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Basic Digital Electronics will teach you the difference between analog and digital systems. The functions required to design digital systems, circuits used to make decisions, code conversions, and data selections are discussed. In this revolutionary book, a renowned computer scientist explains the importance of teaching children the basics of computing and how it can prepare them to succeed in the ever-evolving tech world. Computers have completely changed the way we teach children. We have Mindstorms to thank for that. In this book, pioneering computer scientist Seymour Papert uses the invention of LOGO, the first child-friendly programming language, to make the case for the value of teaching children with computers. Papert argues that children are more than capable of mastering computers, and that teaching computational processes like debugging in the classroom can change the way we learn everything else. He also shows that schools saturated with technology can actually improve socialization and interaction among students and between students and teachers. Technology changes every day, but the basic ways that computers can help us learn remain. For thousands of teachers and parents who have sought creative ways to help children learn with computers, Mindstorms is their bible. "A hands-on primer for the new electronics enthusiast"--Cover. . Explains electronics from fundamentals to applications - no other book has such breadth of coverage . Approachable, clear writing style with minimal math - no previous knowledge of electronics required! . Now fully revised and updated to include coverage of the latest developments in electronics: Blu-ray, HD, 3D TV, digital TV and radio, miniature computers, robotic systems and more Electronics Simplified (previously published as Electronics Made Simple) is essential reading for students embarking on courses involving electronics, anyone whose job involves electronic technology or equipment, and anyone who wants to know more about the electronics revolution. No previous knowledge is assumed and by focusing on how systems work, rather than on details of circuit diagrams and calculations, this book introduces readers to the key principles and technology of modern electronics without needing access to expensive equipment or laboratories. This approach also enables students to gain a firm grasp of the principles they will be applying in the lab. Build your electronics workbench—and begin creating fun electronics projects right away Packed with hundreds of diagrams and photographs, this book provides step-by-step instructions for experiments that show you how electronic components work, advice on choosing and using essential tools, and exciting projects you can build in 30 minutes or less. You'll get charged up as you transform theory into action in chapter after chapter! Circuit basics — learn what voltage is, where current flows (and doesn't flow), and how power is used in a circuit Critical components — discover how resistors, capacitors, inductors, diodes, and transistors control and shape electric current Versatile chips — find out how to use analog and digital integrated circuits to build complex projects with just a few parts Analyze circuits — understand the rules that govern current and voltage and learn how to apply them Safety tips — get a thorough grounding in how to protect yourself—and your electronics—from harm P.S. If you think this book seems familiar, you're probably right. The Dummies team updated the cover and design to give the book a fresh feel, but the content is the same as the previous release of Electronics For Dummies (9781119117971). The book you see here shouldn't be considered a new or updated product. But if you're in the mood to learn something new, check out some of our other books. We're always writing about new topics! For devices courses found in electronics technology and electronics engineering technology departments. Written in an engaging, personable style, this guide to solid-state electronic devices explores the latest in semiconductor theory and applications, showing how semiconductors fit within circuits, how circuits and logic gates make decisions, and how to properly adapt solid-state devices into a circuit design. Designed with the non-technical student in mind, it requires minimal mathematical knowledge, and goes out of its way to explain new ideas and concepts step-by-step, in a clear, succinct, and easily understandable manner. "This is teaching at its best!" --Hans Camenzind, inventor of the 555 timer (the world's most successful integrated circuit), and author of Much Ado About Almost Nothing: Man's Encounter with the Electron (Booklocker.com) "A fabulous book: well written, well paced, fun, and informative. I also love the sense of humor. It's very good at disarming the fear. And it's gorgeous. I'll be recommending this book highly." --Tom Igoe, author of Physical Computing and Making Things Talk Want to learn the

fundamentals of electronics in a fun, hands-on way? With *Make: Electronics*, you'll start working on real projects as soon as you crack open the book. Explore all of the key components and essential principles through a series of fascinating experiments. You'll build the circuits first, then learn the theory behind them! Build working devices, from simple to complex. You'll start with the basics and then move on to more complicated projects. Go from switching circuits to integrated circuits, and from simple alarms to programmable microcontrollers. Step-by-step instructions and more than 500 full-color photographs and illustrations will help you use -- and understand -- electronics concepts and techniques. Discover by breaking things: experiment with components and learn from failure. Set up a tricked-out project space: make a work area at home, equipped with the tools and parts you'll need. Learn about key electronic components and their functions within a circuit. Create an intrusion alarm, holiday lights, wearable electronic jewelry, audio processors, a reflex tester, and a combination lock. Build an autonomous robot cart that can sense its environment and avoid obstacles. Get clear, easy-to-understand explanations of what you're doing and why. Provides information about components, including batteries, capacitors, diodes, and switches. An all-in-one resource on everything electronics-related! For almost 30 years, this book has been a classic text for electronics enthusiasts. Now completely updated for today's technology, this latest version combines concepts, self-tests, and hands-on projects to offer you a completely repackaged and revised resource. This unique self-teaching guide features easy-to-understand explanations that are presented in a user-friendly format to help you learn the essentials you need to work with electronic circuits. All you need is a general understanding of electronics concepts such as Ohm's law and current flow, and an acquaintance with first-year algebra. The question-and-answer format, illustrative experiments, and self-tests at the end of each chapter make it easy for you to learn at your own speed. Boasts a companion website that includes more than twenty full-color, step-by-step projects. Shares hands-on practice opportunities and conceptual background information to enhance your learning process. Targets electronics enthusiasts who already have a basic knowledge of electronics but are interested in learning more about this fascinating topic on their own. Features projects that work with the multimeter, breadboard, function generator, oscilloscope, bandpass filter, transistor amplifier, oscillator, rectifier, and more. You're sure to get a charge out of the vast coverage included in *Complete Electronics Self-Teaching Guide with Projects!* What should an electronics hackerspace look like? Is it in your bedroom, garage, a classroom, or even a suitcase? And where do you start? What parts are essential, and which are just nice to have? And how do you organize it all? Dale Wheat, the author of *Arduino Internals*, will show you how to build your own electronics lab complete with tools, parts, and power sources. You'll learn how to create a portable lab, a small lab to save space, and even a lab for small groups and classrooms. You'll learn which parts and tools are indispensable no matter what type of projects you're working on: which soldering irons are best, which tools, cables, and testing equipment you'll need. You'll also learn about different chips, boards, sensors, power sources, and which ones you'll want to keep on hand. Finally, you'll learn how to assemble everything for the type of lab best suited to your needs. If you need to carry everything to your local makerspace, you can build the Portable Lab. If you plan to tinker at home or in the garage, there is the Corner Lab. If you're going to run your own local makerspace or you need to set up a lab to teach others, there is the Small-Group Lab. No matter what your gadgeteering needs may be, *Building Your Own Electronics Lab* will show you exactly how to put it all together so you have what you need to get started.

When murder turns out to be the special of the day at her friend's seafood restaurant, bicycle shop owner Mackenzie "Mac" Almeida and her fellow book club sleuths have to net a killer . . . From clam chowdahs to oysters on the half-shell, Tulia Peters' Lobstah Shack offers locals and tourists in Westham, Massachusetts, some of Cape Cod's most amazing cuisine. But when the body of Annette DiCicero is discovered in the kitchen's walk-in freezer—with a custom-made claw-handled lobster pick lodged in her neck—spoiled appetites are the least of Tulia's worries. After a heated public argument with Annette, Tulia is a person of interest in the police's homicide investigation. To clear Tulia's name, Mac and the Cozy Capers Book Group snoop into Annette's personal life. Between her temperamental husband, his shady business partner, and two women tied to Annette's past life as "Miss New Bedford", there are now several suspects and multiple motives. And they're getting crabby about Mac intruding on their affairs. . . Includes Recipes! Even if you already have a foundation in basic electronics, you will enjoy the small module format of each chapter—allowing readers to digest (or skim) "bite-sized" chunks of learning material. Real-world examples and clear illustrations make the study of electronics interesting and fun! Fans will get bent out of shape if they miss the first book to cover circuit-bending—"bending," for short—the method by which an electronic toy or a device such as a keyboard is short-circuited and modified to create an entirely different sound. Written by the inventor of the technology, this book covers the tools of the trade, shows how to build a bending workshop, and reveals secrets that will have readers of all levels making sweet music in no time. Readers learn basic bends, body contacts, and other bending skills, as well as ways to create bent instruments from a variety of popular toys and electronic devices. Features some of the author's own unique creations. If you dream of living in a tiny house, or creating a getaway in the backwoods or your backyard, you'll love this gorgeous collection of creative and inspiring ideas for tiny houses, cabins, forts, studios, and other microshelters. Created by a wide array of builders and designers around the United States and beyond, these 59 unique and innovative structures show you the limits of what is possible. Each is displayed in full-color photographs accompanied by commentary by the author. In addition, Diedricksen includes six sets of building plans by leading designers to help you get started on a microshelter of your own. You'll also find guidelines on building with recycled and salvaged materials, plus techniques for making your small space comfortable and easy to inhabit. Andrew Piper grew up liking books and loving computers. While occasionally burying his nose in books, he was going to computer camp, programming his Radio Shack TRS-80, and playing Pong. His eventual love of reading made him a historian of the book and a connoisseur of print, but as a card-carrying member of the first digital generation—and the father of two digital natives—he understands that we live in electronic times. *Book Was There* is Piper's surprising and always entertaining essay

on reading in an e-reader world. Much ink has been spilled lamenting or championing the decline of printed books, but Piper shows that the rich history of reading itself offers unexpected clues to what lies in store for books, print or digital. From medieval manuscript books to today's playable media and interactive urban fictions, Piper explores the manifold ways that physical media have shaped how we read, while also observing his own children as they face the struggles and triumphs of learning to read. In doing so, he uncovers the intimate connections we develop with our reading materials—how we hold them, look at them, share them, play with them, and even where we read them—and shows how reading is interwoven with our experiences in life. Piper reveals that reading's many identities, past and present, on page and on screen, are the key to helping us understand the kind of reading we care about and how new technologies will—and will not—change old habits. Contending that our experience of reading belies naive generalizations about the future of books, *Book Was There* is an elegantly argued and thoroughly up-to-date tribute to the endurance of books in our ever-evolving digital world.

Electricity -- Electronic components -- Semiconductors -- Photonic semiconductors -- Integrated circuits -- Digital integrated circuits -- Linear integrated circuits -- Circuit assembly tips -- 100 electronic circuits. #1 NEW YORK TIMES BESTSELLER • More than one million copies sold! A “brilliant” (Lupita Nyong’o, *Time*), “poignant” (Entertainment Weekly), “soul-nourishing” (USA Today) memoir about coming of age during the twilight of apartheid “Noah’s childhood stories are told with all the hilarity and intellect that characterizes his comedy, while illuminating a dark and brutal period in South Africa’s history that must never be forgotten.”—Esquire Winner of the Thurber Prize for American Humor and an NAACP Image Award • Named one of the best books of the year by *The New York Times*, USA Today, San Francisco Chronicle, NPR, Esquire, Newsday, and Booklist Trevor Noah’s unlikely path from apartheid South Africa to the desk of *The Daily Show* began with a criminal act: his birth. Trevor was born to a white Swiss father and a black Xhosa mother at a time when such a union was punishable by five years in prison. Living proof of his parents’ indiscretion, Trevor was kept mostly indoors for the earliest years of his life, bound by the extreme and often absurd measures his mother took to hide him from a government that could, at any moment, steal him away. Finally liberated by the end of South Africa’s tyrannical white rule, Trevor and his mother set forth on a grand adventure, living openly and freely and embracing the opportunities won by a centuries-long struggle. *Born a Crime* is the story of a mischievous young boy who grows into a restless young man as he struggles to find himself in a world where he was never supposed to exist. It is also the story of that young man’s relationship with his fearless, rebellious, and fervently religious mother—his teammate, a woman determined to save her son from the cycle of poverty, violence, and abuse that would ultimately threaten her own life. The stories collected here are by turns hilarious, dramatic, and deeply affecting. Whether subsisting on caterpillars for dinner during hard times, being thrown from a moving car during an attempted kidnapping, or just trying to survive the life-and-death pitfalls of dating in high school, Trevor illuminates his curious world with an incisive wit and unflinching honesty. His stories weave together to form a moving and searingly funny portrait of a boy making his way through a damaged world in a dangerous time, armed only with a keen sense of humor and a mother’s unconventional, unconditional love.

Your how-to guide to become a ham Ham radio, or amateur radio, is a way to talk with people around the world in real-time, or to send email without any sort of internet connection. It provides a way to keep in touch with friends and family, whether they are across town or across the country. It is also a very important emergency communication system. When cell phones, landlines, the internet, and other systems are down or overloaded, Amateur Radio still gets the message through. Radio amateurs, often called "hams," enjoy radio technology as a hobby, but are often called upon to provide vital service when regular communications systems fail. *Ham Radio For Dummies* is your guide to everything there is to know about ham radio. Plus, this updated edition provides new and additional information on digital mode operating, as well as use of amateur radio in student science and new operating events. • Set up your radio station • Design your ham shack • Provide support in emergencies and communicate with other hams • Study for the licensing exam and choose your call sign If you're looking to join a college radio club or just want to learn the latest tips and tricks, this book is a helpful reference guide to beginners, or those who have been "hams" for years. Presents an introduction to the open-source electronics prototyping platform. Presenting twenty individual grammar points in lively and realistic contexts, *Basic Spanish* is an accessible reference grammar with related exercises in one, easy to follow volume. Beginning with the simpler aspects of Spanish and progressing on to more complex areas, each chapter contains grammar points that are followed by examples and exercises selected to reinforce the topic. A first-class introduction to the language, features of this practical book include: * authentic reading texts to encourage an understanding of Spain and Spanish-speaking countries * reference to Latin American usage where appropriate * abundant exercises with full answer key * glossary of grammatical terms. Clearly presented and user-friendly, *Basic Spanish* provides readers with the basic tools to express themselves in a wide variety of situations, making it an ideal reference and practice resource for both beginners and students with some knowledge of the language. This introduction to circuit design is unusual in several respects. First, it offers not just explanations, but a full course. Each of the twenty-five sessions begins with a discussion of a particular sort of circuit followed by the chance to try it out and see how it actually behaves. Accordingly, students understand the circuit's operation in a way that is deeper and much more satisfying than the manipulation of formulas. Second, it describes circuits that more traditional engineering introductions would postpone: on the third day, we build a radio receiver; on the fifth day, we build an operational amplifier from an array of transistors. The digital half of the course centers on applying microcontrollers, but gives exposure to Verilog, a powerful Hardware Description Language. Third, it proceeds at a rapid pace but requires no prior knowledge of electronics. Students gain intuitive understanding through immersion in good circuit design. The top-rated and top-selling photography ebook since 2012 and the first ever Gold Honoree of the Benjamin Franklin Digital Award, gives you five innovations no other book offers: Free video training. 9+ HOURS of video training integrated into the book’s content (requires Internet access). Travel around the world with Tony and Chelsea as they teach you hands-on.

Appendix A lists the videos so you can use the book like an inexpensive video course. Classroom-style teacher and peer help. After buying the book, you get access to the private forums on this site, as well as the private Stunning Digital Photography Readers group on Facebook where you can ask the questions and post pictures for feedback from Tony, Chelsea, and other readers. It's like being able to raise your hand in class and ask a question! Instructions are in the introduction. Lifetime updates. This book is regularly updated with new content (including additional videos) that existing owners receive for free. Updates are added based on reader feedback and questions, as well as changing photography trends and new camera equipment. This is the last photography book you'll ever need. Hands-on practices. Complete the practices at the end of every chapter to get the real world experience you need. 500+ high resolution, original pictures. Detailed example pictures taken by the author in fifteen countries demonstrate both good and bad technique. Many pictures include links to the full-size image so you can zoom in to see every pixel. Most photography books use stock photography, which means the author didn't even take them. If an author can't take his own pictures, how can he teach you? In this book, Tony Northrup (award-winning author of more than 30 how-to books and a professional portrait, wildlife, and landscape photographer) teaches the art and science of creating stunning pictures. First, beginner photographers will master: Composition Exposure Shutter speed Aperture Depth-of-field (blurring the background) ISO Natural light Flash Troubleshooting blurry, dark, and bad pictures Pet photography Wildlife photography (mammals, birds, insects, fish, and more) Sunrises and sunsets Landscapes Cityscapes Flowers Forests, waterfalls, and rivers Night photography Fireworks Raw files HDR Macro/close-up photography Advanced photographers can skip forward to learn the pro's secrets for: Posing men and women. including corrective posing (checklists provided) Portraits (candid, casual, formal, and underwater) Remotely triggering flashes Using bounce flash and flash modifiers Using studio lighting on any budget Building a temporary or permanent studio at home Shooting your first wedding High speed photography Location scouting/finding the best spots and times Planning shoots around the sun and moon Star trails (via long exposure and image stacking) Light painting Eliminating noise Focus stacking for infinite depth-of-field Underwater photography Getting close to wildlife Using electronic shutter triggers Photographing moving cars Photographing architecture and real estate Ideal for a one-semester course, this concise textbook covers basic electronics for undergraduate students in science and engineering. Beginning with the basics of general circuit laws and resistor circuits to ease students into the subject, the textbook then covers a wide range of topics, from passive circuits through to semiconductor-based analog circuits and basic digital circuits. Using a balance of thorough analysis and insight, readers are shown how to work with electronic circuits and apply the techniques they have learnt. The textbook's structure makes it useful as a self-study introduction to the subject. All mathematics is kept to a suitable level, and there are several exercises throughout the book. Password-protected solutions for instructors, together with eight laboratory exercises that parallel the text, are available online at www.cambridge.org/Eggleston. **THE BOOK THAT MAKES ELECTRONICS MAKE SENSE** This intuitive, applications-driven guide to electronics for hobbyists, engineers, and students doesn't overload readers with technical detail. Instead, it tells you-and shows you-what basic and advanced electronics parts and components do, and how they work. Chock-full of illustrations, **Practical Electronics for Inventors** offers over 750 hand-drawn images that provide clear, detailed instructions that can help turn theoretical ideas into real-life inventions and gadgets. **CRYSTAL CLEAR AND COMPREHENSIVE** Covering the entire field of electronics, from basics through analog and digital, AC and DC, integrated circuits (ICs), semiconductors, stepper motors and servos, LCD displays, and various input/output devices, this guide even includes a full chapter on the latest microcontrollers. A favorite memory-jogger for working electronics engineers, **Practical Electronics for Inventors** is also the ideal manual for those just getting started in circuit design. If you want to succeed in turning your ideas into workable electronic gadgets and inventions, is **THE** book. Starting with a light review of electronics history, physics, and math, the book provides an easy-to-understand overview of all major electronic elements, including: Basic passive components o Resistors, capacitors, inductors, transformers o Discrete passive circuits o Current-limiting networks, voltage dividers, filter circuits, attenuators o Discrete active devices o Diodes, transistors, thyristors o Microcontrollers o Rectifiers, amplifiers, modulators, mixers, voltage regulators **ENTHUSIASTIC READERS HELPED US MAKE THIS BOOK EVEN BETTER** This revised, improved, and completely updated second edition reflects suggestions offered by the loyal hobbyists and inventors who made the first edition a bestseller. Reader-suggested improvements in this guide include: Thoroughly expanded and improved theory chapter New sections covering test equipment, optoelectronics, microcontroller circuits, and more New and revised drawings Answered problems throughout the book **Practical Electronics for Inventors** takes you through reading schematics, building and testing prototypes, purchasing electronic components, and safe work practices. You'll find all this in a guide that's destined to get your creative-and inventive-juices flowing. Contains circuit design and construction plans for projects you can build for 555 timer circuits; Op Amp projects; and optoelectronic projects. The book features: carefully hand-drawn circuit illustrations hundreds of fully tested circuits tutorial on electronics basics tips on part substitutions, design modifications, and circuit operation All covering the following areas: Review of the Basics Digital Integrated Circuits MOS/CMOS Integrated Circuits TTL/LS Integrated Circuits Linear Integrated Circuits Index of Integrated Circuits Index of Circuit Applications. Want to hook up your home theater system? Want to fix it so your garage band rocks the neighborhood? Want to solder the faulty wire on your old phonograph so you can play those 60s albums you've kept all this time? Whether you're a do-it-yourselfer, hobbyist, or student, this book will turn you on to real-world electronics. It quickly covers the essentials, and then focuses on the how-to instead of theory. It covers: Fundamental concepts such as circuits, schematics, voltage, safety, and more Tools of the trade, including multimeters, oscilloscopes, logic probes, and more Common electronic components (e.g. resistors, capacitors, transistors) Making circuits using breadboards and printed circuit boards Microcontrollers (implementation and programming) Author Gordon McComb has more than a million copies of his books in print, including

his bestselling Robot Builder's Bonanza and VCRs and Camcorders For Dummies. He really connects with readers! With lots of photos and step-by-step explanations, this book will have you connecting electronic components in no time! In fact, it includes fun ideas for great projects you can build in 30 minutes or less. You'll be amazed! Then you can tackle cool robot projects that will amaze your friends! (The book gives you lots to choose from.) Students will find this a great reference and supplement to the typical dry, dull textbook. So whether you just want to bone up on electronics or want to get things hooked up, souped up, or fixed up,...whether you're interested in fixing old electronic equipment, understanding guitar fuzz amps, or tinkering with robots, Electronics For Dummies is your quick connection to the stuff you need to know. Cover -- Half-title -- Title -- Copyright -- Dedication -- Contents -- Preface -- 1 Youth and Media -- 2 Then and Now -- 3 Themes and Theoretical Perspectives -- 4 Infants, Toddlers, and Preschoolers -- 5 Children -- 6 Adolescents -- 7 Media and Violence -- 8 Media and Emotions -- 9 Advertising and Commercialism -- 10 Media and Sex -- 11 Media and Education -- 12 Digital Games -- 13 Social Media -- 14 Media and Parenting -- 15 The End -- Notes -- Acknowledgments -- Index -- A -- B -- C -- D -- E -- F -- G -- H -- I -- J -- K -- L -- M -- N -- O -- P -- Q -- R -- S -- T -- U -- V -- W -- X -- Y -- Z This is the simplest, quickest, least technical, most affordable introduction to basic electronics. No tools are necessary--not even a screwdriver. Easy Electronics should satisfy anyone who has felt frustrated by entry-level books that are not as clear and simple as they are supposed to be. Brilliantly clear graphics will take you step by step through 12 basic projects, none of which should take more than half an hour. Using alligator clips to connect components, you see and hear immediate results. The hands-on approach is fun and intriguing, especially for family members exploring the projects together. The 12 experiments will introduce you to switches, resistors, capacitors, transistors, phototransistors, LEDs, audio transducers, and a silicon chip. You'll even learn how to read schematics by comparing them with the circuits that you build. No prior knowledge is required, and no math is involved. You learn by seeing, hearing, and touching. By the end of Experiment 12, you may be eager to move on to a more detailed book. Easy Electronics will function perfectly as a prequel to the same author's bestseller, Make: Electronics. All the components listed in the book are inexpensive and readily available from online sellers. A very affordable kit has been developed in conjunction with the book to eliminate the chore of shopping for separate parts. A QR code inside the book will take you to the vendor's web site. Concepts include: Transistor as a switch or an amplifier Phototransistor to function as an alarm Capacitor to store and release electricity Transducer to create sounds from a timer Resistor codes A miniature light bulb to display voltage The inner workings of a switch Using batteries and resistors in series and parallel Creating sounds by the pressure of your finger Making a matchbox that beeps when you touch it And more. Grab your copy and start experimenting! In Beginning Arduino, you will learn all about the popular Arduino microcontroller by working your way through an amazing set of 50 cool projects. You'll progress from a complete beginner regarding Arduino programming and electronics knowledge to intermediate skills and the confidence to create your own amazing Arduino projects. Absolutely no experience in programming or electronics required! Rather than requiring you to wade through pages of theory before you start making things, this book has a hands-on approach. You will dive into making projects right from the start, learning how to use various electronic components and how to program the Arduino to control or communicate with those components. Each project is designed to build upon the knowledge learned in earlier projects and to further your knowledge in programming as well as skills with electronics. By the end of the book you will be able create your own projects confidently and with creativity. Please note: the print version of this title is black & white; the eBook is full color. You can download the color diagrams in the book from <http://www.apress.com/9781430232407> Every day we interact with machine learning systems offering individualized predictions for our entertainment, social connections, purchases, or health. These involve several modalities of data, from sequences of clicks to text, images, and social interactions. This book introduces common principles and methods that underpin the design of personalized predictive models for a variety of settings and modalities. The book begins by revising 'traditional' machine learning models, focusing on adapting them to settings involving user data, then presents techniques based on advanced principles such as matrix factorization, deep learning, and generative modeling, and concludes with a detailed study of the consequences and risks of deploying personalized predictive systems. A series of case studies in domains ranging from e-commerce to health plus hands-on projects and code examples will give readers understanding and experience with large-scale real-world datasets and the ability to design models and systems for a wide range of applications. Designed for both the student and hobbyist, this updated revision is an introduction to the theory and practice of electronics including advances in microcontrollers, sensors, and wireless communication. Each chapter contains a brief lab to demonstrate the topic under discussion, then moves on to use all of the knowledge mastered to build a programmable robot (Arduino and Netduino). New material on using Raspberry Pi and Python has been included. The companion files include short videos of the labs, soldering skills, and code samples for programming of the robot. Covering both the theory and also its practical applications, this text leads the reader through the basic scientific concepts underlying electronics, building basic circuits, learning the roles of the components, the application of digital theory, and the possibilities for innovation by combining sensors, motors, and microcontrollers. It includes appendices on mathematics for electronics, a timeline of electronics innovation, careers in electronics, and a glossary. FEATURES: Includes companion files with over twenty video tutorials on currents, soldering, power supply, resistors, decoder circuits, Raspberry Pi, animations of featured circuits and more (files also available from the publisher for downloading) Features a chapter on using Raspberry Pi and Python in electronic projects and a new chapter on Cybersecurity and the Internet of Things (IoT) Leads the reader through an introductory understanding of electronics with simple labs and then progressing to the construction of a microcontroller-driven robot using open source software and hardware (Netduino and Arduino versions) Presents theoretical concepts in a conversational tone, followed by hands-on labs to engage readers by presenting practical applications.

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