Getting Started With The Internet Of Things Connecting Sensors And Microcontrollers To The Cloud Cuno Pfister

Getting Started With The Internet Of Things Cuno Pfister 2011-02-04 What is the Internet of Things? It's billions of embedded computers, sensors, and actuators all connected together, many of which are not designed in the same way. As a result of this proliferation of devices, billions of megabytes of information are now being exchanged across the internet every day. When the soil becomes dry, this hands-on guide shows you how to start building your own fun and fasciinating projects. Learn to program embedded devices using the .NET Micro Framework and Arduino. Connect your IoT projects to the cloud and network devices using MQTT, CoAP, and other protocols to connect IoT devices and services. Create a custom JSON-based data format that's consumable across a range of platforms and services. Use cloud services to support your IoT ecosystem and provide business value for stakeholders.

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Getting Started with Windows PowerShell in Detail

Windows PowerShell is a task-based command-line shell and scripting language designed specifically for system administration. Built on the .NET Framework, Windows PowerShell helps IT professionals and power users control and automate IIS functionality and manage it using the WebAdministration module.

Getting Started with PowerShell

Getting Started with Python for the Internet of Things

The book describes how to use the Python programming language to build applications that can connect to the Internet of Things (IoT). It covers topics such as creating a neural network module for optical character recognition, building a mobile robot using the Raspberry Pi, and developing human face detection and recognition systems.

Getting Started with Raspberry Pi 3 Cookbook for Python Programmers

The book covers how to use Python to control and automate tasks using the Raspberry Pi. It includes topics such as creating a Pi-Rover or Pi-Hexipod robots, developing practical applications in Python using Raspberry Pi, and building your own Jarvis, a highly advanced computerized AI.

Getting Started with Python for the Internet of Things

A concise introduction to the Internet for people with little or no prior Internet experience. Short and the manual includes conceptual introduction of Internet and Web services, and hands-on exercises. Topics include XML, Internet News, Telnetting, FTP and HTTP. It also shows how to use a simple set of open source web browsers and a system for anonymous access to the Web.

Getting Started with the Internet

This book will show you exactly how to build your own profitable Internet business (even if you aren't very tech savvy). You will be prepared to learn the more advanced concepts and skills needed to become an expert.

Getting Started with WebRTC

Getting Started with Unity 5

Along the way, you will learn to perform data manipulation and solve common problems using basic file input/output functions. By the end of this book, you will be able to set up a base operating system for your project, configure, troubleshoot, and use performance-tuning techniques. Explains how to set up a true multinode mobile network complete with Mobility and Handover add general packet radio service (GPRS) data connectivity, ideal for IoT devices. Build applications on top of the OpenBSN nodeManager control and event APIs.

Getting Started with the Internet

This book is a practical guide to creating dynamic web applications using the JavaScript framework. It is built around real-world examples and includes hands-on exercises to help you learn the concepts. The book also helps you develop skills such as R programming, data wrangling, data visualization, predictive algorithm building, file organization with UNIX/Linux shell, version control with Git and GitHub, and reproducible scientific workflows.

Getting Started with Data Science

For those interested in adding sensor-driven, real-time, peer-to-peer communication to their web applications. You will only need basic experience with HTML and JavaScript.

Introduction to Data Science

This book provides a comprehensive introduction to the Internet of Things (IoT). It covers topics such as creating web applications with the JavaScript framework, building a mobile robot using the Raspberry Pi, and developing human face detection and recognition systems.

The book includes case studies that demonstrate the impact of vaccines on infectious disease rates, the financial crisis of 2007-2008, election forecasting, building a baseball team, image processing of hand-written digits, machine learning, and productivity tools. Each part has several chapters meant to be presented as one lecture. The author uses motivating case studies that help you develop skills such as R programming, data wrangling, data visualization, predictive algorithm building, file organization with UNIX/Linux shell, version control with Git and GitHub, and reproducible scientific workflows.

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number of abbreviations suggest that learning to use the Internet is a complicated process. Not so. Learning to use the Internet is not very difficult if you have a little guidance. On the other hand, learning to use the Internet can be difficult if you limit yourself to a trial-and-error approach. The goal of the authors is to show you how to access and use some of the Internet’s more common features. You will not be an Internet expert. Instead you will have just enough knowledge to get started.

101 Successful Businesses You Can Start on the Internet - Daniel S. Janal 1997-09-03 This handbook is a reference book for the paging industry. It aims to provide depth of theoretical understanding. Mathematics has been used sparingly, and restricted to certain technical sections, permitting the non-mathematical reader to skip these without losing over comprehension.

Internet - April Marine 1993 Created to help all classes of computer users take their first steps in the Internet world, this guide provides comprehensive guidelines for gaining Internet access. Using this guide, new Internet users will save time, money, and avoid needless confusion.

Getting Started with AWS - Bryce Howard 2015-10-25 Get an example-driven introduction to Amazon Web Services (AWS), the cloud computing platform that enables you to deploy highly scalable, secure, and reliable solutions—without the need for expensive hardware or dozens of engineers. You’ll learn the profoundly powerful concepts that underlie cloud computing, and then explore the core AWS offerings and their key attributes. Real-world examples demonstrate how these concepts are put into practice. The book presents several hands-on projects that demonstrate the progressive evolution of an AWS-hosted system as requirements for scalability, security, reliability, and cost are accounted for.


Exploring - Robert T. Grauer 2003-12 Note Pals are perfect for reminders, calendar notes, homework notes, name tags, and much more! Each pad features 36 sheets and measures approx. 3.5” x 3.5”. Available in a variety of prints, Note Pals are a great addition to any teacher’s desk!