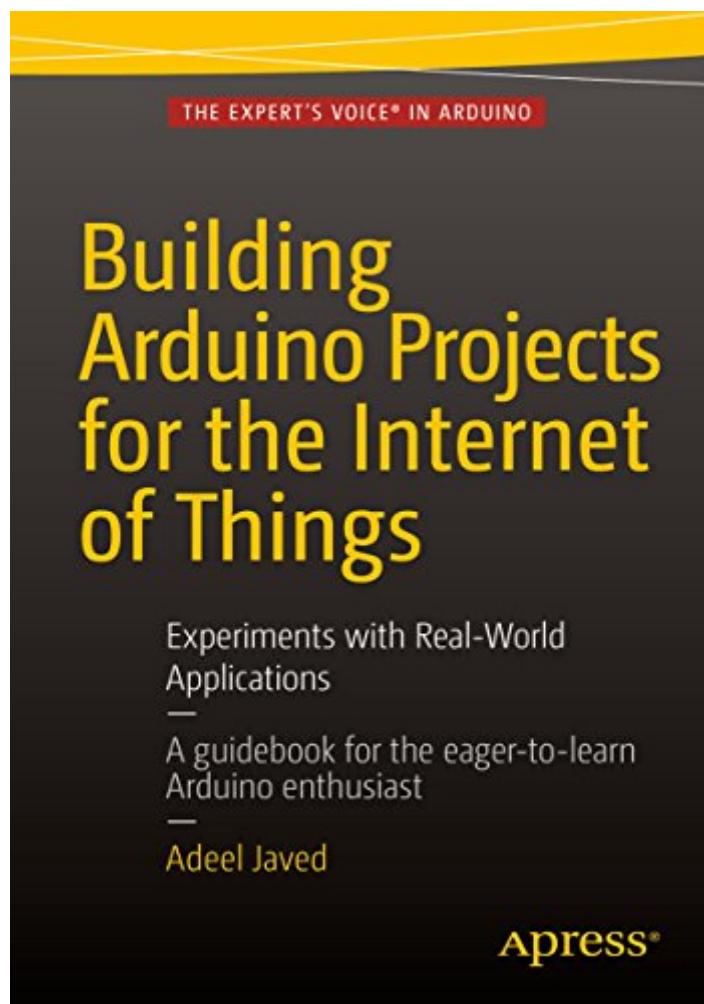


The book was found

Building Arduino Projects For The Internet Of Things: Experiments With Real-World Applications



Synopsis

This is a book about building Arduino-powered devices for everyday use, and then connecting those devices to the Internet. If you're one of the many who have decided to build your own Arduino-powered devices for IoT applications, you've probably wished you could find a single resource--a guidebook for the eager-to-learn Arduino enthusiast--that teaches logically, methodically, and practically how the Arduino works and what you can build with it. Building Arduino Projects for the Internet of Things: Experiments with Real-World Applications is exactly what you need. Written by a software developer and solution architect who got tired of hunting and gathering various lessons for Arduino development as he taught himself all about the topic, this book gives you an incredibly strong foundation of Arduino-based device development, from which you can go in any direction according to your specific development needs and desires. Readers are introduced to the building blocks of IoT, and then deploy those principles to by building a variety of useful projects. Projects in the books gradually introduce the reader to key topics such as internet connectivity with Arduino, common IoT protocols, custom web visualization, and Android apps that receive sensor data on-demand and in realtime. IoT device enthusiasts of all ages will want this book by their side when developing Android-based devices. What You'll Learn: Connect an Arduino device to the Internet Creating an Arduino circuit that senses temperature Publishing data collected from an Arduino to a server and to an MQTT broker Setting up channels in Xively Setting up an app in IBM Bluematrix Using Node-RED to define complex flows Publishing data visualization in a web app Reporting motion-sensor data through a mobile app Creating a remote control for house lights Creating a machine-to-machine communication requiring no human intervention Creating a location-aware device

Book Information

File Size: 5374 KB

Print Length: 285 pages

Publisher: Apress; 1st ed. edition (June 11, 2016)

Publication Date: June 11, 2016

Sold by: Digital Services LLC

Language: English

ASIN: B01HUOW60K

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #390,319 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #80
in Kindle Store > Kindle eBooks > Engineering & Transportation > Engineering > Mechanical > Robotics #101 in Books > Computers & Technology > Programming > Languages & Tools > Compilers #127 in Kindle Store > Kindle eBooks > Engineering & Transportation > Engineering > Computer Technology > Robotics & Automation

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