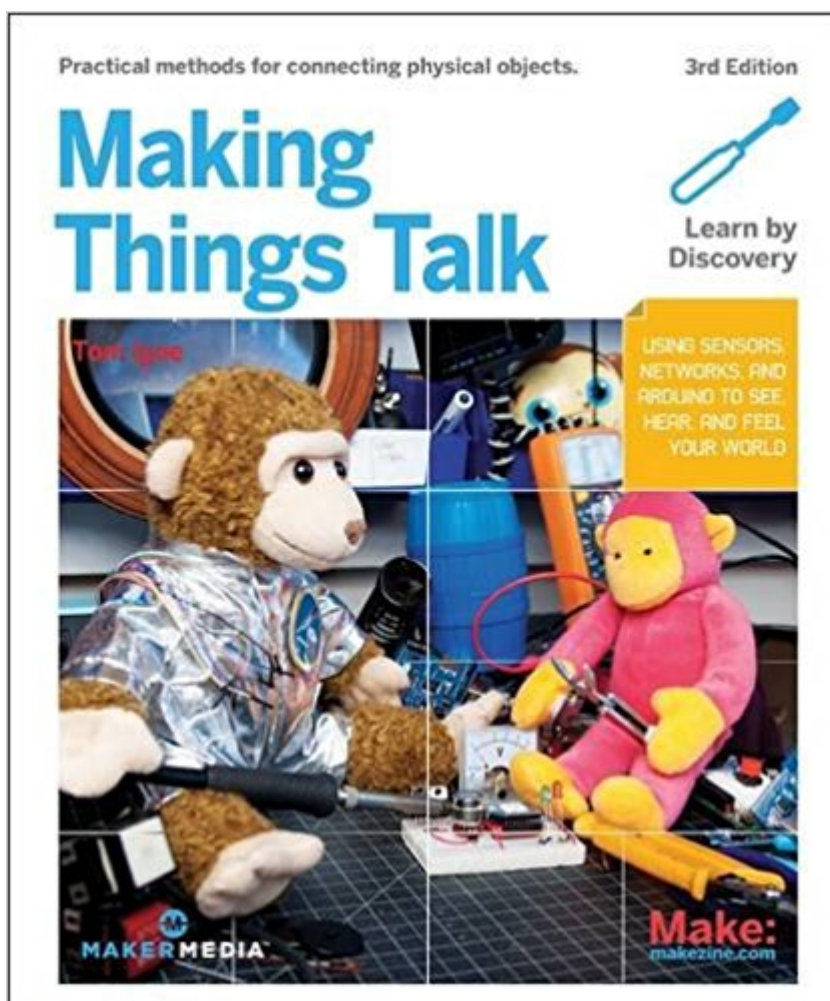The book was found

Making Things Talk: Using Sensors, Networks, And Arduino To See, Hear, And Feel Your World

Synopsis

The workbenches of hobbyists, hackers, and makers have become overrun with microcontrollers, computers-on-a-chip that power homebrewed video games, robots, toys, and more. 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 the Internet or create a device that can interact wirelessly with other creations, this book shows you what you need. Although they are powerful, the projects in this book are inexpensive to build: the Arduino microcontroller board itself ranges from around $25 to $40. The networking hardware covered here includes Ethernet, Wi-Fi, Bluetooth, and can be had for $25 to $50. Fully updated for the latest Arduino hardware and software, this book lets you combine microcontrollers, sensors, and networking hardware to make things... and make them talk to each other!

Book Information

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Customer Reviews

View larger   Three Questions for Tom Igoe   Who is your book written for?   Anyone who wants a hands-on introduction to devices that connect to each other over networks. This book doesnÃƒÂ¢Ã â¬Ã â„¢t assume youÃƒÂ¢Ã â¬Ã â„¢ve got a technical background, but it does assume that maybe youÃƒÂ¢Ã â¬Ã â„¢ve dabbled a little in programming or electronics and want to know more.   What has changed in the space since the last edition?   For one thing, everythingÃƒÂ¢Ã â¬Ã â„¢s WiFI these days, and wired Ethernet has faded into the background. That meant I had to introduce a lot more WiFi projects. There are also lots of new microcontrollers

on the market, so I introduced a few of the newer Arduino-compatible ones, like the Arduino 101, the MKR1000, and the ESP8266, and I also did a few projects with the Raspberry Pi. Programming web servers is much more accessible now, too, thanks to programming tools like node.js, so the book features a lot of projects using node.js. This means you can program both server and client applications in JavaScript.   There are some new radio communications protocols to be aware of, like Bluetooth LE, Near Field Communication (NFC) and LoRa, so I introduced projects using these as well.   What sets this edition apart from previous ones?   I went into detail on how the HyperText Transport Protocol (HTTP) works, and wrote some material introducing how basic encryption works. I find that new programmers are often daunted when they run into some of these ideas, because they stumble across examples with little or no explanation. Hopefully this edition will give people enough context to get started Ãƒ¢Ã â ¬Ã â • and some idea of where to look to learn more.

Practical Methods for Connecting Physical Objects

Tom Igoe teaches courses in physical computing and networking, exploring ways to allow digital technologies to sense and respond to a wider range of human physical expression. He has a background in theatre, and his work centers on physical interaction related to live performance and public space. He is a co-author of the book Physical Computing: Sensing and Controlling the Physical World with Computers, which has been adopted by numerous digital art and design programs around the world. Projects include a series of networked banquet table centerpieces and musical instruments; an email clock; and a series of interactive dioramas, created in collaboration with M.R. Petit. He has consulted for The American Museum of the Moving Image, EAR Studio, Diller + Scofidio Architects, Eos Orchestra, and others.

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