline uses Linux (Fedora and CentOS) and python (for Maya and shell scripting). So, I picked this up to invest in my human capital, and make myself more useful/valuable at work.I've been using Linux as an end user (3d artist) at my job for about 10 years, and I learned more about the OS and shell scripting in 1 week than I did using Linux that whole time. I also have tried my hand at Python using other books and gave up after a month or so (It just wasn't "clicking" with me. They were too technical) but this book was hard to put down! I'm now moving onto more advanced topics in python (python and tcsh scripting for productivity), and Linux (installing my own custom distros to match our environment at work). Tip: Do the tutorials at least twice. Try to recreate them from memory. This really helps the concepts stick. The book *almost* wants you to rush through the tutorials, so brush up on your googling skills, and visit StackOverflow constantly. Research any term you dont understand. And something not covered in the book; Python has "Overloaded Operators". Research that, if you see some confusing code, and want to know why making a simple logical change involves more code than you'd expect. Stuff you'll need to make the tutorials flow better... Just search for the terms below ("*" Stared are needed for the tutorials)*A Raspberry Pi Starter kit with a bread board*An Arduino UnoA logic level converter (3.3V to 5V)*Male to female jumper wires (about 10)*Male to male jumper wires (about 10)*"A Powerswitch Tail" AC Relay (recommended) --- I used "SunFounder 2 Channel 5V Relay Shield Module for Arduino UNO" as a substitute for what the tutorial asked for*Some LED's*An 8 Channel 10 Blt Analog ADC for Raspberry Pi*A bread board friendly Potentiometer*Some Push Buttons*Various Resistors (1/8 to 1/4 Watt)Most importantly: don't get overwhelmed by the possibilities you start to imagine as you

progress through this book. They are endless!! Mind Blown!Hope it Helps.

I was a complete beginner to Raspberry Pi. Every chapter is a fine intro to the subject they address but, they are just that, an intro. It helps one get a feel as to how he or she wants to use their Pi.I would have liked more about each subject but, then the book would have been a lot longer making it more intimidating expensive.

I'm still working my way through it, but it's already given me more detailed and pertinent information than a Coursera course I took on the subject. If you want to use a Pi for robotics and gadgetry, then I can recommend this as a good place to start.

This book gave me the information I was looking for, as a beginner. It clearly explained how to prepare an SD card with an operating system. There is enough information to get started with projects using sensors, etc. As you work on a project, you may have to seek out additional information elsewhere, but compared to the WEAK support on the Raspberry Pi website, this book is a blessing for newbies.

I've read several of these "Getting Started" books for the Raspberry Pi B on (Kindel Unlimited). This one was so very far better than all the others that I just had to buy a hard copy. It's clear, concise and very easy to understand. In my opinion, this is the book that should have come with the Raspberry. Very well done.

Book references are to an older pi for the output pins had to references to another source on pins and some other information.

great product

Too technical too fast. Very brief treatment of subjects. Tries to cover way too much material in such a small book.

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