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Weekly 2020

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IEC 61131-3 and best practice ST programming

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Cloud Computing: A Hands-On Approach
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Hacking Raspberry Pi
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BALDWIN COWAN

Fundamentals of Electric Machines: A Primer with MATLAB

Springer

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

Weekly 2020 Simon and Schuster
ESP32 chip is famous chip to develop IoT application. This book explores how to work with ESP32 board using MicroPython. The following is highlight topics: * Preparing Development Environment * Setting Up MicroPython * GPIO Programming * PWM and

Analog Input * Working with I2C * Working with UART * Working with SPI * Working with DHT Module * Working with WiFi

ASP.NET Core in Action

CRC Press

Leverage .NET and Sketch in your Arduino development implementation and integrate it into your .NET program. There are many Arduino models and compatible shields that can be used in Arduino boards. Integrating between an Arduino platform and .NET technology or Sketch can

produce more advantages. Arduino Programming using .NET and Sketch shows readers how to do so with practical Arduino projects, such as preparing a development environment, performing sensing and actuating with external devices, implementing Windows Remote Arduino and building a simple IoT program. Use this quick reference to learn the basics of the Arduino platform for multiple models and start your Arduino programming in

.NET and Sketch today. What You'll Learn: Learn the basics of the Arduino platform Prepare and set up an Arduino development environment Develop an Arduino program using .NET and Sketch Implement Windows Remote Arduino Build a simple IoT program Who This Book Is For: .NET and Sketch developers who want to learn Arduino programming.

PLC Controls with Ladder Diagram (LD)

CRC Press

This book was written to

help anyone want to get started with Arduino and Java using serial port.	on Windows 8 2.1.2	Java
TOC 1. Preparing Development Environment 1.1 Arduino 1.1.1 Arduino Uno 1.1.2 Arduino Leonardo 1.1.3 Arduino Mega 2560 1.1.4 Arduino Due 1.2 Electronic Components 1.2.1 Arduino Starter Kit 1.2.2 Fritzing 1.2.3 Cooking-Hacks: Arduino Starter Kit 1.2.4 Arduino Sidekick Basic kit 1.3 Java 1.4 Arduino Software 1.5 Testing 2. Hello World 2.1 Arduino World 2.1.1 Arduino Hardware Driver	Simple Testing 2.2 Arduino and Java 2.2.1 RXTX for 64-bit Platform 2.2.2 How to Use 2.3 Testing for Arduino and Java 3. Sensor Java 3.1 Sensor Devices 3.2 Reading Sensor 3.3 Publishing Sensor Data 4. LED Controller 4.1 LED Controller Device 4.2 Arduino Implementation 4.3 Controlling Device from Java 5. Button and Switch 5.1 Getting Data from Button and Switch 5.2 Arduino Implementation 5.3 Executing Command to	<i>IEC 61131-3 and best practice ST programming</i> PE Press 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.

*PLC Controls with
Structured Text (ST), V3
Monochrome CreateSpace
Independent Publishing
Platform*

About the Book Recent industry surveys expect the cloud computing services market to be in excess of \$20 billion and cloud computing jobs to be in excess of 10 million worldwide in 2014 alone. In addition, since a majority of existing information technology (IT) jobs is focused on maintaining legacy in-house systems, the demand for these kinds of

jobs is likely to drop rapidly if cloud computing continues to take hold of the industry. However, there are very few educational options available in the area of cloud computing beyond vendor-specific training by cloud providers themselves. Cloud computing courses have not found their way (yet) into mainstream college curricula. This book is written as a textbook on cloud computing for educational programs at colleges. It can also be used by cloud service

providers who may be interested in offering a broader perspective of cloud computing to accompany their own customer and employee training programs. The typical reader is expected to have completed a couple of courses in programming using traditional high-level languages at the college-level, and is either a senior or a beginning graduate student in one of the science, technology, engineering or mathematics (STEM) fields. We have tried to

write a comprehensive book that transfers knowledge through an immersive "hands-on approach", where the reader is provided the necessary guidance and knowledge to develop working code for real-world cloud applications. Additional support is available at the book's website: www.cloudcomputingbook.info Organization The book is organized into three main parts. Part I covers technologies that form the foundations of cloud computing. These

include topics such as virtualization, load balancing, scalability & elasticity, deployment, and replication. Part II introduces the reader to the design & programming aspects of cloud computing. Case studies on design and implementation of several cloud applications in the areas such as image processing, live streaming and social networks analytics are provided. Part III introduces the reader to specialized aspects of cloud computing including cloud

application benchmarking, cloud security, multimedia applications and big data analytics. Case studies in areas such as IT, healthcare, transportation, networking and education are provided. PE Press In the world of Unix operating systems, the various BSDs come with a long heritage of high-quality software without restrictions. Steeped in the venerable Unix traditions the immense power and flexibility of the BSDs are yours to

hack. Of course, first you have to know what you have at hand and how to use it. Written by trainers, developers, hobbyists, and administrators, BSD Hacks collects 100 tips and tricks to fill your toolbox. Whether you're a new user, an administrator, or a power user looking for new ideas to take your knowledge to the next level, each hack will let you peek inside the mind of another Unix fan. Learn how to :
 Customize and install software exactly as you want it on one or dozens

of machines ; Configure the command line the way you like it, to speed up common tasks and make difficult things easy ; Be a good network neighbor, even to other operating systems ; Make the most of the copious documentation or find (and document) answers when there's no documentation ; Allocate bandwidth by time, department, or use ; Secure your system with good passwords, intelligent firewall rules, proper logging, and a little foresight ; Plan for and

recover from disaster, including catastrophic Internet loss and hardware failures ; Automate your backups, safely and securely. BSD Hacks is for anyone using FreeBSD, OpenBSD, NetBSD, Darwin (under or alongside Mac OS X), or anything else BSD-flavored. Whether you're new to BSD or an old hand-even seasoned Linux folk can Learn a lot from their cousins-you will reach new levels of understanding and have a lot of fi-in along the way.
[Raspberry Pi Projects In](#)

Easy Steps

This is the second volume in a trilogy on modern Signal Processing. The three books provide a concise exposition of signal processing topics, and a guide to support individual practical exploration based on MATLAB programs. This second book focuses on recent developments in response to the demands of new digital technologies. It is divided into two parts: the first part includes four chapters on the decomposition and

recovery of signals, with special emphasis on images. In turn, the second part includes three chapters and addresses important data-based actions, such as adaptive filtering, experimental modeling, and classification.

Planner John Wiley & Sons
Learn how to use BSD UNIX systems from the command line with BSD UNIX Toolbox: 1000+ Commands for FreeBSD, OpenBSD and NetBSD. Learn to use BSD operation systems the way the experts do, by

trying more than 1,000 commands to find and obtain software, monitor system health and security, and access network resources. Apply your newly developed skills to use and administer servers and desktops running FreeBSD, OpenBSD, NetBSD, or any other BSD variety. Become more proficient at creating file systems, troubleshooting networks, and locking down security.

Wiring the iPhone and iPad Into the Internet of Things PE Press

Digital Signal Processing and Applications with the TMS320C6713 and TMS320C6416 DSK Now in a new edition—the most comprehensive, hands-on introduction to digital signal processing The first edition of Digital Signal Processing and Applications with the TMS320C6713 and TMS320C6416 DSK is widely accepted as the most extensive text available on the hands-on teaching of Digital Signal Processing (DSP). Now, it has been fully updated in this valuable Second

Edition to be compatible with the latest version (3.1) of Texas Instruments Code Composer Studio (CCS) development environment. Maintaining the original's comprehensive, hands-on approach that has made it an instructor's favorite, this new edition also features: Added program examples that illustrate DSP concepts in real-time and in the laboratory Expanded coverage of analog input and output New material on frame-based processing A revised chapter on IIR,

which includes a number of floating-point example programs that explore IIR filters more comprehensively More extensive coverage of DSP/BIOS All programs listed in the text—plus additional applications—which are available on a companion website No other book provides such an extensive or comprehensive set of program examples to aid instructors in teaching DSP in a laboratory using audio frequency signals—making this an

ideal text for DSP courses at the senior undergraduate and postgraduate levels. It also serves as a valuable resource for researchers, DSP developers, business managers, and technology solution providers who are looking for an overview and examples of DSP algorithms implemented using the TMS320C6713 and TMS320C6416 DSK. [BSD Hacks](#) Packt Publishing Ltd JavaScript in easy steps, 6th edition instructs the user how to create

exciting web pages that employ the power of JavaScript to provide functionality. You need have no previous knowledge of any scripting language so it's ideal for the newcomer to JavaScript. By the end of this book you will have gained a sound understanding of JavaScript and be able to add exciting dynamic scripts to your own web pages. JavaScript in easy steps, 6th edition begins by explaining how to easily incorporate JavaScript code in an

HTML document. Examples demonstrate how to use built-in JavaScript functions to work with Math, date and time, random numbers, cookies, text strings, and elements of web pages via the Document Object Model (DOM). You will learn how JavaScript is used with HTML submission forms and how JavaScript Object Notation (JSON) is used for asynchronous browser-server communication. The book examples provide clear syntax-highlighted code showing

how to create behaviors for an HTML document to endow components with interactive functionality, to illustrate each aspect of JavaScript. JavaScript in easy steps, 6th edition has an easy-to-follow style that will appeal to anyone who wants to add functionality to their web pages. It will appeal to programmers who want to quickly add JavaScript to their skills set, and to the student who is studying website design at school or college, and to those seeking a career in web development who need an

understanding of client-side scripting. Fully updated since the previous edition, which was published in 2013. Table of Contents: 1. Get Started in JavaScript 2. Perform Useful Operations 3. Manage the Script Flow 4. Use Script Objects 5. Control Numbers and Strings 6. Address the Window Object 7. Interact with the Document 8. Create Web Applications 9. Produce Script Magic
Arduino Project Handbook, Volume 2
Pearson Education
Master CNC macro

programming CNC Programming Using Fanuc Custom Macro B shows you how to implement powerful, advanced CNC macro programming techniques that result in unparalleled accuracy, flexible automation, and enhanced productivity. Step-by-step instructions begin with basic principles and gradually proceed in complexity. Specific descriptions and programming examples follow Fanuc's Custom Macro B language with reference to Fanuc 0i series controls. By the end

of the book, you will be able to develop highly efficient programs that exploit the full potential of CNC machines.

COVERAGE INCLUDES:

Variables and expressions
Types of variables--local, global, macro, and system variables
Macro functions, including trigonometric, rounding, logical, and conversion functions
Branches and loops
Subprograms
Macro call
Complex motion generation
Parametric programming
Custom canned cycles
Probing
Communication with

external devices
Programmable data entry
[OpenGL ES 3.0 Programming Guide](#)
No Starch Press
This book gives an introduction to Structured Text (ST), used in Programmable Logic Control (PLC). The book can be used for all types of PLC brands including Siemens Structured Control Language (SCL) and Programmable Automation Controllers (PAC). Contents: - Background, advantage and challenge when ST programming - Syntax

and fundamental ST programming - Widespread guide to reasonable naming of variables - CTU, TOF, TON, CASE, STRUCT, ENUM, ARRAY, STRING - Guide to split-up into program modules and functions - More than 90 PLC code examples in black/white - FIFO, RND, 3D ARRAY and digital filter - Examples: From LADDER to ST programming - Guide to solve programming exercises
Many clarifying explanations to the PLC code and focus on the fact that the reader should

learn how to write a stable, robust, readable, structured and clear code are also included in the book. Furthermore, the focus is that the reader will be able to write a PLC code, which does not require a specific PLC type and PLC code, which can be reused. The basis of the book is a material which is currently compiled with feedback from lecturers and students attending the AP Education in Automation Engineering at the local Dania Academy, "Erhvervsakademi Dania",

Randers, Denmark. The material is thus currently updated so that it answers all the questions which the students typically ask through-out the period of studying. The author is Bachelor of Science in Electrical Engineering (B.Sc.E.E.) and has 25 years of experience within specification, development, programming and supplying complex control solutions and supervision systems. The author is Assistant Professor and teaching PLC control

systems at higher educations. LinkedIn: <https://www.linkedin.com/in/tommejerantonsen/>
Adventures in Raspberry Pi John Wiley & Sons
 Communications System Laboratory offers an integrated approach to communications system teaching. Inspired by his students' expressed desire to read background theory explained in simple terms and to obtain practical computer training, Dr. Kumar has crafted this textbook, ideal for a first course in

communication systems. The book merges theory with practical software and hardware applications. Each chapter includes the following components: a brief theory that describes the underlying mathematics and principles, a problem-solving section with a set of typical problems, a computer laboratory with programming examples and exercises in MATLAB® and Simulink®, and finally, in applicable chapters, a hardware laboratory with exercises using test and

measurement equipment. Covering fundamental topics such as frequency and bandwidth, as well as different generations of modulation including current 4G long-term evolution (LTE) techniques and future technologies like ultra wideband (UWB) systems, Communications System Laboratory provides engineering students with a deeper understanding of how electronic communications link the world.

Digital Design Using VHDL Dreamtech Press

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. Create your own STM32 programs with ease! Get up and running programming the STM32 line of microcontrollers from STMicroelectronics using the hands-on information contained in this easy-to-follow guide. Written by an experienced electronics hobbyist and author, Programming with

STM32: Getting Started with the Nucleo Board and C/C++ features start-to-finish projects that clearly demonstrate each technique. Discover how to set up a stable development toolchain, write custom programs, download your programs to the development board, and execute them. You will even learn how to work with external servos and LED displays!

- Explore the features of STM32 microcontrollers from STMicroelectronics
- Configure your Nucleo-64

Microcontroller development board

- Establish a toolchain and start developing interesting applications
- Add specialized code and create cool custom functions
- Automatically generate C code using the STM32CubeMX application
- Work with the ARM Cortex Microcontroller Software Interface Standard and the STM hardware abstraction layer (HAL).
- Control servos, LEDs, and other hardware using PWM
- Transfer data

to and from peripheral devices using DMA

- Generate waveforms and pulses through your microcontroller's DAC

JavaScript in easy steps, 6th edition BoD - Books on Demand

This book gives an introduction to the programming language Structured Text (ST) which is used in Programmable Logic Controllers (PLC). The book can be used for all types of PLC brands including Siemens Structured Control

Language (SCL) and Programmable Automation Controllers (PAC). This 3rd edition has been updated and expanded with many of the suggestions and questions that readers and students have come up with, including the desire for many more illustrations and program examples. CONTENTS: - Background, benefits and challenges of ST programming - Syntax, data types, best practice and basic ST programming - IF-THEN-ELSE, CASE, FOR, CTU,

TON, STRUCT, ENUM, ARRAY, STRING - Guide for best practice naming, troubleshooting, test and program structure - Sequencer and code split-up into functions and function blocks - FIFO, RND, sorting, scaling, toggle, simulation signals and digital filter - Tank controls, conveyor belts, adaptive pump algorithm and robot control - PLC program structure for pumping stations, 3D car park and car wash - Examples: From Ladder Diagram to ST programming The book

contains more than 150 PLC code examples with a focus on learning how to write robust, readable, and structured code. The book systematically describes basic programming, including advice and practical examples based on the author's extensive industrial experience. The author is Bachelor of Science in Electrical Engineering (B.Sc.E.E.) and has 25 years' experience in specification, development, programming and

supplying complex control solutions and supervision systems. The author is Assistant Professor and teaches PLC programming at Dania Academy, a higher education institution in Randers, Denmark.

Javascript In Easy

Steps Programming with STM32: Getting Started with the Nucleo Board and C/C++
MSP430 LaunchPad Value Line Development kit is a cheap development board which we can program a microcontroller MSP430 easily. This book provides

tutorials how to get started with MSP430 LaunchPad programming using Energia. It explains how MSP430 LaunchPad works with LEDs, sensor device and serial communication. ****TOC****
1. Preparing Development Environment 1.1 MSP430 LaunchPad 1.2 Electronic Components 1.2.1 Fritzing 1.2.2 Arduino Sidekick Basic kit 1.2.3 Educational BoosterPack 1.4 Development Tool 1.5 Testing 2. Hello World 2.1 MSP430 LaunchPad Hardware Driver 2.1.1 Windows 8 and 8.1 2.1.2

Linux 2.2 Simple Testing 2.3 Energia Basic Programming Language 3. LED Controller 3.1 Basic LED Programming 3.2 Digital Output 4. Push Your Button 4.1 Getting Data from Button 4.2 Connecting An External Button to MSP430 LaunchPad 5. Serial Communication 5.1 Serial Monitor 5.2 Button and Serial Port 5.2 Reading Data from Serial Port 6. Reading Sensor Devices 6.1 Sensor Devices 6.2 Reading Sensor 7. Analog PWM (Pulse Width Modulation) 7.1 Analog

PWM 7.2 Controlling Color
on RGB LED 7.3 Writing
Program 7.4 Executing
Program

Communications System Laboratory

"O'Reilly Media, Inc."

This text details the entire
OpenGL ES 3.0 pipeline
with detailed examples in
order to provide a guide
for developing a wide
range of high
performance 3D
applications for
embedded devices
Apress
Learn to build software
and hardware projects
featuring the Raspberry

Pi! Congratulations on
becoming a proud owner
of a Raspberry Pi!
Following primers on
getting your Pi up and
running and programming
with Python, the authors
walk you through 16 fun
projects of increasing
sophistication that let you
develop your Raspberry Pi
skills. Among other things
you will: Write simple
programs, including a tic-
tac-toe game Re-create
vintage games similar to
Pong and Pac-Man
Construct a networked
alarm system with door
sensors and webcams

Build Pi-controlled
gadgets including a slot
car racetrack and a door
lock Create a reaction
timer and an electronic
harmonograph Construct
a Facebook-enabled Etch
A Sketch-type gadget and
a Twittering toy Raspberry
Pi Projects is an excellent
way to dig deeper into the
capabilities of the Pi and
to have great fun while
doing it.
*Getting Started with
Android Things for
Raspberry Pi 3* McGraw
Hill Professional
This second volume of the
Arduino Project Handbook

delivers 25 more - beginner-friendly electronics projects. Get up and running with a crash course on the Arduino, and then pick any project that sparks your interest and start making! Each project includes cost and time estimates, simple instructions, colorful photos and circuit diagrams, a troubleshooting section, and the complete code to bring your build to life. With just the Arduino board and a handful of components, you'll make

gadgets like a rainbow light display, noise-level meter, digital piano, GPS speedometer, and fingerprint scanner. This collection of projects is a fast and fun way to get started with microcontrollers that's perfect for beginners, hobbyists, parents, and educators. 25 Step-by-Step Projects LED Light Bar Light-Activated Night-Light Seven-Segment LED Countdown Timer LED Scrolling Marquee Mood Light Rainbow Strip Light NeoPixel Compass Arduino Piano Audio LED

Visualizer Old-School Analog Dial Stepper Motor Temperature-Controlled Fan Ultrasonic Range Finder Digital Thermometer Bomb Decoder Game Serial LCD Screen Ultrasonic People Counter Nokia 5110 LCD Screen Pong Game OLED Breathalyzer Ultrasonic Soaker Fingerprint Scanner Ultrasonic Robot Internet-Controlled LED Voice-Controlled LED GPS Speedometer Uses the Arduino Uno board Praise for the first volume of Arduino Project Handbook: "Easily the

best beginner's guide out there. Pair with an inexpensive clone-based starter kit, and it's never been cheaper to join the maker revolution." —MakeUseOf.com
 "Beautifully designed." —Boing Boing

Best Sellers - Books :

- [Think And Grow Rich: The Landmark Bestseller Now Revised And Updated For The 21st Century \(think And Grow Rich Series\) By Napoleon Hill](#)
- [The Housemaid's Secret: A Totally Gripping Psychological Thriller With A Shocking Twist](#)
- [Saved: A War Reporter's Mission To Make It Home By Benjamin Hall](#)
- [The Body Keeps The Score: Brain, Mind, And Body In The Healing Of Trauma](#)
- [Twisted Lies \(twisted, 4\) By Ana Huang](#)
- [The Collector: A Novel By Daniel Silva](#)
- [My First Library : Boxset Of 10 Board Books For Kids](#)
- [I Love You Like No Otter: A Funny And Sweet Board Book For Babies And Toddlers \(punderland\)](#)
- [Twisted Hate \(twisted, 3\) By Ana Huang](#)
- [Heart Bones: A Novel](#)