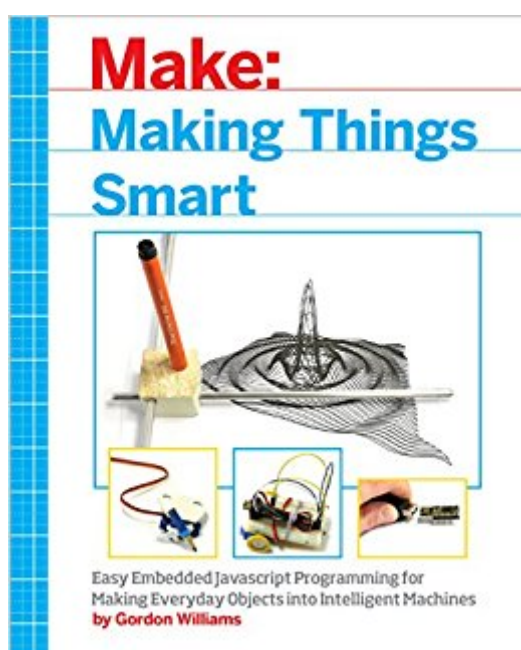


The book was found

# Making Things Smart: Easy Embedded JavaScript Programming For Making Everyday Objects Into Intelligent Machines



## Synopsis

Making Things Smart teaches the fundamentals of the powerful ARM microcontroller by walking beginners and experienced users alike through easily assembled projects comprised of inexpensive, hardware-store parts. Projects in this book include:

- What Is an Electric Motor?
- Experiment 1: Faraday's Motor
- Experiment 2: Motor with Commutator
- Experiment 3: Stepper Motor
- Experiment 4: Stepper Motor Control
- Experiment 5: More Stepper Motor Control
- Stroboscope Tachometer
- Experiment 6: Detecting Speed
- Experiment 7: Stroboscope
- Experiment 8: Brighter Stroboscope
- John Logie Baird's TV
- Experiment 9: Persistence of Vision
- Experiment 10: John Logie Baird's TV
- Make a Simple Robot
- Experiment 11: Try Out a Servo Motor
- Experiment 12: Make a Simple Robot
- Experiment 13: Following Light
- Pen Plotter
- Experiment 14: Pen Plotter
- Digital Pinhole Camera
- Experiment 15: Making a Digital Camera
- Printer
- Experiment 16: Making a Printer
- Wired Communication
- Experiment 17: Making an Oscilloscope
- Cutting the Cord: Infrared
- Experiment 18: Making the IR Receiver
- Experiment 19: Decoding IR Signals
- Experiment 20: Using Our Decoded Signal
- Experiment 21: Using Our Remote Control on the Net, with dweet.io
- Experiment 22: Using Our Remote Control on the Net, with IFTTT
- Cutting the Cord: Radio Signals
- Experiment 23: Wiring Up the Receiver
- Experiment 24: Wiring Up a Transmitter
- Experiment 25: Transmitting from Espruino
- Experiment 26: Decoding the Received Data
- Connecting with WiFi
- Experiment 27: Adding WiFi to Your Pico
- Experiment 28: Testing Your Wiring
- Experiment 29: Connecting to WiFi
- Experiment 30: Sending Data to the Internet
- Experiment 31: Getting Data from the Internet
- Experiment 32: Creating a Server
- Bluetooth Low Energy
- Experiment 33: Using Puck.js
- Experiment 34: Making a Door Opening Counter
- Experiment 35: Advertising Door Openings
- Experiment 36: Receiving Door Openings with Eddystone
- XY Plotter
- Experiment 37: Making an XY Table
- Experiment 38: Controlling the XY Table
- Internet-Connected Plotter
- Experiment 39: Internet-Connected Plotter

## Book Information

Paperback: 352 pages

Publisher: Maker Media, Inc; 1 edition (August 3, 2017)

Language: English

ISBN-10: 1680451898

ISBN-13: 978-1680451894

Product Dimensions: 7.5 x 0.6 x 9.2 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars 1 customer review

Best Sellers Rank: #762,642 in Books (See Top 100 in Books) #39 in Books > Engineering & Transportation > Engineering > Electrical & Electronics > Circuits > Logic #106 in Books > Computers & Technology > Hardware & DIY > Microprocessors & System Design > Embedded Systems #401 in Books > Computers & Technology > Computer Science > Robotics

## Customer Reviews

Three Questions for Gordon Williams Who is your book written for? #039;Making Things Smart#039; is for readers with a little software knowledge who want to get started with hardware, and for those who like making things and are ready to bring their constructions to life with electronics and software. This book would be perfect for a parent looking to find fun exciting projects to do with their children. What need does it fulfill for those readers? #039;Making Things Smart#039; takes you through the process of creating and developing, starting small and building up one piece at a time. The projects are fun and easy to make with cheap, readily available parts. They#039;re intentionally not perfect, and the book will give readers the confidence not just to experiment with, improve, and remix the projects but to create their own things! What#039;s the most exciting thing happening in your world? The democratization of embedded electronics and software. Not that long ago you had to contact individual electronics manufacturers while pretending to be a company in order to be able to get the parts you needed, and then find ways of soldering the finely pitched pins on the devices you received. Now, you can go online and choose from a huge array of different microcontrollers, sensors, and actuators on easily connectable breakout boards. Everything has changed for software, too. You used to need a microcontroller development kit and proprietary tool chain. Now your microcontroller can be programmed directly using free software perhaps even graphically. Now anyone with a few dollars and an hour or two can get started!

author bio coming soon

"Making Things Smart" covers a lot more than just embedded JavaScript. The book is built around programming and using the tiny Espruino Pico microcontroller in a variety of applications. Some of these include a simple robot and simple pen plotter, a digital pin hole camera and several communications devices using add-on radio, WiFi or Bluetooth modules. "Making Things Smart" is an intriguing and enlightening blend of programming, electronics, breadboard assembly, testing, and

experimentation. Some interesting tidbits of technology history also are included. True to the general quality of the Make series, the book is heavily illustrated with how-to photographs, screen shots, diagrams, step-by-step instruction lists, plus short blocks of JavaScript code. "When connected to your PC via USB, the Espruino Pico should appear as a standard USB Virtual COM Port peripheral," the author notes. Set-up with Mac or Chromebook is easy. However, setting up a Microsoft PC or Linux PC requires a few extra steps. For all platforms, the author strongly recommends using Google Chrome and the Espruino Web IDE. (My thanks to O'Reilly Media for sending an advance reading copy for review.)

[Download to continue reading...](#)

Making Things Smart: Easy Embedded JavaScript Programming for Making Everyday Objects into Intelligent Machines  
JAVASCRIPT FUNDAMENTALS: JavaScript Syntax, What JavaScript is Used for in Website Development, JavaScript Variable, Strings, Popup Boxes, JavaScript Objects, Function, and Event Handlers  
JAVASCRIPT: Easy JavaScript Programming For Beginners. Your Step-By-Step Guide to Learning JavaScript Programming (JavaScript Series)  
Java: The Ultimate Guide to Learn Java and Javascript Programming Programming, Java, Database, Java for dummies, how to program, javascript, javascript ... Developers, Coding, CSS, PHP Book 2)  
JavaScript: 2 Books in 1: Beginner's Guide + Tips and Tricks to Programming Code with JavaScript  
JavaScript: Programming Basics for Absolute Beginners (Step-By-Step JavaScript Book 1)  
Functional Programming in JavaScript: How to improve your JavaScript programs using functional techniques  
C++: C++ and Hacking for dummies. A smart way to learn C plus plus and beginners guide to computer hacking (C Programming, HTML, Javascript, Programming, Coding, CSS, Java, PHP) (Volume 10)  
C++: C++ and Hacking for dummies. A smart way to learn C plus plus and beginners guide to computer hacking (C Programming, HTML, Javascript, Programming, Coding, CSS, Java, PHP Book 10)  
C++: The Ultimate Crash Course to Learning the Basics of C++ (C programming, C++ in easy steps, C++ programming, Start coding today) (CSS, C Programming, ... Programming, PHP, Coding, Java Book 1)  
Programming with MicroPython: Embedded Programming with Microcontrollers and Python  
Python Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced  
NodeMCU Using Arduino IDE - Get Started With ESP8266 (Internet Of Things, IOT, Projects In Internet Of Things, Internet Of Things for Beginners, NodeMCU Programming, ESP8266)  
C++: Effective Modern C++ (C++ 11, C++ 14) (guide, C Programming, HTML, Javascript, Programming, all, internet, Coding, CSS, Java, PHP)  
Learning PHP, MySQL & JavaScript: With jQuery, CSS & HTML5 (Learning Php, Mysql, Javascript, Css & Html5)  
Effective JavaScript: 68

Specific Ways to Harness the Power of JavaScript (Effective Software Development Series) Soap Making: 365 Days of Soap Making: 365 Soap Making Recipes for 365 Days (Soap Making, Soap Making Books, Soap Making for Beginners, Soap Making Guide, ... Making, Soap Making Supplies, Crafting) Soap Making: 365 Days of Soap Making (Soap Making, Soap Making Books, Soap Making for Beginners, Soap Making Guide, Soap Making Recipes, Soap Making Supplies): Soap Making Recipes for 365 Days What Do Pulleys and Gears Do? (What Do Simple Machines Do?) (What Do Simple Machines Do?) (What Do Simple Machines Do?) Sneaky Green Uses for Everyday Things: How to Craft Eco-Garments and Sneaky Snack Kits, Create Green Cleaners, Remake Paper into Flying Toys, Assemble ... a Robot Recycle Bin with Everyday Things

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)