

Learning IoT With Particle Photon And Electron

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 Leverage the power of Raspberry Pi 3 and JavaScript to build exciting IoT projects
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 IoT Product Development with Programming
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 Building Smart Drones with ESP8266 and Arduino

Learning IoT With Particle Photon And Electron

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ASIA JILLIAN

Simon and Schuster

This book endeavours to highlight the untapped potential of Smart Agriculture for the innovation and expansion of the agriculture sector. The sector shall make incremental progress as it learns from associations between data over time through Artificial Intelligence, deep learning and Internet of Things applications. The farming industry and Smart agriculture develop from the stringent limits imposed by a farm's location, which in turn has a series of related effects with respect to supply chain management, food availability, biodiversity, farmers' decision-making and insurance, and environmental concerns among others. All of the above-mentioned aspects will derive substantial benefits from the implementation of a data-driven approach under the condition that the systems, tools and techniques to be used have been designed to handle the volume and variety of the data to be gathered. Contributions to this book have been solicited with the goal of uncovering the possibilities of engaging agriculture with equipped and effective profound learning algorithms. Most agricultural research centres are already adopting Internet of Things for the monitoring of a wide range of farm services, and there are significant opportunities for agriculture administration through the effective implementation of Machine Learning, Deep Learning, Big Data and IoT structures.

Using Web Technologies to Build Connected Devices Packt Publishing Ltd

Learn to design, implement and secure your IoT infrastructure Key Features Build a complete IoT system that is the best fit for your organization Learn about different concepts, technologies, and tradeoffs in the IoT architectural stack Understand the theory, concepts, and implementation of each element that comprises IoT design—from sensors to the cloud Implement best practices to ensure the reliability, scalability, robust communication systems, security, and data analysis in your IoT infrastructure Book Description The Internet of Things (IoT) is the fastest growing technology market. Industries are embracing IoT technologies to improve operational expenses, product life, and people's well-being. An architectural guide is necessary if you want to traverse the spectrum of technologies needed to build a successful IoT system, whether that's a single device or millions of devices. This book encompasses the entire spectrum of IoT solutions, from sensors to the cloud. We start by examining modern sensor systems and focus on their power and functionality. After that, we dive deep into communication theory, paying close attention to near-range PAN, including the new Bluetooth® 5.0 specification and mesh networks. Then, we explore IP-based communication in LAN and WAN, including 802.11ah, 5G LTE cellular, SigFox, and LoRaWAN. Next, we cover edge routing and gateways and their role in fog computing, as well as the messaging protocols of MQTT and CoAP. With the data now in internet form, you'll get an understanding of cloud and fog architectures, including the OpenFog standards. We wrap up the analytics portion of the book with the application of statistical analysis, complex event processing, and deep learning models. Finally, we conclude by providing a holistic view of the IoT security stack and the anatomical details of IoT exploits while countering them with software defined perimeters and blockchains. What you will learn Understand the role and scope of architecting a successful IoT deployment, from sensors to the cloud Scan the landscape of IoT technologies that span everything from sensors to the cloud and everything in between See the trade-offs in

choices of protocols and communications in IoT deployments Build a repertoire of skills and the vernacular necessary to work in the IoT space Broaden your skills in multiple engineering domains necessary for the IoT architect Who this book is for This book is for architects, system designers, technologists, and technology managers who want to understand the IoT ecosphere, various technologies, and tradeoffs and develop a 50,000-foot view of IoT architecture.

MQTT Essentials - A Lightweight IoT Protocol John Wiley & Sons

Leverage the WiFi chip to build exciting Quadcopters Key Features Learn to create a fully functional Drone with Arduino and ESP8266 and their modified versions of hardware. Enhance your drone's functionalities by implementing smart features. A project-based guide that will get you developing next-level drones to help you monitor a particular area with mobile-like devices. Book Description With the use of drones, DIY projects have taken off. Programmers are rapidly moving from traditional application programming to developing exciting multi-utility projects. This book will teach you to build industry-level drones with Arduino and ESP8266 and their modified versions of hardware. With this book, you will explore techniques for leveraging the tiny WiFi chip to enhance your drone and control it over a mobile phone. This book will start with teaching you how to solve problems while building your own WiFi controlled Arduino based drone. You will also learn how to build a Quadcopter and a mission critical drone. Moving on you will learn how to build a prototype drone that will be given a mission to complete which it will do it itself. You will also learn to build various exciting projects such as gliding and racing drones. By the end of this book you will learn how to maintain and troubleshoot your drone. By the end of this book, you will have learned to build drones using ESP8266 and Arduino and leverage their functionalities to the fullest. What you will learn Includes a number of projects that utilize different ESP8266 and Arduino capabilities, while interfacing with external hardware Covers electrical engineering and programming concepts, interfacing with the World through analog and digital sensors, communicating with a computer and other devices, and internet connectivity Control and fly your quadcopter, taking into account weather conditions Build a drone that can follow the user wherever he/she goes Build a mission-control drone and learn how to use it effectively Maintain your vehicle as much as possible and repair it whenever required Who this book is for If you are a programmer or a DIY enthusiast and keen to create a fully functional drone with Arduino and ESP8266, then this book is for you. Basic skills in electronics and programming would be beneficial. This book is not for the beginners as it includes lots of ideas not detailed how you can do that. If you are a beginner, then you might get lost here. The prerequisites of the book include a good knowledge of Arduino, electronics, programming in C or C++ and lots of interest in creating things out of nothing.

Technologies and Applications Packt Publishing Ltd

The Arduino is a cheap, flexible, open source microcontroller platform designed to make it easy for hobbyists to use electronics in homemade projects. With an almost unlimited range of input and output add-ons, sensors, indicators, displays, motors, and more, the Arduino offers you countless ways to create devices that interact with the world around you. In Arduino Workshop, you'll learn how these add-ons work and how to integrate them into your own projects. You'll start off with an overview of the Arduino system but quickly move on to coverage of various electronic components and concepts. Hands-on projects throughout the book reinforce what you've learned and show you how to apply that knowledge. As your understanding grows, the projects increase in complexity and sophistication. Among the book's 65 projects are useful devices like: - A digital thermometer that charts temperature changes on an LCD -A GPS logger that records data from your travels, which can be displayed on Google Maps - A handy tester that lets you check the voltage of any single-cell battery - A keypad-controlled lock that requires a secret code to open You'll also learn to build Arduino toys and games like: - An electronic version of the classic six-sided die - A binary quiz game that challenges your number conversion skills - A motorized remote control tank with collision detection to keep it from crashing Arduino Workshop will teach you the tricks and design principles of a master craftsman. Whatever your skill level, you'll have fun as you learn to harness the power of the Arduino for your own DIY projects. Uses the Arduino Uno board

Learning JavaScript Robotics "O'Reilly Media, Inc."

*Simplified way to understand IoT Product Development*Easy to learn and quick to understand.*Programming concepts with Explanation and Circuit Diagram*Logic box explains key fundamentals of each program.*Particle Electron and Photon programming reference guide.*Lots of real-life programs along with output screenshot.*Quickly and user-friendly guideline to develop IoT products.

[Leverage the power of Raspberry Pi 3 and JavaScript to build exciting IoT projects](#) Springer Nature

Develop applications on one of the most popular platforms for IoT using Particle Photon and Electron with this fast-paced guide About This Book Get an introduction to IoT architecture, command-line build tools and applications of IoT devices and sensors Design and develop connected IoT applications using Particle Photon and Electron in a step-by-step manner, gaining an entry point into the field of IoT Get tips on troubleshooting IoT applications Who This Book Is For This book is for developers, IoT enthusiasts and hobbyists who want to enhance their knowledge of IoT machine-to-machine architecture using Particle Photon and Electron, and implement cloud-based IoT projects. What You Will Learn Setup the Particle Photon and Electron on the cloud using the command-line tools Build and deploy applications on the Photon and Electron using the Web-based IDE Setup a local cloud server to interact with Particle Photon and Electron Connect various components and sensors to Particle Photon and Electron Tinker with the existing firmware and deploy a custom firmware on the Photon and Electron Setup communication between two or more Particle Photon and Electron Debug and troubleshoot Particle Photon and Electron projects Use webhooks to communicate with various third-party server applications In Detail IoT is basically the network of physical devices, vehicles, buildings and other items—embedded with electronics, software, sensors, actuators, and network connectivity that enable these objects to collect and exchange data.. The number of connected devices is growing rapidly and will continue to do so over years to come. By 2020, there will be more than 20 billion connected devices and the ability to program such devices will be in high demand. Particle provides prototyping boards for IoT that are easy to program and deploy. Most importantly, the boards provided by Particle can be connected to the Internet very easily as they include Wi-Fi or a GSM module. Starting with the basics of programming Particle Photon and Electron, this book will take you through setting up your local servers and running custom firmware, to using the Photon and Electron to program autonomous cars. This book also covers in brief a basic architecture and design of IoT applications. It gives you an overview of the IoT stack. You will also get information on how to debug and troubleshoot Particle Photon and Electron and set up your own debugging framework for any IoT board. Finally,

you'll tinker with the firmware of the Photon and Electron by modifying the existing firmware and deploying them to your boards. By the end of this book, you should have a fairly good understanding of the IoT ecosystem and you should be able to build standalone projects using your own local server or the Particle Cloud Server. Style and approach This project-based guide contains easy-to-follow steps to program Particle Photon and Electron. You will learn to build connected applications with the help of projects of increasing complexity, and with each project, a new concept in IoT is taught.

Grokking Deep Learning CRC Press

Interest in big data has swelled within the scholarly community as has increased attention to the internet of things (IoT). Algorithms are constructed in order to parse and analyze all this data to facilitate the exchange of information. However, big data has suffered from problems in connectivity, scalability, and privacy since its birth. The application of deep learning algorithms has helped process those challenges and remains a major issue in today's digital world. Advanced Deep Learning Applications in Big Data Analytics is a pivotal reference source that aims to develop new architecture and applications of deep learning algorithms in big data and the IoT. Highlighting a wide range of topics such as artificial intelligence, cloud computing, and neural networks, this book is ideally designed for engineers, data analysts, data scientists, IT specialists, programmers, marketers, entrepreneurs, researchers, academicians, and students.

IoT Product Development with Programming Addison-Wesley Professional

Current hype aside, the Internet of Things will ultimately become as fundamental as the Internet itself, with lots of opportunities and trials along the way. To help you navigate these choppy waters, this practical guide introduces a dedicated methodology for businesses preparing to transition towards IoT-based business models. With a set of best practices based on case study analysis, expert interviews, and the authors' own experience, the Ignite | IoT Methodology outlined in this book delivers actionable guidelines to assist you with IoT strategy management and project execution. You'll also find a detailed case study of a project fully developed with this methodology. This book consists of three parts: Illustrative case studies of selected IoT domains, including smart energy, connected vehicles, manufacturing and supply chain management, and smart cities The Ignite | IoT Methodology for defining IoT strategy, preparing your organization for IoT adoption, and planning and executing IoT projects A detailed case study of the IIC Track & Trace testbed, one of the first projects to be fully developed according to the Ignite | IoT Methodology

Build connected IoT devices with Arduino and MQ Telemetry Transport (MQTT) No Starch Press

This book comprises select proceedings of the International Conference on Smart Cities: Opportunities and Challenges (ICSC 2019). The book contains chapters based on urban planning and design, policies and financial management, environment, energy, transportation, smart materials, sustainable development, information technologies, data management and urban sociology reflecting the major themes of the conference. The contents focus on current research towards improved governance and efficient management of infrastructure such as water, energy, transportation and housing for sustainable development, economic growth, and improved quality of life, especially for developing nations. This book will be useful for academicians, researchers, and policy makers interested in designing, developing, planning, managing, and maintaining smart cities.

IoT Product Development with Programming Apress

The BlackBerry smartphone is today's #1 mobile platform for the enterprise and also a huge hit with consumers. Until now, it's been difficult for programmers to find everything they need to begin developing new applications for BlackBerry devices. BlackBerry Development Fundamentals is the solution: the first single-source guide to all aspects of development for the BlackBerry platform. This book thoroughly reviews the BlackBerry's unique capabilities and limitations, helps you optimize your upfront design choices, and covers native rich-client applications and Web-based mobile applications for both business and consumer environments. In addition, it is an excellent study guide for the BlackBerry Certified Application Developer exam (BCX-810). Coverage includes The "hows," "whys," and best practices of BlackBerry development Planning for and managing the BlackBerry platform's restrictions Selecting the correct development platform for your BlackBerry applications Describing the different paths any application can take to get to the data it needs Explaining the capabilities provided by the BlackBerry Mobile Data System (MDS) Pushing application data to both enterprise and consumer BlackBerry devices using MDS, Web Signals, and the BlackBerry Push APIs Dealing with both the special capabilities and limitations of the BlackBerry browser Building, testing, and debugging BlackBerry browser applications Understanding the tools available to Java developers Using Research In Motion's Java development tools to build, test, and debug BlackBerry Java applications Deploying BlackBerry Java applications

[Use the new and improved features of TensorFlow to enhance machine learning and deep learning](#) Learning IoT with Particle Core and Photon Learning IoT with Particle Photon and Electron

Develop a variety of projects and connect them to microcontrollers and web servers using the lightweight messaging protocol MQTT Key Features Leverage the power of MQTT to build a pet food dispenser, e-ink to-do list, and a productivity cube Learn about technologies like laser cutting, 3D printing, and PCB production for building robust prototypes Explore practical uses cases to gain an in-depth understanding of MQTT Book Description MQ Telemetry Transport (MQTT) is a lightweight messaging protocol for smart devices that can be used to build exciting, highly scalable Internet of Things (IoT) projects. This book will get you started with a quick introduction to the concepts of IoT and MQTT and explain how the latter can help you build your own internet-connected prototypes. As you advance, you'll gain insights into how microcontrollers communicate, and you'll get to grips with the different messaging protocols and techniques involved. Once you are well-versed with the essential concepts, you'll be able to put what you've learned into practice by building three projects from scratch, including an automatic pet food dispenser and a smart e-ink to-do display. You'll also discover how to present your own prototypes professionally. In addition to this, you'll learn how to use technologies from third-party web service providers, along with other rapid prototyping technologies, such as laser cutting, 3D printing, and PCB production. By the end of this book, you'll have gained hands-on experience in using MQTT to build your own IoT prototypes. What you will learn Explore MQTT programming with Arduino Discover how to make your prototypes talk to each other Send MQTT messages from your smartphone to your prototypes Discover how you can make websites interact with your prototypes Learn about MQTT servers, libraries, and apps Explore tools such as laser cutting and 3D printing in order to build robust prototype cases Who this book is for If you are an IoT developer or enthusiast who wants to start building IoT prototypes using MQTT, this book is for

you. Basic knowledge of programming with Arduino will be useful.

Internet of Things for Architects CRC Press

The micro:bit, a tiny computer being distributed by the BBC to students all over the UK, is now available for anyone to purchase and play with. Its small size and low power requirements make it an ideal project platform for hobbyists and makers. You don't have to be limited by the web-based programming solutions, however: the hardware on the board is deceptively powerful, and this book will teach you how to really harness the power of the micro:bit. You'll learn about sensors, Bluetooth communications, and embedded operating systems, and along the way you'll develop an understanding of the next big thing in computers: the Internet of Things.

Node.js for Embedded Systems PE Press

This book addresses a broad range of topics, from newly proposed techniques in Artificial Intelligence (AI) and Machine Learning to various applications such as decision-making, pattern classification for data, image and signals, robotics, and control systems. Big data applications are discussed, while improved methods and wholly new methods for using deep learning technologies are also presented. The topics covered are comprehensive and reflect a wide range of technologies in the area. In particular, the latest methods in deep learning approaches and applications are discussed in many parts of the book, providing a better understanding of these new technologies. The book's general scope includes the latest methods in the areas of Artificial Intelligence and Machine Learning for use in distributed computing as well as decision support systems. As the book covers a rather wide area, its intended readership ranges from those working in AI and machine learning technologies to those working on applications utilizing these technologies, researchers new to these areas who need background information on the technologies and applications, and more experienced researchers looking for new methods and applications.

A Hands-On Introduction with 65 Projects McGraw Hill Professional

Developers building apps targeting desktops, laptops, smartphones, and tablets have two options to use when building their apps: native apps built specifically for the target platform, or web apps, which run on most any system. Building native apps for any target platform is a time-consuming and expensive proposition, especially when your app targets multiple system types (desktop computers, smartphones, televisions, etc.). Web apps are challenging because a user experiences vary dramatically depending on which type of system the user accessed the app from. Desktop browsers are fully capable, but mobile device browsers have limitations due to reduce screen real estate, processor speed, network bandwidth, and more. Many of these limitations have disappeared, but there's still considerable disparity between native app and web app capabilities. Over the years, web browsers, especially those running on mobile devices like smartphones and tablets, exposed more native capabilities to web apps. This enables web apps to work more like native apps, but there were still limitations. Service Workers are a relatively new technology that make it easier for web apps to bridge the gap between native and web capabilities, removing many limitations from web apps. This is a book about Service Workers, focusing on how to use Service Workers to enhance the capabilities of a web app to create a Progressive Web App (PWA). This book focuses on the technologies enabling PWAs, and how to use them to enhance your web apps to deliver a more native-like experience. Learning Progressive Web Apps is the first of a new generation of PWA guides that reflect breakthrough advances such as Service Workers and Web App Manifests, helping you combine the best features of web and mobile development. One step at a time, John M. Wargo introduces techniques for building apps, highlighting Building web apps a user can easily install on their local system Building web apps that work offline or on low quality networks Implementing caching strategies that give web developers control over which app resources are cached and when Delivering background processing in a web application Implementing push notifications to enable an app to more easily engage with users or trigger action from a remote server As you work through the chapters, at different points you'll start with one of three complete, stand-alone web apps, then convert them into PWAs using service workers and other browser technolo...

Proceedings from FECS'20, FCS'20, SERP'20, and EEE'20 Krishna Publication House

How can we build bridges from the digital world of the Internet to the analog world that surrounds us? By bringing accessibility to embedded components such as sensors and microcontrollers, JavaScript and Node.js might shape the world of physical computing as they did for web browsers. This practical guide shows hardware and software engineers, makers, and web developers how to talk in JavaScript with a variety of hardware platforms. Authors Patrick Mulder and Kelsey Breseman also delve into the basics of microcontrollers, single-board computers, and other hardware components. Use JavaScript to program microcontrollers with Arduino and Espruino Prototype IoT devices with the Tessel 2 development platform Learn about electronic input and output components, including sensors Connect microcontrollers to the Internet with the Particle Photon toolchain Run Node.js on single-board computers such as Raspberry Pi and Intel Edison Talk to embedded devices with Node.js libraries such as Johnny-Five,

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- Patriots Thanksgiving Game History : [click here](#)

and remotely control the devices with Bluetooth Use MQTT as a message broker to connect devices across networks Explore ways to use robots as building blocks for shared experiences

Empirical Aspects of Advancements in Science, Engineering and Technologies HighTechEasy Publishing

Explore the Internet of Things and build useful, functioning Photon projects Quickly learn to construct your own electronics devices and control them over the Internet with help from this DIY guide. Programming the Photon: Getting Started with the Internet of Things features clear explanations and step-by-step examples that use inexpensive, easy-to-find components. Discover how to connect to Wi-Fi networks, attach hardware to I/O ports, write custom programs, and work from the cloud. You will learn how to troubleshoot and tweak your Photon creations—even interface with social media sites! · Set up your Photon board and connect to the Particle cloud · Start constructing and programming custom IoT projects · Learn the syntax of both the C and Arduino languages · Incorporate switches, sensors, and other input devices · Control hardware through the Photon's outputs · Control your creations through the Internet · Add functions with Particle shields and add-on boards · Link real-time data to your board via the IFTTT Web Service · Integrate with websites—Facebook, Twitter, Gmail, and more!

What's New in TensorFlow 2.0 McGraw Hill Professional

Photon kit is a tiny Wi-Fi development kit to build an Internet of Things programs. This board has built-in WiFi Module. This book helps you to get started with Photon kit development. The following is highlight of the book: * Preparing Development Environment * Setting Up The Photon Development: Particle Build, Particle Dev, Particle CLI, GNU GCC ARM * GPIO Programming * UART * PWM and Analog Input * Working with I2C * SPI * Working with EEPROM * Building Internet of Things * Photon and Microsoft Azure

Getting Started with the micro:bit Maker Media, Inc.

The first book of its kind to highlight the unique capabilities of laser-driven acceleration and its diverse potential, Applications of Laser-Driven Particle Acceleration presents the basic understanding of acceleration concepts and envisioned prospects for selected applications. As the main focus, this new book explores exciting and diverse application possibilities, with emphasis on those uniquely enabled by the laser driver that can also be meaningful and realistic for potential users. It also emphasises distinction, in the accelerator context, between laser-driven accelerated particle sources and the integrated laser-driven particle accelerator system (all-optical and hybrid versions). A key aim of the book is to inform multiple, interdisciplinary research communities of the new possibilities available and to inspire them to engage with laser-driven acceleration, further motivating and advancing this developing field. Material is presented in a thorough yet accessible manner, making it a valuable reference text for general scientific and engineering researchers who are not necessarily subject matter experts. Applications of Laser-Driven Particle Acceleration is edited by Professors Paul R. Bolton, Katia Parodi, and Jörg Schreiber from the Department of Medical Physics at the Ludwig-Maximilians-Universität München in München, Germany. Features: Reviews the current understanding and state-of-the-art capabilities of laser-driven particle acceleration and associated energetic photon and neutron generation Presents the intrinsically unique features of laser-driven acceleration and particle bunch yields Edited by internationally renowned researchers, with chapter contributions from global experts

Learning Progressive Web Apps IGI Global

The Photon is an open source, inexpensive, programmable, WiFi-enabled module for building connected projects and prototypes. Powered by an ARM Cortex-M3 microcontroller and a Broadcom WiFi chip, the Photon is just as happy plugged into a hobbyist's breadboard as it is into a product rolling off of an assembly line. While the Photon--and its accompanying cloud platform--is designed as a ready-to-go foundation for product developers and manufacturers, it's great for Maker projects, as you'll see in this book. You'll learn how to get started with the free development tools, deploy your sketches over WiFi, and build electronic projects that take advantage of the Photon's processing power, cloud platform, and input/output pins. What's more, the Photon is backward-compatible with its predecessor, the Spark Core.

Architecting IoT solutions by implementing sensors, communication infrastructure, edge computing, analytics, and security Springer

The book presents the proceedings of two conferences: the 16th International Conference on Data Science (ICDATA 2020) and the 19th International Conference on Information & Knowledge Engineering (IKE 2020), which took place in Las Vegas, NV, USA, July 27-30, 2020. The conferences are part of the larger 2020 World Congress in Computer Science, Computer Engineering, & Applied Computing (CSCSE'20), which features 20 major tracks. Papers cover all aspects of Data Science, Data Mining, Machine Learning, Artificial and Computational Intelligence (ICDATA) and Information Retrieval Systems, Information & Knowledge Engineering, Management and Cyber-Learning (IKE). Authors include academics, researchers, professionals, and students. Presents the proceedings of the 16th International Conference on Data Science (ICDATA 2020) and the 19th International Conference on Information & Knowledge Engineering (IKE 2020); Includes papers on topics from data mining to machine learning to informational retrieval systems; Authors include academics, researchers, professionals and students.