
Cc3000 Host Programming Guide

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Internet of Things with Arduino
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Embedded Microcomputer Systems: Real Time Interfacing
Developing Applications with IBM FileNet P8 APIs
Real-time Operating Systems for the Arm® Cortex(TM)-M3
15 Projects with the Low-Cost AVR ATtiny85 Board
Mission-Oriented Sensor Networks and Systems: Art and Science
The Definitive Guide
Robot Builder
Introduction to Wood Design
Getting Started with Adafruit Circuit Playground Express
Beginning IoT Projects
The Ultimate Guide to Arduino Library

MCKENZIE KORBIN

C Tips from the New School Arms & Armour

This book is for those who want to learn how to build exciting Arduino projects by interfacing it with Android. You will need to have some basic experience in electronics and programming. However, you don't need to have any previous experience with the Arduino or Android platforms.

The Multipurpose Learning and Development Board from Adafruit

Packt Publishing Ltd
"I'm an enthusiastic supporter of the CERT Secure Coding Initiative. Programmers have lots of sources of advice on correctness, clarity, maintainability, performance, and even safety. Advice on how specific language features affect security has been missing. The CERT® C Secure Coding Standard fills this need." –Randy Meyers, Chairman of ANSI C "For years we have relied upon the CERT/CC to publish advisories documenting an endless stream of security problems. Now CERT has embodied the advice of leading technical experts to give programmers and managers the practical guidance needed to avoid those problems in new applications and to help secure legacy systems. Well done!" –Dr. Thomas Plum, founder of Plum Hall, Inc. "Connectivity has sharply increased the need for secure, hacker-safe applications. By combining this CERT standard with other safety guidelines, customers gain all-round protection and approach the goal of zero-defect software." –Chris Tapp, Field Applications Engineer, LDRA Ltd. "I've found this standard to be an indispensable collection of expert information on exactly how modern software systems fail in practice. It is the perfect place to start for establishing internal secure coding guidelines. You won't find this information elsewhere, and, when it comes to software security, what you don't know is often exactly what hurts you." –John McDonald, coauthor of The Art of Software Security Assessment
Software security has major implications for the operations and assets of organizations, as well as for the welfare of individuals. To create secure software, developers must know where the dangers lie. Secure programming in C can be more difficult than even many experienced programmers believe. This book is an essential desktop reference documenting the first official release of The CERT® C Secure Coding Standard . The standard itemizes those coding errors that are the root causes of software vulnerabilities in C and prioritizes them by severity, likelihood of exploitation, and remediation costs. Each guideline provides examples of insecure code as well as secure, alternative implementations. If uniformly applied, these guidelines will eliminate the critical coding errors that lead to buffer overflows, format string vulnerabilities, integer overflow, and other common software vulnerabilities.

Polymerase Chain Reaction

O'Reilly Media, Inc."
PCR is the most powerful technique currently used in molecular biology. It enables the scientist to quickly replicate DNA and RNA on the benchtop. From its discovery in the early 80's, PCR has blossomed into a method that enables everything from ready mutation of DNA/RNA to speedy analysis of tens of thousands of nucleotide sequences daily. PCR Applications examines the latest developments in this field. It is the third book in the series, building on the previous publications PCR

Protocols and PCR Strategies. The manual discusses techniques that focus on gene discovery, genomics, and DNA array technology, which are contributing factors to the now-occurring bioinformatics boom. Key Features * Focuses on gene discovery, genomics, and DNA array technology * Covers quantitative PCR techniques, including the use of standards and kinetic analysis includes statistical refinement of primer design parameters * Illustrates techniques used in microscopic tissue samples, such as single cell PCR, whole cell PCR, laser capture microdissection, and in situ PCR Entries provide information on: * Nomenclature * Expression * Sequence analysis * Structure and function * Electrophysiology * Pharmacology * Information retrieval

ESP8266 Internet of Things Cookbook

O'Reilly Media, Inc."
This book presents a broad range of deep-learning applications related to vision, natural language processing, gene expression, arbitrary object recognition, driverless cars, semantic image segmentation, deep visual residual abstraction, brain-computer interfaces, big data processing, hierarchical deep learning networks as game-playing artefacts using regret matching, and building GPU-accelerated deep learning frameworks. Deep learning, an advanced level of machine learning technique that combines class of learning algorithms with the use of many layers of nonlinear units, has gained considerable attention in recent times. Unlike other books on the market, this volume addresses the challenges of deep learning implementation, computation time, and the complexity of reasoning and modeling different type of data. As such, it is a valuable and comprehensive resource for engineers, researchers, graduate students and Ph.D. scholars.

The Lean Startup

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Discover over 100 easy-to-follow recipes to help you implement efficient game physics and collision detection in your games About This Book Get a comprehensive coverage of techniques to create high performance collision detection in games Learn the core mathematics concepts and physics involved in depicting collision detection for your games Get a hands-on experience of building a rigid body physics engine Who This Book Is For This book is for beginner to intermediate game developers. You don't need to have a formal education in games—you can be a hobbyist or indie developer who started making games with Unity 3D. What You Will Learn Implement fundamental maths so you can develop solid game physics Use matrices to encode linear transformations Know how to check geometric primitives for collisions Build a Physics engine that can create realistic rigid body behavior Understand advanced techniques, including the Separating Axis Theorem Create physically accurate collision reactions Explore spatial partitioning as an acceleration structure for collisions Resolve rigid body collisions between primitive shapes In Detail Physics is really important for game programmers who want to add realism and functionality to their games. Collision detection in particular is a problem that affects all game developers, regardless of the platform, engine, or toolkit they use. This book will teach you the concepts and formulas behind collision detection. You will also be taught how to build a simple physics engine, where Rigid Body physics is the main focus, and learn about intersection algorithms for primitive shapes. You'll begin by building a strong foundation in mathematics that will be used throughout the book. We'll guide you through implementing 2D and 3D primitives and show you how to perform effective collision tests for them.

We then pivot to one of the harder areas of game development—collision detection and resolution. Further on, you will learn what a Physics engine is, how to set up a game window, and how to implement rendering. We'll explore advanced physics topics such as constraint solving. You'll also find out how to implement a rudimentary physics engine, which you can use to build an Angry Birds type of game or a more advanced game. By the end of the book, you will have implemented all primitive and some advanced collision tests, and you will be able to read on geometry and linear Algebra formulas to take forward to your own games! Style and approach Gain the necessary skills needed to build a Physics engine for your games through practical recipes, in an easy-to-read manner. Every topic explained in the book has clear, easy to understand code accompanying it.

Arduino: A Technical Reference Maker Media, Inc.

Experiment with building IoT projects without the demanding time or patience required to learn about electronics. This book thoroughly introduces readers of all ages to the world of IoT devices and electronics without getting bogged down by the overly technical aspects or being tied to a specific platform. You'll learn IoT, Arduino, Raspberry Pi from the ground up using the Qwiic and Grove components systems. The book begins with a brief overview of IoT followed by primers for the two most popular platforms; Arduino and Raspberry Pi. There is also a short tutorial on programming each host; Arduino C-like sketches and Python scripts respectfully. Thus, the book also helps you get started with your choice of platform. Next, you'll learn the basics for the Qwiic and Grove component systems. The rest of the book presents a number of projects organized into easy-to-follow chapters that details the goal for the project, the components used, a walk-through of the code, and a challenge section that provides suggestions on how to improve or augment the project. Projects are presented for both the Arduino and Raspberry Pi where possible making each project as versatile as possible. What You'll Learn Write Arduino sketches Create Python scripts for the Raspberry Pi Build IoT projects with Arduino and Raspberry Pi Use the Qwiic and Grove component systems Join the electronics and IoT hobby world with almost no experience Host projects data in the cloud using ThingSpeak Who This Book Is For Those interested in building or experimenting with IoT solutions but have little or no experience working with electronics. This includes those with little or no programming experience. A secondary target would include readers interested in teaching the basics of working with Arduino and Raspberry Pi to others.

Zero Configuration Networking Addison-Wesley Professional

The first comprehensive work on one of the most important underground mining methods worldwide, *Geotechnical Design for Sublevel Open Stoping* presents topics according to the conventional sublevel stoping process used by most mining houses, in which a sublevel stoping geometry is chosen for a particular mining method, equipment availability, and work force experience. Summarizing state-of-the-art practices encountered during his 25+ years of experience at industry-leading underground mines, the author: Covers the design and operation of sublevel open stoping, including variants such as bench stoping Discusses increases in sublevel spacing due to advances in the drilling of longer and accurate production holes, as well as advances in explosive types, charges, and initiation systems Considers improvements in slot rising through vertical crater retreat, inverse drop rise, and raise boring Devotes a chapter to rock mass characterization, since increases in sublevel spacing have meant that larger, unsupported stope walls must stand without

collapsing Describes methodologies to design optimum open spans and pillars, rock reinforcement of development access and stope walls, and fill masses to support the resulting stope voids Reviews the sequencing of stoping blocks to minimize in situ stress concentrations Examines dilution control action plans and techniques to back-analyze and optimize stope wall performance Featuring numerous case studies from the world-renowned Mount Isa Mines and examples from underground mines in Western Australia, *Geotechnical Design for Sublevel Open Stoping* is both a practical reference for industry and a specialized textbook for advanced undergraduate and postgraduate mining studies.

MicroPython for the Internet of Things Packt Publishing Ltd

Throw out your old ideas of C, and relearn a programming language that's substantially outgrown its origins. With 21st Century C, you'll discover up-to-date techniques that are absent from every other C text available. C isn't just the foundation of modern programming languages, it is a modern language, ideal for writing efficient, state-of-the-art applications. Learn to dump old habits that made sense on mainframes, and pick up the tools you need to use this evolved and aggressively simple language. No matter what programming language you currently champion, you'll agree that C rocks. Set up a C programming environment with shell facilities, makefiles, text editors, debuggers, and memory checkers Use Autotools, C's de facto cross-platform package manager Learn which older C concepts should be downplayed or deprecated Explore problematic C concepts that are too useful to throw out Solve C's string-building problems with C-standard and POSIX-standard functions Use modern syntactic features for functions that take structured inputs Build high-level object-based libraries and programs Apply existing C libraries for doing advanced math, talking to Internet servers, and running databases

Python Programming for Arduino CRC Press

Geneticists and molecular biologists have been interested in quantifying genes and their products for many years and for various reasons (Bishop, 1974). Early molecular methods were based on molecular hybridization, and were devised shortly after Marmur and Doty (1961) first showed that denaturation of the double helix could be reversed - that the process of molecular reassociation was exquisitely sequence dependent. Gillespie and Spiegelman (1965) developed a way of using the method to titrate the number of copies of a probe within a target sequence in which the target sequence was fixed to a membrane support prior to hybridization with the probe - typically a RNA. Thus, this was a precursor to many of the methods still in use, and indeed under development, today. Early examples of the application of these methods included the measurement of the copy numbers in gene families such as the ribosomal genes and the immunoglobulin family. Amplification of genes in tumors and in response to drug treatment was discovered by this method. In the same period, methods were invented for estimating gene numbers based on the kinetics of the reassociation process - the so-called Cot analysis. This method, which exploits the dependence of the rate of reassociation on the concentration of the two strands, revealed the presence of repeated sequences in the DNA of higher eukaryotes (Britten and Kohne, 1968). An adaptation to RNA, Rot analysis (Melli and Bishop, 1969), was used to measure the abundance of RNAs in a mixed population.

A Technical Reference for the Top 60 Most Used Libraries for Programming Your Sketches Using

Arduino Pearson Education

Quickly learn to program for microcontrollers and IoT devices without a lot of study and expense. MicroPython and controllers that support it eliminate the need for programming in a C-like language, making the creation of IoT applications and devices easier and more accessible than ever. MicroPython for the Internet of Things is ideal for readers new to electronics and the world of IoT. Specific examples are provided covering a range of supported devices, sensors, and MicroPython boards such as Pycom's WiPy modules and MicroPython's pyboard. Never has programming for microcontrollers been easier. The book takes a practical and hands-on approach without a lot of detours into the depths of theory. The book: Shows a faster and easier way to program microcontrollers and IoT devices Teaches MicroPython, a variant of one of the most widely used scripting languages Is friendly and accessible to those new to electronics, with fun example projects What You'll Learn Program in MicroPython Understand sensors and basic electronics Develop your own IoT projects Build applications for popular boards such as WiPy and pyboard Load MicroPython on the ESP8266 and similar boards Interface with hardware breakout boards Connect hardware to software through MicroPython Explore the easy-to-use Adafruit IO connecting your microcontroller to the cloud Who This Book Is For Anyone interested in building IoT solutions without the heavy burden of programming in C++ or C. The book also appeals to those wanting an easier way to work with hardware than is provided by the Arduino and the Raspberry Pi platforms.

Breadboard-less Electronic Projects Packt Publishing Ltd

This is one of the most significant military books of the twentieth century. By an outstanding soldier of independent mind, it pushed forward the evolution of land warfare and was directly responsible for German armoured supremacy in the early years of the Second World War. Published in 1937, the result of 15 years of careful study since his days on the German General Staff in the First World War, Guderian's book argued, quite clearly, how vital the proper use of tanks and supporting armoured vehicles would be in the conduct of a future war. When that war came, just two years later, he proved it, leading his Panzers with distinction in the Polish, French and Russian campaigns. Panzer warfare had come of age, exactly as he had forecast. This first English translation of Heinz Guderian's classic book - used as a textbook by Panzer officers in the war - has an introduction and extensive background notes by the modern English historian Paul Harris.

PCR Applications CRC Press

Exploring the low cost WiFi module About This Book Leverage the ESP8266's on-board processing and storage capability Get hand- on experience of working on the ESP8266 Arduino Core and its various libraries A practical and enticing recipe-based book that will teach you how to make your environment smart using the ESP8266 Who This Book Is For This book is targeted at IOT enthusiasts who are well versed with electronics concepts and have a very basic familiarity with the ESP8266. Some experience with programming will be an advantage. What You Will Learn Measure data from a digital temperature and humidity sensor using the ESP8266 Explore advanced ESP8266 functionalities Control devices from anywhere in the world using MicroPython Troubleshoot issues with cloud data monitoring Tweet data from the Arduino board Build a cloud-connected power-switch with the ESP8266 Create an ESP8266 robot controlled from the cloud In Detail The ESP8266 Wi-Fi Module is a self contained System on Chip (SOC) with an integrated TCP/IP protocol stack and can

give any microcontroller access to your Wi-Fi network. It is capable of either hosting an application or offloading all Wi-Fi networking functions from another application processor. This book contains practical recipes that will help you master all ESP8266 functionalities. You will start by configuring and customizing the chip in line with your requirements. Then you will focus on core topics such as on-board processing, sensors, GPIOs, programming, networking, integration with external components, and so on. We will also teach you how to leverage Arduino using the ESP8266 and you'll learn about its libraries, file system, OTA updates, and so on. The book also provide recipes on web servers, testing, connecting with the cloud, and troubleshooting techniques. Programming aspects include MicroPython and how to leverage it to get started with the ESP8266. Towards the end, we will use these concepts and create an interesting project (IOT). By the end of the book, readers will be proficient enough to use the ESP8266 board efficiently. Style and approach This recipe-based book will teach you to build projects using the ESP8266.

Getting Started with Adafruit Trinket IBM Redbooks

This book comprises the proceedings of the 12th National Technical Symposium on Unmanned System Technology 2020 (NUSYS'20) held on October 27-28, 2020. It covers a number of topics, including intelligent robotics, novel sensor technology, control algorithms, acoustics signal processing, imaging techniques, biomimetic robots, green energy sources, and underwater communication backbones and protocols, and it appeals to researchers developing marine technology solutions and policy-makers interested in technologies to facilitate the exploration of coastal and oceanic regions.

Microcontroller Programming and Interfacing with Texas Instruments MSP430FR2433 and MSP430FR5994 - Part I Apress

Embedded Microcomputer Systems: Real Time Interfacing provides an in-depth discussion of the design of real-time embedded systems using 9S12 microcontrollers. This book covers the hardware aspects of interfacing, advanced software topics (including interrupts), and a systems approach to typical embedded applications. This text stands out from other microcomputer systems books because of its balanced, in-depth treatment of both hardware and software issues important in real time embedded systems design. It features a wealth of detailed case studies that demonstrate basic concepts in the context of actual working examples of systems. It also features a unique simulation software package on the bound-in CD-ROM (called Test Execute and Simulate, or TExaS, for short) that provides a self-contained software environment for designing, writing, implementing, and testing both the hardware and software components of embedded systems. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Ng-Book - the Complete Book on Angularjs Morgan & Claypool Publishers

This IBM® Redbooks® publication can help you develop content and process management applications with IBM FileNet® APIs. The IBM FileNet P8 suite of products contains a set of robust APIs that range from core platform APIs to supporting application APIs. This book focuses specifically on Content Engine and Process Engine APIs. Content Engine API topics that we discuss include creating, retrieving, updating, and deleting objects; querying and viewing documents; and batching and batch execution. We also explore more complex topics, including permissions and authorization,

versioning, relationships, annotations, workflow subscriptions and event actions, metadata discovery, and dynamic security inheritance. Process Engine API topics that we discuss include launching a workflow, searching for and processing work items, and working with process status. The more complex topics we cover include, Component Integrator application space, role, workbasket, resource navigation in Process Engine REST API, ECM Widgets, and building a custom Get Next In-basket widget. To help you better understand programming with IBM FileNet APIs, we provide a sample application implemented for a fictional company. We include the data model, security model, workflows, and various applications developed for the sample. You can download them for your reference. This book is intended for IBM FileNet P8 application developers. We recommend using this book in conjunction with the online ECM help.

Practical Exercises on the Computational Subjects You Keep Avoiding (Like C) Cengage Learning

This book provides a thorough introduction to the Texas Instruments MSP430 microcontroller. The MSP430 is a 16-bit reduced instruction set (RISC) processor that features ultra low power consumption and integrated digital and analog hardware. Variants of the MSP430 microcontroller have been in production since 1993. This provides for a host of MSP430 products including evaluation boards, compilers, and documentation. A thorough introduction to the MSP430 line of microcontrollers, programming techniques, and interface concepts are provided along with considerable tutorial information with many illustrated examples. Each chapter provides laboratory exercises to apply what has been presented in the chapter. The book is intended for an upper level undergraduate course in microcontrollers or mechatronics but may also be used as a reference for capstone design projects. Also, practicing engineers already familiar with another microcontroller, who require a quick tutorial on the microcontroller, will find this book very useful.

Proceedings of the 12th National Technical Seminar on Unmanned System Technology 2020 CRC Press

Python Programming for Arduino Packt Publishing Ltd

Arduino Android Blueprints Pearson Education

This book presents an in-depth description of the Arrowhead Framework and how it fosters interoperability between IoT devices at service level, specifically addressing application. The Arrowhead Framework utilizes SOA technology and the concepts of local clouds to provide required automation capabilities such as: real time control, security, scalability, and engineering simplicity. Arrowhead Framework supports the realization of collaborative automation; it is the only IoT Framework that addresses global interoperability across multiplet SOA technologies. With these features, the Arrowhead Framework enables the design, engineering, and operation of large

automation systems for a wide range of applications utilizing IoT and CPS technologies. The book provides application examples from a wide number of industrial fields e.g. airline maintenance, mining maintenance, smart production, electro-mobility, automotive test, smart cities—all in response to EU societal challenges. Features Covers the design and implementation of IoT based automation systems. Industrial usage of Internet of Things and Cyber Physical Systems made feasible through Arrowhead Framework. Functions as a design cookbook for building automation systems using IoT/CPS and Arrowhead Framework. Tools, templates, code etc. described in the book will be accessible through open sources project Arrowhead Framework Wiki at forge.soa4d.org/ Written by the leading experts in the European Union and around the globe.

Arrowhead Framework Packt Publishing Ltd

This is the book for you if you are a student, hobbyist, developer, or designer with little or no programming and hardware prototyping experience, and you want to develop IoT applications. If you are a software developer or a hardware designer and want to create connected devices applications, then this book will help you get started.

Geotechnical Design for Sublevel Open Stoping Packt Publishing Ltd

You Will Learn C! Zed Shaw has crafted the perfect course for the beginning C programmer eager to advance their skills in any language. Follow it and you will learn the many skills early and junior programmers need to succeed—just like the hundreds of thousands of programmers Zed has taught to date! You bring discipline, commitment, persistence, and experience with any programming language; the author supplies everything else. In Learn C the Hard Way, you'll learn C by working through 52 brilliantly crafted exercises. Watch Zed Shaw's teaching video and read the exercise. Type his code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn what good, modern C programs look like; how to think more effectively about code; and how to find and fix mistakes far more efficiently. Most importantly, you'll master rigorous defensive programming techniques, so you can use any language to create software that protects itself from malicious activity and defects. Through practical projects you'll apply what you learn to build confidence in your new skills. Shaw teaches the key skills you need to start writing excellent C software, including Setting up a C environment Basic syntax and idioms Compilation, make files, and linkers Operators, variables, and data types Program control Arrays and strings Functions, pointers, and structs Memory allocation I/O and files Libraries Data structures, including linked lists, sort, and search Stacks and queues Debugging, defensive coding, and automated testing Fixing stack overflows, illegal memory access, and more Breaking and hacking your own C code It'll Be Hard at First. But Soon, You'll Just Get It—And That Will Feel Great! This tutorial will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful programming languages. You'll be a C programmer.

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