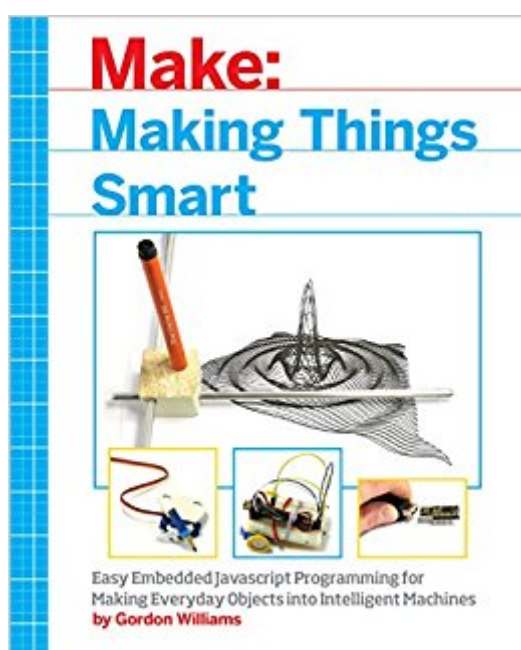


The book was found

# Making Things Smart: Easy Embedded JavaScript Programming For Making Everyday Objects Into Intelligent Machines



## Synopsis

Making Things Smart teaches the fundamentals of the powerful ARM microcontroller by walking beginners and experienced users alike through easily assembled projects comprised of inexpensive, hardware-store parts. Projects in this book include:

- What Is an Electric Motor?
- Experiment 1: Faraday's Motor
- Experiment 2: Motor with Commutator
- Experiment 3: Stepper Motor
- Experiment 4: Stepper Motor Control
- Experiment 5: More Stepper Motor Control
- Stroboscope Tachometer
- Experiment 6: Detecting Speed
- Experiment 7: Stroboscope
- Experiment 8: Brighter Stroboscope
- John Logie Baird's TV
- Experiment 9: Persistence of Vision
- Experiment 10: John Logie Baird's TV
- Make a Simple Robot
- Experiment 11: Try Out a Servo Motor
- Experiment 12: Make a Simple Robot
- Experiment 13: Following Light
- Pen Plotter
- Experiment 14: Pen Plotter
- Digital Pinhole Camera
- Experiment 15: Making a Digital Camera
- Printer
- Experiment 16: Making a Printer
- Wired Communication
- Experiment 17: Making an Oscilloscope
- Cutting the Cord: Infrared
- Experiment 18: Making the IR Receiver
- Experiment 19: Decoding IR Signals
- Experiment 20: Using Our Decoded Signal
- Experiment 21: Using Our Remote Control on the Net, with dweet.io
- Experiment 22: Using Our Remote Control on the Net, with IFTTT
- Cutting the Cord: Radio Signals
- Experiment 23: Wiring Up the Receiver
- Experiment 24: Wiring Up a Transmitter
- Experiment 25: Transmitting from Espruino
- Experiment 26: Decoding the Received Data
- Connecting with WiFi
- Experiment 27: Adding WiFi to Your Pico
- Experiment 28: Testing Your Wiring
- Experiment 29: Connecting to WiFi
- Experiment 30: Sending Data to the Internet
- Experiment 31: Getting Data from the Internet
- Experiment 32: Creating a Server
- Bluetooth Low Energy
- Experiment 33: Using Puck.js
- Experiment 34: Making a Door Opening Counter
- Experiment 35: Advertising Door Openings
- Experiment 36: Receiving Door Openings with Eddystone
- XY Plotter
- Experiment 37: Making an XY Table
- Experiment 38: Controlling the XY Table
- Internet-Connected Plotter
- Experiment 39: Internet-Connected Plotter

## Book Information

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## Customer Reviews

Three Questions for Gordon Williams Who is your book written for? #039;Making Things Smart#039; is for readers with a little software knowledge who want to get started with hardware, and for those who like making things and are ready to bring their constructions to life with electronics and software. This book would be perfect for a parent looking to find fun exciting projects to do with their children. What need does it fulfill for those readers? #039;Making Things Smart#039; takes you through the process of creating and developing, starting small and building up one piece at a time. The projects are fun and easy to make with cheap, readily available parts. They#039;re intentionally not perfect, and the book will give readers the confidence not just to experiment with, improve, and remix the projects#039;but to create their own things! What#039;s the most exciting thing happening in your world? The democratization of embedded electronics and software. Not that long ago you had to contact individual electronics manufacturers while pretending to be a company in order to be able to get the parts you needed, and then find ways of soldering the finely pitched pins on the devices you received. Now, you can go online and choose from a huge array of different microcontrollers, sensors, and actuators on easily connectable breakout boards. Everything has changed for software, too. You used to need a microcontroller development kit and proprietary tool chain. Now your microcontroller can be programmed directly using free software#039;perhaps even graphically. Now anyone with a few dollars and an hour or two can get started!

author bio coming soon

"Making Things Smart" covers a lot more than just embedded JavaScript. The book is built around programming and using the tiny Espruino Pico microcontroller in a variety of applications. Some of these include a simple robot and simple pen plotter, a digital pin hole camera and several communications devices using add-on radio, WiFi or Bluetooth modules. "Making Things Smart" is an intriguing and enlightening blend of programming, electronics, breadboard assembly, testing, and

experimentation. Some interesting tidbits of technology history also are included. True to the general quality of the Make series, the book is heavily illustrated with how-to photographs, screen shots, diagrams, step-by-step instruction lists, plus short blocks of JavaScript code. "When connected to your PC via USB, the Espruino Pico should appear as a standard USB Virtual COM Port peripheral," the author notes. Set-up with Mac or Chromebook is easy. However, setting up a Microsoft PC or Linux PC requires a few extra steps. For all platforms, the author strongly recommends using Google Chrome and the Espruino Web IDE. (My thanks to O'Reilly Media for sending an advance reading copy for review.)

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