
Raspberry Pi France Tutoriels Pour Raspberry Pi Et

Programmer en Java avec un Raspberry Pi
Les capteurs pour Arduino et Raspberry Pi
Learn Raspberry Pi with Linux
Arduino Cookbook
Programming the Raspberry Pi: Getting Started with Python
Raspberry Pi Tutorial
Arduino Workshop
Getting Started with MakerBot
Raspberry Pi for Python Programmers Cookbook - Second Edition
Make: Sensors
Beginning Robotics with Raspberry Pi and Arduino
Raspberry Pi Operating System Assembly Language
Raspberry Pi for Python Programmers Cookbook
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Step by Step Raspberry Pi Robot Tutorial for Dummies
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Python 3 Image Processing
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Code the Classics Volume I
Dive Into Python
ARM Assembly Language Programming with Raspberry Pi Using GCC
Raspberry Pi Zero W Wireless Projects
The Official Raspberry Pi Handbook 2021
Perception, Representations, Image, Sound, Music
Getting Started with BeagleBone
Exploring BeagleBone
Raspberry Pi et l'ESP 8266 pour la domotique
Intelligent Environments 2016
Raspberry Pi
Learn Robotics with Raspberry Pi
A l'aventure avec Arduino !
Get Started with MicroPython on Raspberry Pi Pico
Home Automation with Raspberry Pi: Projects Using Google Home, Amazon Echo,

and Other Intelligent Personal Assistants

Raspberry Pi
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STEWART LILIAN

*Programmer en Java avec
un Raspberry Pi*

Microdigitaled

This book constitutes the refereed proceedings of the 14th International Symposium on Perception, Representations, Image, Sound, Music, CMMR 2019, held in Marseille, France, in October 2019. The 46 full papers presented were selected from 105 submissions. The papers are grouped in 9 sections. The first three sections are related to music information retrieval, computational musicology and composition tools, followed by a section on notations and instruments distributed on mobile devices. The fifth section concerns auditory perception and cognition, while the three following sections are related to sound design and sonic and musical interactions. The last section contains contributions that relate to Jean-Claude Risset's research.

[Les capteurs pour Arduino et Raspberry Pi](#) Packt

Publishing Ltd

In Learn Robotics with Raspberry Pi, you'll learn how to build and code your own robot projects with just the Raspberry Pi microcomputer and a few easy-to-get components - no prior experience necessary! Learn Robotics with Raspberry Pi will take you from inexperienced maker to robot builder. You'll start off building a two-wheeled robot powered by a Raspberry Pi minicomputer and then program it using Python, the world's most popular programming language. Gradually, you'll improve your robot by adding increasingly advanced functionality until it can follow lines, avoid obstacles, and even recognize objects of a certain size and color using computer vision. Learn how to: - Control your robot remotely using only a Wii remote - Teach your robot to use sensors to avoid obstacles - Program your robot to follow a line autonomously - Customize your robot with LEDs and speakers to make it light up and play sounds - See what your robot sees with a Pi Camera As you work through the book, you'll learn fundamental

electronics skills like how to wire up parts, use resistors and regulators, and determine how much power your robot needs. By the end, you'll have learned the basics of coding in Python and know enough about working with hardware like LEDs, motors, and sensors to expand your creations beyond simple robots.

Learn Raspberry Pi with Linux CreateSpace
Raspberry Pi Operating System Assembly Language is a fully revised and updated guide to learning to program ARM machine code on your Raspberry Pi. With nothing other than the Raspberry Pi Operating System installed on your Raspberry Pi, this book shows you how to access all the tools that you'll need to create your own machine code programs using assembly language. Ideal for the novice, this book starts from first principles and leads you comfortably on your way to become an accomplished programmer. Providing lucid descriptions, award winning author Bruce Smith keeps things simple and includes plenty of

program examples you can try for yourself. Ideas and concepts are introduced in the order required so you should never be left wondering. This book is compatible with all Raspberry Pi models including the RPi 4, 400 and 3.

Arduino Cookbook John Wiley & Sons

From beginner to expert in Raspberry Pi. Learn useful Linux skills and practice multiples project with step-by-step guides

How To Become A Raspberry Pi Expert Even If You Are Not Already A Linux Guru? The Raspberry Pi is a device that can scare many people when they are new to this. How can a cheap electronic circuit with a mysterious operating system be a good idea for me? Yes, the Raspberry Pi is a small computer (close to a credit card size) that runs mostly on Linux and that can be plugged to a standard screen, mouse and keyboard. So, this is probably a little different from what you're used to. That's why it may be difficult or at least not motivating to get started on Raspberry Pi. But don't worry, with this book you will get everything you need for a good start, whatever your current level is. About the author

Patrick Fromaget graduated from higher school in computer science. He started as a web developer, before specializing in system administration. He has always been passionate about IT and has managed Linux servers for over 15 years. In 2018, he launched the RaspberryTips.com website to share his passion for the Raspberry Pi and help other people to progress. More than 100 tutorials have been written on the site, on various subjects. From the start, the site has enjoyed growing success and a YouTube channel was also launched on the subject in 2020, to help the most visual. What is inside the book? This book is a challenge you take, to lead you from the beginning towards mastering the Raspberry Pi device. The course is divided into 30 steps. The idea is to make one little step a day to be an expert in 30 days. In each step you discover a new concept, go through the details and then go to practice. Each day is a new, progressive step towards your goal. In the beginning you learn more about the hardware, then you will learn how to use the operating system

(Raspbian). The second part of the book is more about step-by-step projects, programming, and other operating systems and software. So, it's really a book for all audiences: - If you don't know anything yet, you can read the book in order - If you already have bases on Raspberry Pi or Linux, some chapters can be browsed quickly - And even if you already have a correct level, you will inevitably find information there to go even further

Ready to take off? Linux is a skill in great demand in business, and learning it on a different computer is the best way to learn it. The Raspberry Pi was created to teach IT and programming in schools, and it's never too late to learn. To go through this learning process, you need a companion, and you have found it here. This book is a must-have for anyone who wants to improve its skills on Raspberry Pi and Linux in general. Buy it today to become a Raspberry Pi expert in 30 days!

Programming the Raspberry Pi: Getting Started with Python No Starch Press

Want to create devices that interact with the physical world? This cookbook is perfect for

anyone who wants to experiment with the popular Arduino microcontroller and programming environment. You'll find more than 200 tips and techniques for building a variety of objects and prototypes such as IoT solutions, environmental monitors, location and position-aware systems, and products that can respond to touch, sound, heat, and light. Updated for the Arduino 1.8 release, the recipes in this third edition include practical examples and guidance to help you begin, expand, and enhance your projects right away—whether you're an engineer, designer, artist, student, or hobbyist. Get up to speed on the Arduino board and essential software concepts quickly. Learn basic techniques for reading digital and analog signals. Use Arduino with a variety of popular input devices and sensors. Drive visual displays, generate sound, and control several types of motors. Connect Arduino to wired and wireless networks. Learn techniques for handling time delays and time measurement. Apply advanced coding and memory-handling techniques.

Raspberry Pi Tutorial John Wiley & Sons
The Raspberry Pi Book Master the secrets of your new micro PC with the Raspberry Pi Ultimate Guide for Beginners! So, the hype is getting to you. You're thinking about buying a Raspberry Pi. Or maybe you already went out and bought one. But now what? Most of us don't even know what the word "Linux" means. Let alone how to use it to turn this pocket-sized chunk of metal and plastic into a computer powerful enough to use as anything from a programming platform to a home theatre. You need to learn how to use this thing - and how to use it to your advantage. *The Raspberry Pi Ultimate Guide for Beginners* is exactly what you're looking for. With this in-depth beginner's guide to the Raspberry Pi you'll learn everything you need to know: Which Raspberry Pi model and operating system you need to make all your projects a breeze. How to flash your SD card - and what the heck that even means! How to use external storage so you'll never run low on memory or processing power. All the nerdy, technical details behind your Pi's file storage system - and

why they matter. How to increase your Pi's performance through overclocking and overvolting. How to make changes to your Raspberry Pi's configuration - and why you might want to. How to turn your Raspberry Pi into a web server, programming platform, or even a home theatre system. *The Raspberry Pi Tutorial Book* You've found the perfect resource for learning everything you need to know about your brand new Raspberry Pi. Soon enough you'll be blasting out command prompts like a seasoned IT professional, even if you've never touched a terminal in your life! Inside the cover you'll find: How to get your Raspberry Pi started up and running properly. How to create and operate user accounts in case you plan to share your PC. Use a "Graphical User Interface" for those of us more familiar with Mac or Windows. How to connect components like monitors and keyboards to your Pi and use them properly. A glossary to help you stay on top of all the jargon thrown around in the tech-world. A list of basic Linux commands and how to use them to get the

most out of you Raspberry Pi Resources you can use to delve deeper into the world of Linux commands and distributions How to find help if you find yourself stuck on a certain command If you finally got yourself a Raspberry Pi, but need a little primer on how to get things going, look no further. The Raspberry Pi Ultimate Guide for Beginners is the perfect resource to make your Pi perfect for you. Click the "Add to Cart" button now to master everything your Raspberry Pi has to offer!

Arduino Workshop

Apres

"A hands-on introduction to affordable 3D printing"-Cover.

Getting Started with MakerBot IOS Press

Expand Raspberry Pi capabilities with fundamental engineering principles Exploring Raspberry Pi is the innovators guide to bringing Raspberry Pi to life. This book favors engineering principles over a 'recipe' approach to give you the skills you need to design and build your own projects. You'll understand the fundamental principles in a way that transfers to any type of electronics, electronic modules, or external peripherals,

using a "learning by doing" approach that caters to both beginners and experts. The book begins with basic Linux and programming skills, and helps you stock your inventory with common parts and supplies. Next, you'll learn how to make parts work together to achieve the goals of your project, no matter what type of components you use. The companion website provides a full repository that structures all of the code and scripts, along with links to video tutorials and supplementary content that takes you deeper into your project. The Raspberry Pi's most famous feature is its adaptability. It can be used for thousands of electronic applications, and using the Linux OS expands the functionality even more. This book helps you get the most from your Raspberry Pi, but it also gives you the fundamental engineering skills you need to incorporate any electronics into any project. Develop the Linux and programming skills you need to build basic applications Build your inventory of parts so you can always "make it work" Understand interfacing, controlling, and

communicating with almost any component Explore advanced applications with video, audio, real-world interactions, and more Be free to adapt and create with Exploring Raspberry Pi.

Raspberry Pi for Python Programmers Cookbook - Second Edition John Wiley & Sons

Amazon #1 Best Seller Now 40% off regularly priced at 4.99 now only 2.99 This book is your Ultimate Guide and Definitive Handbook for your new Raspberry Pi 2. The Raspberry Pi 2 has quickly become one of the leading pioneering electrical tools and equipment for small scale projects and proofs, it has even made it to some production facilities. It is used by engineers and computer scientists globally whether it be for recreational and learning purposes and professional and business uses. This book will teach you everything you need to know in order to get started with your Raspberry Pi 2, it contains fully detailed and documented step by step projects and pictures so that you can learn and follow along. This book will give you the power to unleash everything that

the Raspberry Pi 2 has to offer. If you are a beginner and have never touched anything electronic than this book is for you. This book will get you started in seconds and have you start using your Raspberry Pi 2 For what it was meant to do. Even if you are advanced and you have a lot of experience under your belt this book contains some advanced strategies and concepts that you may learn a few things about. This book contains so much information and resources that you will be reading for hours. Preview of What you will learn The basic knowledge you need to get started in the Raspberry Pi 2 Learn from the professionals and get your operating system installed Easiest and most basic way to get started learning programming languages for your Raspberry Pi 2 A Step by Step tutorial for getting started with Your Raspberry Pi 2 and a comprehensive list of pictures for a step by step guided tutorial A Comprehensive list of projects and creative ideas for your Raspberry Pi 2 A full list of training projects to improve your skills Much, Much, More! Our Step by Step Tutorials all contain images and

detailed steps for you to follow along. SPECIAL OFFER Today only 40% off and includes Free ebooks including, "Hacking: A Definitive Step by Step Process", "Arduino 101: Your Ultimate Step by Step Guide to operating your Arduino" and "Windows 10: Ultimate Tips and Tricks and User Guide". Available on PC, Mac, Tablet, Kindle, Iphone & Androids Make: Sensors Packt Publishing Ltd Over 60 recipes that harness the power of the Raspberry Pi together with Python programming and create enthralling and captivating projects About This Book Install your first operating system, share files over the network, and run programs remotely Construct robots and interface with your own circuits and purpose built add-ons, as well as adapt off-the-shelf household devices using this pragmatic guide Packed with clear, step-by-step recipes to walk you through the capabilities of Raspberry Pi Who This Book Is For Readers are expected to be familiar with programming concepts and Python (where possible Python 3 is used), although beginners should manage with the

help of a good Python reference book and background reading. No prior knowledge of the Raspberry Pi or electronics is required; however, for the hardware sections you will need some basic electronic components/household tools to build some of the projects. What You Will Learn Get the Raspberry Pi set up and running for the first time Remotely connect to the Raspberry Pi and use your PC/laptop instead of a separate screen/keyboard Get to grips with text, files and creating quick menus using Python Develop desktop applications; handle images and process files with ease Make use of graphics and user control to develop your own exciting games Use the Raspberry Pi's powerful GPU to create 3D worlds Take control of the real world and interface with physical hardware, combining hardware and software for your own needs Measure and control processes, respond to real events and monitor through the Internet Learn about the Raspberry Pi hardware inputs/outputs, starting with the basics and beyond Expand the capabilities of the Raspberry Pi with

hardware expansion / add-on modules (use analogue inputs, drive servos and motors, and use SPI/I2C) Create your own Pi-Rover or Pi-Hexpod driven by the Raspberry Pi Make use of existing hardware by modifying and interfacing with it using the Raspberry Pi In Detail Raspberry Pi cookbook for Python Programmers is a practical guide for getting the most out of this little computer. This book begins by guiding you through setting up the Raspberry Pi, performing tasks using Python 3 and introduces the first steps to interface with electronics. As you work through each chapter you will build up your skills and knowledge and apply them as you progress throughout the book, delving further and further into the unique abilities and features of the Raspberry Pi. Later, you will learn how to automate tasks by accessing files, build applications using the popular Tkinter library and create games by controlling graphics on screen. You will harness the power of the built-in graphics processor by using Pi3D to generate your own high quality 3D graphics and

environments. Connect directly to the Raspberry Pi's hardware pins to control electronics from switching on LEDs and responding to push buttons right through to driving motors and servos. Learn how to monitor sensors to gather real life data and to use it to control other devices, and view the results over the Internet. Apply what you have learnt by creating your own Pi-Rover or Pi-Hexpod robots. Finally, we will explore using many of the purpose built add-ons available for the Raspberry Pi, as well as interfacing with common household devices in new ways. Style and approach Written in a cookbook style, the book contains a series of recipes on various topics, ranging from simple to complex. It is an easy-to-follow and step-by-step guide with examples of various feature integration suitable for any search application.

Beginning Robotics with Raspberry Pi and Arduino Apress

This is the book for you if you are a student, hobbyist, developer, or designer with little or no programming and hardware prototyping experience, and you want

to develop IoT applications. If you are a software developer or a hardware designer and want to create connected devices applications, then this book will help you get started.

Raspberry Pi Operating System Assembly Language "O'Reilly Media, Inc."

Program your own Raspberry Pi projects Create innovative programs and fun games on your tiny yet powerful Raspberry Pi. In this book, electronics guru Simon Monk explains the basics of Raspberry Pi application development, while providing hands-on examples and ready-to-use scripts. See how to set up hardware and software, write and debug applications, create user-friendly interfaces, and control external electronics. Do-it-yourself projects include a hangman game, an LED clock, and a software-controlled roving robot. Boot up and configure your Raspberry Pi Navigate files, folders, and menus Create Python programs using the IDLE editor Work with strings, lists, and functions Use and write your own libraries, modules, and classes Add Web features to your programs Develop

interactive games with Pygame Interface with devices through the GPIO port Build a Raspberry Pi Robot and LED Clock Build professional-quality GUIs using Tkinter

Raspberry Pi for Python Programmers Cookbook

McGraw Hill Professional Le micro-ordinateur

Raspberry Pi est un outil simple et puissant pour des installations domotiques. L'ESP 8266 est une puce Wifi compacte qui permet au Raspberry de

communiquer sans fil. Ce composant, facile à programmer et bon marché (5 euros),

possède un microprocesseur 32 bits qui le rend parfaitement autonome. Cela fait du système Raspberry Pi + ESP 8266 le couple idéal pour des applications de domotique ou d'Internet des objets. Cet ouvrage détaille la réalisation d'une vingtaine de montages qui seront faciles à réaliser pour les makers.

Adventures in Minecraft
Maker Media, Inc.

In-depth instruction and practical techniques for building with the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life

using the popular BeagleBone embedded Linux platform.

Comprehensive content and deep detail provide more than just a BeagleBone instruction manual—you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code, discussion forums, and more, to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone

provides a reader-friendly guide to the device, including a crash course in computer engineering.

While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming Master interfacing electronic circuits, buses and modules, with practical examples Explore the Internet-connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing applications, including video and sound Explore the BeagleBone's Programmable Real-Time Controllers Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform.

Arduino For Dummies No Starch Press

The Arduino is a cheap, flexible, open source microcontroller platform designed to make it easy for hobbyists to use electronics in homemade

projects. With an almost unlimited range of input and output add-ons, sensors, indicators, displays, motors, and more, the Arduino offers you countless ways to create devices that interact with the world around you. In *Arduino Workshop*, you'll learn how these add-ons work and how to integrate them into your own projects. You'll start off with an overview of the Arduino system but quickly move on to coverage of various electronic components and concepts. Hands-on projects throughout the book reinforce what you've learned and show you how to apply that knowledge. As your understanding grows, the projects increase in complexity and sophistication. Among the book's 65 projects are useful devices like: – A digital thermometer that charts temperature changes on an LCD –A GPS logger that records data from your travels, which can be displayed on Google Maps – A handy tester that lets you check the voltage of any single-cell battery – A keypad-controlled lock that requires a secret code to open You'll also learn to build Arduino toys and

games like: – An electronic version of the classic six-sided die – A binary quiz game that challenges your number conversion skills – A motorized remote control tank with collision detection to keep it from crashing Arduino Workshop will teach you the tricks and design principles of a master craftsman. Whatever your skill level, you'll have fun as you learn to harness the power of the Arduino for your own DIY projects. Uses the Arduino Uno board
[Python Programming for Arduino](#) Packt Publishing Ltd
 "The world of Raspberry Pi is evolving quickly, with many new interface boards and software libraries becoming available all the time. In this cookbook, prolific hacker and author Simon Monk provides more than 200 practical recipes for running this tiny low-cost computer with Linux, programming it with Python, and hooking up sensors, motors and other hardware--including Arduino. You'll also learn basic principles to help you use new technologies with Raspberry Pi as its ecosystem develops. Python and other code examples from the book

are available on GitHub. This cookbook is ideal for programmers and hobbyists familiar with the Pi through resources such as *Getting Started with Raspberry Pi* (O'Reilly)."--
Master Your Raspberry Pi in 30 Days Independently Published
 The quick, easy way to leap into the fascinating world of physical computing This is no ordinary circuit board. Arduino allows anyone, whether you're an artist, designer, programmer or hobbyist, to learn about and play with electronics. Through this book you learn how to build a variety of circuits that can sense or control things in the real world. Maybe you'll prototype your own product or create a piece of interactive artwork? This book equips you with everything you'll need to build your own Arduino project, but what you make is up to you! If you're ready to bring your ideas into the real world or are curious about the possibilities, this book is for you. Learn by doing — start building circuits and programming your Arduino with a few easy to follow examples - right away! Easy does it — work through Arduino sketches line by line in plain English, to learn of

how a they work and how to write your own Solder on! — Only ever used a breadboard in the kitchen? Don't know your soldering iron from a curling iron? No problem, you'll be prototyping in no time Kitted out — discover new and interesting hardware to make your Arduino into anything from a mobile phone to a geiger counter! Become an Arduino savant — learn all about functions, arrays, libraries, shields and other tools of the trade to take your Arduino project to the next level. Get social — teach your Arduino to communicate with software running on a computer to link the physical world with the virtual world It's hardware, it's software, it's fun! Start building the next cool gizmo with Arduino and Arduino For Dummies.

Raspberry Pi 2 Editions
Eyrolles

Step by Step Tutorial to work with Raspberry Pi board and be able to build a robot that works as a Line Follower using a camera. During the process you will learn basic Linux Commands and also C++

Programming with a slight knowledge of image processing

Advances in Information

and Communication Packt Publishing Ltd

Many people think of Linux as a computer operating system, running on users' desktops and powering servers. But Linux can also be found inside many consumer electronics devices.

Whether they're the brains of a cell phone, cable box, or exercise bike, embedded Linux systems blur the distinction between computer and device.

Many makers love microcontroller platforms such as Arduino, but as the complexity increases in their projects, they need more power for applications, such as computer vision. The BeagleBone is an embedded Linux board for makers. It's got built-in networking, many inputs and outputs, and a fast processor to handle demanding tasks. This book introduces you to both the original BeagleBone and the new BeagleBone Black and gets you started with projects that take advantage of the board's processing power and its ability to interface with the outside world.

Exploring Raspberry Pi
Dunod

The term Intelligent Environments (IEs) refers

to physical spaces in which IT and other pervasive computing technologies are combined and used to achieve specific goals for the user, the environment, or both. The ultimate objective of IEs is to enrich user experience, improve management of the environment in question and increase user awareness. This book presents the proceedings of the following workshops, which formed part of the 12th International Conference on Intelligent Environments (IE16), held in London, UK, in September 2016: the 5th International Workshop on Smart Offices and Other Workplaces (SOOW'16); the 5th International Workshop on the Reliability of Intelligent Environments (WoRIE'16); the 1st International Workshop on Legal Issues in Intelligent Environments (LIIE'2016); the 2nd International Symposium on Future Intelligent Educational Environments and Learning (SOFIEE'16); the 2nd International Workshop on Future Internet and Smart Networks (FI&SN'2016); the International Workshop on Intelligent Environments Supporting

Healthcare and Well-being (WISHWell'2016); the International Workshop on Computation Sustainability, Technologies and Applications (CoSTA'2016); the Creative Science 2016 (CS'16) and Cloud-of-Things 2016 (CoT'16); the

Workshop on Wireless Body Area Networks for Personal Monitoring in Intelligent Environments (WBAN-PMIE); and the Physical Computing Workshop. The workshops focused on the development of advanced intelligent environments,

as well as newly emerging and rapidly evolving topics, emphasizing the multi-disciplinary and transversal aspects of IEs, as well as cutting-edge topics. The book will be of interest to all those whose work involves them in the use of intelligent environments.

Best Sellers - Books :

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- [The Body Keeps The Score: Brain, Mind, And Body In The Healing Of Trauma](#)
- [Happy Place](#)
- [Iron Flame \(the Empyrean, 2\) By Rebecca Yarros](#)
- [My First Learn-to-write Workbook: Practice For Kids With Pen Control, Line Tracing, Letters, And More! By Crystal Radke](#)
- [Never Never: A Romantic Suspense Novel Of Love And Fate By Colleen Hoover](#)
- [The Five-star Weekend By Elin Hilderbrand](#)
- [The Housemaid's Secret: A Totally Gripping Psychological Thriller With A Shocking Twist](#)