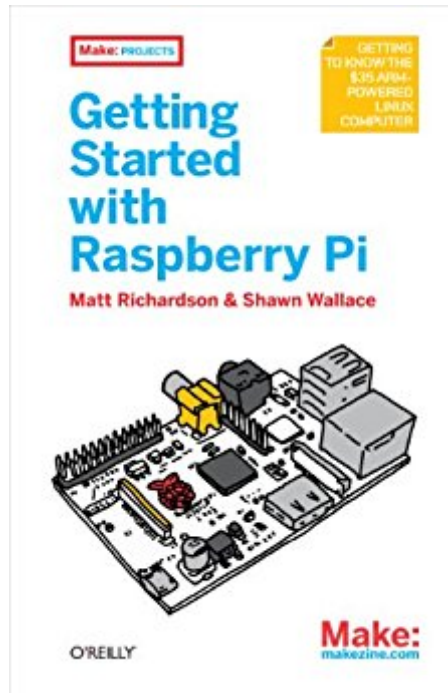


The book was found

Getting Started With Raspberry Pi (Make: Projects)



Synopsis

What can you do with the Raspberry Pi, a \$35 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. This book 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. Get acquainted with hardware features on the Pi's board. Learn enough Linux to move around the operating system. Pick up the basics of Python and Scratch and start programming. Draw graphics, play sounds, and handle mouse events with the Pygame framework. Use the Pi's input and output pins to do some hardware hacking. Discover how Arduino and the Raspberry Pi complement each other. Integrate USB webcams and other peripherals into your projects. Create your own Pi-based web server with Python.

Book Information

File Size: 9260 KB

Print Length: 178 pages

Simultaneous Device Usage: Unlimited

Publisher: Maker Media, Inc; 1 edition (December 11, 2012)

Publication Date: December 10, 2012

Language: English

ASIN: B00AM86YM8

Text-to-Speech: Enabled

X-Ray: Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #616,861 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #70

in Books > Computers & Technology > Hardware & DIY > Mainframes & Minicomputers #95

in Books > Engineering & Transportation > Engineering > Electrical & Electronics > Electronics >

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Peripherals

Customer Reviews

Right off the bat: a lot of the graphics are pretty poor and this book has no index. There's still lots of excellent and very useful information, and I will be using this book in my own ongoing experiments with my fleet of Raspberry Pi's as well as recommending this book to advanced users of the Pi. But, the physical production of this publication is a hindrance. Matt Richardson and Shawn Wallace do an excellent job with the content of the book. They range pretty far with what you can do with the credit card sized computer, the Raspberry Pi, from Unix cron jobs to the Python programming language to the Scratch graphical programming environment to interacting with the web. There are a lot of very good ideas which are explained well. Which is PRECISELY why it needs a decent index (and there is NO index). Looking up how to do something is very clunky when all you have is a table of contents. The target reading level for the book appears to be for the slightly advanced user, though high level programming skills aren't required (low level programming skills ARE required). If you're a true beginner, or just really new to hobby programming in general, I'd recommend Eben Upton (co-creator of the Pi) and Gareth Halfacree's Raspberry Pi User Guide as a simpler and more accessible work (and it is better produced with very nice photos and a nice index). Heck, you should probably own BOTH this book and the Upton/Halfacree title. On the quality of the graphics: I personally prefer photographs to sketches, especially when it comes to describing the Raspberry Pi board itself.

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