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WORLD is one of those books that make me wish for unlimited hobby time. It has so many projects that I'd like to try—from the Catcam to the physical object locators to the NFC two-factor authentication.

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Making Things Talk Using Sensors Networks And Arduino To ...

In Making Things Talk, Tom Igoe, one of the creators of Arduino, shows how to make these gadgets talk. Whether you need to connect some sensors to

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the Internet or create a device that can interact wirelessly with other creations, this book shows you what you need.

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Making Things Talk: Using Sensors, Networks, and Arduino ...

Use ZigBee, Bluetooth, Infrared, and

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plain old radio to transmit sensor data wirelessly. Work with Arduino 1.0, Processing, and PHP—three easy-to-use, open source environments. Write programs to send data across the Internet, based on physical activity in your home, office, or backyard.

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MAKING THINGS TALK: USING SENSORS, NETWORKS, AND ARDUINO TO SEE, HEAR, AND FEEL YOUR

WORLD is one of those books that make me wish for unlimited hobby time. It has so many projects that I ' d like to try—from the Catcam to the physical object locators to the NFC two-factor authentication.

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Making Things Talk: Using...

Making Things Talk demonstrates that once you figure out how objects communicate -- whether they're microcontroller-powered devices, email programs, or networked databases -- you can get them to interact. Each chapter in contains instructions on how to build working projects that help you do just that.

Making Things Talk [Book] - O'Reilly Media

Call your home thermostat with a smartphone and change the temperature. Create your own game controllers that communicate over a network. Use ZigBee, Bluetooth, Infrared, and plain old radio to transmit sensor data wirelessly. Work with Arduino 1.0, Processing, and PHP—three easy-to-use, open source

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PAGE #1: Making Things Talk Using Sensors Networks And Arduino To See Hear And Feel Your World By David Baldacci - making things talk using sensors networks and arduino to see hear and feel your world 2399 only 20 left in stock more on the way making things talk using sensors networks and

Provides instructions for building thirty-three projects that interact with the physical world, including a stuffed monkey video game controller and a battery powered GPS that reports its location over Bluetooth.

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A guide to creating computer applications using Microsoft Kinect features instructions on using the device with different operating systems, using 3D scanning technology, and building robot arms, all using open source programming language.

What is the Internet of Things? It's billions of embedded computers, sensors, and actuators all connected online. If you have basic programming skills, you can use these powerful little devices to create a variety of useful systems—such as a device that waters plants when the soil becomes dry. This hands-on guide shows you how to start building your own fun and fascinating projects. Learn to

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program embedded devices using the .NET Micro Framework and the Netduino Plus board. Then connect your devices to the Internet with Pachube, a cloud platform for sharing real-time sensor data. All you need is a Netduino Plus, a USB cable, a couple of sensors, an Ethernet connection to the Internet—and your imagination. Develop programs with simple outputs (actuators) and inputs (sensors) Learn about the Internet of Things and the Web of Things Build client programs that push sensor readings from a device to a web service Create server programs that allow you to control a device over the Web Get the .NET classes and methods needed to implement all of the book's examples

Presents an introduction to the open-

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This book looks at how to integrate iOS devices into distributed sensors network, both to make use of its own on-board sensors in such networks, but also as a hub. Beyond the discussion of basic client-server architectures, and making use of the existing wireless capabilities, this book examines how to connect iOS devices to microcontroller platforms via serial connections.

Make: Sensors is the definitive introduction and guide to the sometimes-tricky world of using sensors to monitor the physical world. With dozens of projects and experiments for you to build, this book shows you how to build sensor

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Projects with both Arduino and Raspberry Pi. Use Arduino when you need a low-power, low-complexity brain for your sensor, and choose Raspberry Pi when you need to perform additional processing using the Linux operating system running on that device. You'll learn about touch sensors, light sensors, accelerometers, gyroscopes, magnetic sensors, as well as temperature, humidity, and gas sensors.

Makers around the globe are building low-cost devices to monitor the environment, and with this hands-on guide, so can you. Through succinct tutorials, illustrations, and clear step-by-step instructions, you'll learn how to create gadgets for examining the quality of our atmosphere, using

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Arduino and several inexpensive sensors. Detect harmful gases, dust particles such as smoke and smog, and upper atmospheric haze—substances and conditions that are often invisible to your senses. You'll also discover how to use the scientific method to help you learn even more from your atmospheric tests. Get up to speed on Arduino with a quick electronics primer Build a tropospheric gas sensor to detect carbon monoxide, LPG, butane, methane, benzene, and many other gases Create an LED Photometer to measure how much of the sun's blue, green, and red light waves are penetrating the atmosphere Build an LED sensitivity detector—and discover which light wavelengths each LED in your Photometer is receptive to Learn how measuring

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light wavelengths lets you determine the amount of water vapor, ozone, and other substances in the atmosphere Upload your data to Cosm and share it with others via the Internet "The future will rely on citizen scientists collecting and analyzing their own data. The easy and fun gadgets in this book show everyone from Arduino beginners to experienced Makers how best to do that." --Chris Anderson, Editor in Chief of Wired magazine, author of Makers: The New Industrial Revolution (Crown Business)

Provides instructions for building a variety of projects that are able to communicate with one another, including a video game controlled by a stuffed monkey and a battery powered GPS that reports its location

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See Hear And Feel Your World Physical Methods For Connecting Physical Objects

The Internet of Things (IoT) is a global network that links physical objects using Cloud computing, web applications, and network communications. It allows devices to communicate with each other, access information on the Internet, store and retrieve data, and interact with users, creating smart, pervasive and always-connected environments. Despite the Internet of Things being a relatively new concept, there are already a few open platforms available that enable remote and seamless management and visualization of sensor data: Cosm, Nimbits, and ThingSpeak are just a few examples. And Arduino works with all of them. The Arduino is an incredibly flexible micro-controller and development environment that

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cannot only be used to control devices, but can also be used to read data from all kinds of sensors. Its simplicity and extensibility, in addition to its great success and adoption by users, has led to the development of a variety of hardware extensions and software libraries that enable wired and wireless communication with the Internet. Arduino is the ideal open hardware platform for experimenting with the world of the Internet of Things. Make your Arduino talk to the world! This book will provide you with all the information you need to design and create your own Internet of Things (IoT) applications using the Arduino platform. More specifically, you will learn: About the Internet of Things and Cloud Computing concepts About open platforms that allow you

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to store your sensor data on the Cloud (like Cosm, Nimbits and many more) The basic usage of Arduino environment for creating your own embedded projects at low cost How to connect your Arduino with your Android phone and send data over the Internet How to connect your Arduino directly to the Internet and talk to the Cloud How to reprogram your Arduino microcontroller remotely through the Cloud Detailed Table of Contents can be found at: <http://www.buildinginternetofthings.com> Updated version (v1.1): Contains corrections, improvements and updates about IoT Platforms!

The Internet of Things (IoT) is an emerging network superstructure that will connect physical resources and actual users. It will support an

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ecosystem of smart applications and services bringing hyper-connectivity to our society by using augmented and rich interfaces. Whereas in the beginning IoT referred to the advent of barcodes and Radio Frequency Identification (RFID), which helped to automate inventory, tracking and basic identification, today IoT is characterized by a dynamic trend toward connecting smart sensors, objects, devices, data and applications. The next step will be “cognitive IoT,” facilitating object and data re-use across application domains and leveraging hyper-connectivity, interoperability solutions and semantically enriched information distribution. The Architectural Reference Model (ARM), presented in this book by the members of the IoT-A project team

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driving this harmonization effort, makes it possible to connect vertically closed systems, architectures and application areas so as to create open interoperable systems and integrated environments and platforms. It constitutes a foundation from which software companies can capitalize on the benefits of developing consumer-oriented platforms including hardware, software and services. The material is structured in two parts. Part A introduces the general concepts developed for and applied in the ARM. It is aimed at end users who want to use IoT technologies, managers interested in understanding the opportunities generated by these novel technologies, and system architects who are interested in an overview of the underlying basic models. It also

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includes several case studies to illustrate how the ARM has been used in real-life scenarios. Part B then addresses the topic at a more detailed technical level and is targeted at readers with a more scientific or technical background. It provides in-depth guidance on the ARM, including a detailed description of a process for generating concrete architectures, as well as reference manuals with guidelines on how to use the various models and perspectives presented to create a concrete architecture. Furthermore, best practices and tips on how system engineers can use the ARM to develop specific IoT architectures for dedicated IoT solutions are illustrated and exemplified in reverse mapping exercises of existing standards and platforms.

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