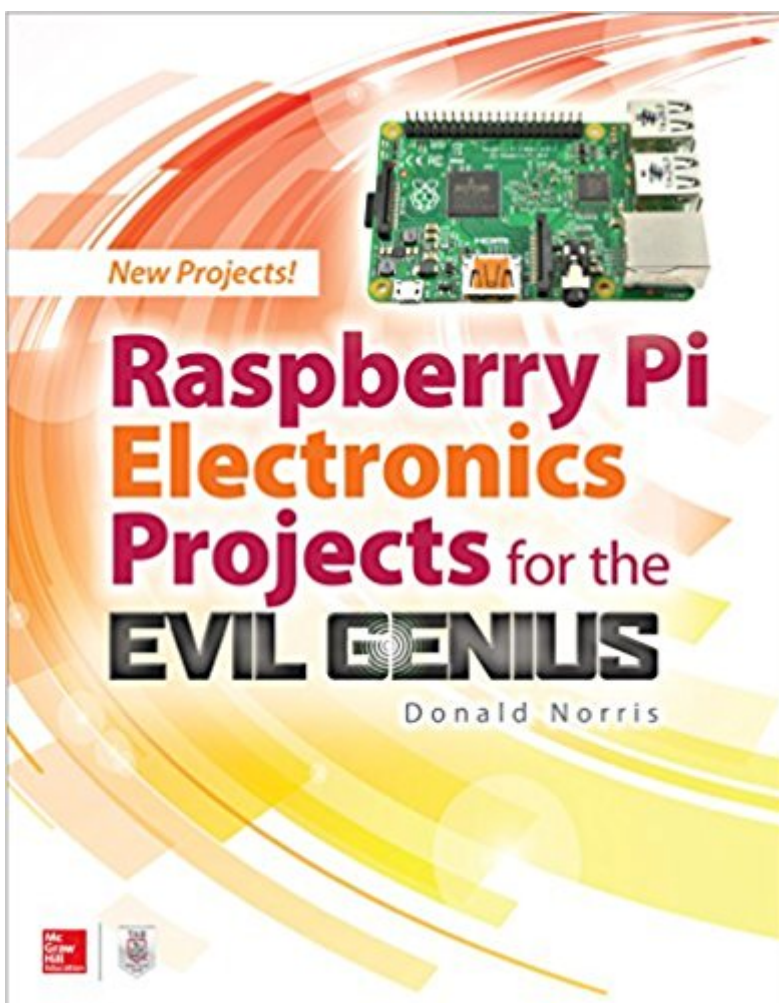


The book was found

Raspberry Pi Electronics Projects For The Evil Genius



Synopsis

Ten brand new, hands-on DIY projects for the Raspberry Pi! This fully illustrated guide shows how to create all kinds of entertaining and practical gadgets with the Raspberry Pi. *Raspberry Pi Electronics Projects for the Evil Genius* features ten fun DIY projects that showcase the RasPi's applications in computing, communications, robotics, photography, and video. Each Evil Genius project includes a detailed list of materials, sources for parts, schematics, and clear, step-by-step assembly and programming instructions. Readers will get up and running right away by learning how to program a touchscreen, interface with an Arduino processor, build a fully working cell phone—even build a super computer using a cluster of RasPis! Advanced projects include a Software Defined Radio, BrickPi robot controller, robotic arm, point-and-shoot camera, and a complete infrared surveillance system. Covers all RasPi models, including the latest A+, B+ and B model 2 units. Features C, Java, and Python programming techniques. Software downloads available through mhprofessional.com

Book Information

Series: Evil Genius

Paperback: 304 pages

Publisher: McGraw-Hill Education TAB; 1 edition (May 20, 2016)

Language: English

ISBN-10: 1259640582

ISBN-13: 978-1259640582

Product Dimensions: 8.6 x 0.6 x 10.8 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars 18 customer reviews

Best Sellers Rank: #658,960 in Books (See Top 100 in Books) #123 in Books > Computers & Technology > Hardware & DIY > Internet & Networking #147 in Books > Computers & Technology > Hardware & DIY > Peripherals #206 in Books > Engineering & Transportation > Engineering > Electrical & Electronics > Electronics > Microelectronics

Customer Reviews

Donald Norris is an experienced engineer and adjunct professor at Southern New Hampshire University. He is the author of *Programming the Intel Edison: Getting Started with Processing and Python*, *Raspberry Pi Projects for the Evil Genius*, *Build Your Own Quadcopter: Power Up Your Designs with the Parallax Elev-8*, and *The Internet of Things: Do-It-Yourself at Home Projects for*

Arduino, Raspberry Pi and BeagleBone Black.

Contains a lot of information on interesting projects for the Raspberry Pi. I couldn't resist buying this book for the title alone, but I am glad I did now that I have seen the content. It was well worth purchasing and having..

Expanding the usefulness of the PI.

For my Raspbarr Pi Library.

I received an early copy from the publisher. I have say there's nothing Evil about the projects - I was kind of hoping for a automated Nerf turret or something slightly nefarious. This book isn't even the Diet Coke of Evil. However, I wish I had this book when I first received my Raspberry Pi. The transition from an Arduino to Raspberry Pi is fairly hard because a Pi is very powerful and configurable, but along with that comes a large amount of complexity. Chapter 1 of the book would have saved me a bunch of time and Googling. It's laid out nicely and covers the things you need to know in the order that you are likely to need them. The projects in the book are worth reading. However, most projects are fairly expensive to build. But the nice thing about this book is it concretely covers a bunch of Pi projects that I've read about and wanted to know more about without the expense of having to do it myself. Example of these are: using an Arduino as a coprocessor, building a supercomputer cluster with Pi's and Software defined radio. The book takes researching these things from hours of Googling to a 20 or 30 minute well organized read. There is one project I do intend to build which is a Pi as a Lego Mindstorm controller. My kids both went through First Lego League and I have a bunch of parts around. I think this would be a fine project for my son and I this summer. I have a long held grudge with Tab books (the publisher) because of the shoddy books they used to put out in the 1980's. However the last couple of books I've received from them have had great content and were edited very well. I'm going to have to reconsider my old timey grudge with them. This book is quite good and has inspired me to tackle one of the projects in the book. That plus the great introduction to Pi's, is the most you can expect out of a book like this, so that's why I'm giving it 5 stars.

I have the Raspberry Pi Projects for the Evil Genius which provided lots of fun projects for the Raspberry Pi enthusiasts. The Raspberry Pi Electronics Projects for the Evil Genius book provides a

number of new and more advanced (and more fun) projects in comparison. Note that these projects are not for the beginners type as they require some advanced skills in building, software programming, and debugging. The projects are well written with clear illustrations from the concept to the actual build, programming, and applications. The chapters also provide a list of build components including the models numbers and places to acquire the parts. Here is a list of projects covered in the book :- Raspi Touchscreens- Interfacing with Arduino Coprocessor- RGB LED Matrix display- Raspberry Pi clusters operations- RasPi-to-RasPi communications using MQTT- Software defined radio- BrickPi Python robot using the LEGO EV3 Mindstorm kit- Python controlled robotic arm- Gigapixel camera system- Nighttime Garden monitor These projects will provide in-depth learning experience with the Raspberry Pi and many hours of fun.

Though I recommend this excellent book for the intermediate maker/Raspberry Pi-er, it has enough information so that an ambitious rank beginner can probably complete most of these projects. The biggest barrier for many will be that some of these projects might be beyond their budget. Author Donald Norris does clearly give a "Parts List" for each project at the beginning of the chapter. For example, the parts list for "Raspberry Pi Supercomputer Cluster" (Chapter 5) lists the following (I added some estimated prices here which are necessarily not priced out in the original text):* 8 x RasPi Model B+ (8 x \$40 = \$320)* 9 x Ethernet patch cables (\$25)* 8 x Anker micro-USB to B connecting cables (\$25)* 1 x Pluggable USB Hub (\$30)* 1 x Netgear Ethernet 16-port 10/100 switch (\$50-\$100)* Machine Screws (\$5)* Polycarbonate and acrylic sheet material (\$10) You can see that for this project, probably one of the more expensive (but not the most!), you would probably have to put out around \$500. I think that for that reason I'd probably recommend this for high school or college undergraduate classroom use. If you DO have the money, knock yourself out. The author does point out how you can save money (e.g., you only need 2 x RasPi's for the Super Computer project to demonstrate the concept). The projects themselves are all very fascinating and range from "RGB LED Matrix Display" (Chapter 4) to "Software Defined Radio" (Chapter 7) where you can monitor radio signals over the air - probably my favorite. I was pleased to see that for a book for non-beginners to the Raspberry Pi platform that there is an introductory chapter for setting up a RasPi operating system. The style is very conversational. It has the feel of an instructor walking you through the steps of each project. It also gives lots of room for modifying and changing the projects to suit yourself. You'll end up learning a lot about a wide range of concepts independent of the RasPi platform itself. I found learning about the ppm imaging file format used with the LED matrix project to be particularly useful outside of this specific project. I think this will be most useful in a

classroom or workshop setting where the various parts for each project can be pre-acquired. In a lot of cases, you might already have stuff laying around. I have spare Netgear hubs and Cat-5 cables in boxes in my basement. And I also happen to have about 8 Raspberry Pi's too! No brag, just fact.

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