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Stitched in Time Maker Media, Inc.

Optimize and boost your Linux-based system with Yocto Project and increase its reliability and robustness efficiently and cost-effectively.About This Book* Optimize your Yocto Project tools to develop efficient Linux-based projects* Practical approach to learning Linux development using Yocto Project* Demonstrates concepts in a practical and easy-to-understand wayWho This Book Is ForIf you are an embedded Linux developer with a basic knowledge of Yocto Project and want to broaden your knowledge with examples of embedded development, then this book is for you. This book is also for professionals who want to find new insights into working methodologies for Linux development.What You Will Learn* Understand the basic concepts involved in Poky workflows along with configuring and preparing the Poky build environment.* Configure a build server and customize images using Toaster.* Generate images and fit packages into created images using BitBake.* Support the development process by setting up and using Package feeds.* Debug Yocto Project by configuring Poky.* Build an image for the BeagleBone Black, RaspberryPi 3, and Wandboard, and boot it from an SD card.In DetailYocto Project is turning out to be the best integration framework for creating reliable embedded Linux projects. It has the edge over other frameworks because of its features such as less development time and improved reliability and robustness.Embedded Linux Development using Yocto Project starts with an in-depth explanation of all Yocto Project tools, to help you perform different Linux-based tasks. The book then moves on to in-depth explanations of Poky and BitBake. It also includes some practical use cases for building a Linux subsystem project using Yocto Project tools available for embedded Linux. The book also covers topics such as SDK, recipetool, and others.By the end of the book, you will have learned how to generate and run an image for real hardware boards and will have gained hands-on experience at building efficient Linux systems using Yocto Project.Style and approachA clear, concise, and straightforward book that will enable you to use and implement the latest features of Yocto Project.

[Microcontroller Projects in C for the 8051](#) Apress

Digital photography, MP3, digital video, etc. make extensive use of NAND-based Flash cards as storage media. To realize how much NAND Flash memories pervade every aspect of our life, just imagine how our recent habits would change if the NAND memories suddenly disappeared. To take a picture it would be necessary to find a film (as well as a traditional camera...), disks or even magnetic tapes would be used to record a video or to listen a song, and a cellular phone would return to be a simple mean of communication rather than a multimedia console. The development of NAND Flash memories will not be set down on the mere evolution of personal entertainment systems since a new killer application can trigger a further success: the replacement of Hard Disk Drives (HDDs) with Solid State Drives (SSDs). SSD is made up by a microcontroller and several NANDs. As NAND is the technology driver for IC circuits, Flash designers and technologists have to deal with a lot of challenges. Therefore, SSD (system) developers must understand Flash technology in order to exploit its benefits and countermeasure its weaknesses. Inside NAND Flash Memories is a comprehensive guide of the NAND world: from circuits design (analog and digital) to Flash reliability (including radiation effects), from testing issues to high-performance (DDR) interface, from error correction codes to NAND applications like Flash cards and SSDs.

Memory, Projects, Works C&T Publishing Inc

The creator of the blog Posie Gets Cozy introduces thirty simple, creative, and fun-filled projects for showcasing memorabilia, displaying photographs, and preserving valuable memories, in a craft guide that utilizes a variety of techniques, including hand-sewing, embroidery, appliqué, and stenciling to preserve one's treasured keepsakes. Original. 20,000 first printing.

Techniques, Projects, Inspiration Creative Publishing International

Presents instructions for creating Android applications for mobile devices using Java.

Build on the power of Blynk to configure smart devices and build exciting IoT projects O'Reilly Media

This book is a great investment for those interested in developing camera related projects for the Arduino. These camera applications can involve security, surveillance, photography, toys, robots, and drones. Specifically, this book covers the Omnivision ov7670 digital camera and its use with the Arduino microcontroller. This book takes an interactive hands on approach and shows the reader in a step by step guide how to use the ov7670 with the Arduino and an SD card reader/writer to take photos, save them to an SD card, and then to convert them to an easily viewable format. This book will save you many hours or even weeks of frustration in trying to get this camera to work correctly. This book also gives you the basic background on the Arduino and digital cameras in general so that you will be able to develop camera projects for cameras other than the ov7670. Who this book is for: 1. Beginners to the Arduino interested in developing custom Arduino camera related projects that are suitable for photography, surveillance, security applications or for use with drones and robots. 2. High school and university students needing a quick start guide to using a low cost digital camera in their school projects. Key Selling Points: 1. Provides an interactive "hands on example" based beginner's quick start guide to using the

extremely popular Omnivision ov7670 camera with the Arduino including using the undocumented features and incorrectly documented features that are necessary to get the camera to operate correctly. 2. Provides a good starting point for Arduino based camera applications as diverse as image processing, photography, surveillance, and home security with professional quality reusable code for the reader to use in his or her own projects. 3. Covers the FIFO version of the ov7670 which is the preferred camera version for most camera projects. Table of Contents: Chapter 1: Introducing the Omnivision OV7670 Camera A. What is the OV7670 Camera? B. Key Camera Terminology C. OV7670 Camera with AL422B FIFO Memory Overview D. Summary of Steps Needed for Taking a Photo Chapter 2: Introducing the Arduino A. What is an Arduino? B. The Arduino Mega 2560 C. Arduino Development System Requirements D. Arduino Software IDE E. Hands on Example: A simple Arduino "Hello World" program with an LED Chapter 3: Arduino Programming Language Basics A. C/C++ Language for Arduino Overview Chapter 4: Digital Design Review A. How Data is Stored in the ov7670 Camera B. Decimal Numbers (Base 10 Representation) C. Binary Numbers (Base 2 Representation) D. Hexadecimal Numbers (Base 16 Representation) E. Converting a Binary Number (Base 2) to a Hex Number (Base 16) F. Converting a Hexadecimal Number (Base 16) to a Binary Number (Base 2) G. Hands On Example: Setting Registers on the OV7670 Camera H. Boolean Variables, Logic and Truth Tables I. The Clock Pulse J. Reading Schematics K. Design Overview for the OV7670 Camera with FIFO Memory Chapter 5: Taking Photos with the Omnivision ov7670 Camera - Part 1 A. Overview of SD Card Storage for the Arduino B. Overview of Arduino's I2C Interface C. Hands on Example: Testing the I2C Interface with the OV7670 Camera D. Overview of the Omnivision ov7670 FIFO Camera Image Capture Software E. Overview of FFMPEG Chapter 6: Taking Photos with the Omnivision ov7670 Camera - Part 2 A. Hands on Example: Taking a picture with the camera, saving the picture to the SD card storage, and viewing the image on your computer. Appendix A: Camera Register Defines Appendix B: Image Capture Program Variables [Advanced PIC Microcontroller Projects in C](#) Newnes

PIC Microcontrollers are a favorite in industry and with hobbyists. These microcontrollers are versatile, simple, and low cost making them perfect for many different applications. The 8-bit PIC is widely used in consumer electronic goods, office automation, and personal projects. Author, Dogan Ibrahim, author of several PIC books has now written a book using the PIC18 family of microcontrollers to create projects with SD cards. This book is ideal for those practicing engineers, advanced students, and PIC enthusiasts that want to incorporate SD Cards into their devices. SD cards are cheap, fast, and small, used in many MP3 players, digital and video cameras, and perfect for microcontroller applications. Complete with Microchip's C18 student compiler and using the C language this book brings the reader up to speed on the PIC 18 and SD cards, knowledge which can then be harnessed for hands-on work with the eighteen projects included within. Two great technologies are brought together in this one practical, real-world, hands-on cookbook perfect for a wide range of PIC fans. Eighteen fully worked SD projects in the C programming language Details memory cards usage with the PIC18 family

SD Card Projects Using the PIC Microcontroller Sterling Publishing Company, Inc.

Connect things to create amazing IoT applications in minutes Key Features Use Blynk cloud and Blynk server to connect devices Build IoT applications on Android and iOS platforms A practical guide that will show how to connect devices using Blynk and Raspberry Pi 3 Book Description Blynk, known as the most user-friendly IoT platform, provides a way to build mobile applications in minutes. With the Blynk drag-n-drop mobile app builder, anyone can build amazing IoT applications with minimal resources and effort, on hardware ranging from prototyping platforms such as Arduino and Raspberry Pi 3 to industrial-grade ESP8266, Intel, Sierra Wireless, Particle, Texas Instruments, and a few others. This book uses Raspberry Pi as the main hardware platform and C/C++ to write sketches to build projects. The first part of this book shows how to set up a development environment with various hardware combinations and required software. Then you will build your first IoT application with Blynk using various hardware combinations and connectivity types such as Ethernet and Wi-Fi. Then you'll use and configure various widgets (control, display, notification, interface, time input, and some advanced widgets) with Blynk App Builder to build applications. Towards the end, you will learn how to connect with and use built-in sensors on Android and iOS mobile devices. Finally you will learn how to build a robot that can be controlled with a Blynk app through the Blynk cloud and personal server. By the end of this book, you will have hands-on experience building IoT applications using Blynk. What you will learn Build devices using Raspberry Pi and various sensors and actuators Use Blynk cloud to connect and control devices through the Blynk app builder Connect devices to Blynk cloud and server through Ethernet and Wi-Fi Make applications using Blynk app builder on Android and iOS platforms Run Blynk personal server on the Windows, MAC, and Raspberry Pi platforms Who this book is for This book is targeted at any stakeholder working in the IoT sector who wants to understand how Blynk works and build exciting IoT projects. Prior understanding of Raspberry Pi, C/C++, and electronics is a must.

[Raspberry Pi Hacks](#) Apress

This book is a thoroughly practical way to explore the 8051 and discover C programming through project work. Through graded projects, Dogan Ibrahim introduces the reader to the fundamentals of microelectronics, the 8051 family, programming in C, and the use of a C compiler. The specific device used for examples is the AT89C2051 - a small, economical chip with re-writable memory, readily available from the major component

suppliers. A working knowledge of microcontrollers, and how to program them, is essential for all students of electronics. In this rapidly expanding field many students and professionals at all levels need to get up to speed with practical microcontroller applications. Their rapid fall in price has made microcontrollers the most exciting and accessible new development in electronics for years - rendering them equally popular with engineers, electronics hobbyists and teachers looking for a fresh range of projects. Microcontroller Projects in C for the 8051 is an ideal resource for self-study as well as providing an interesting, enjoyable and easily mastered alternative to more theoretical textbooks. Practical projects that enable students and practitioners to get up and running straight away with 8051 microcontrollers A hands-on introduction to practical C programming A wealth of project ideas for students and enthusiasts

Raspberry Pi Essentials Penguin

Read the Wall Street Journal Bestseller for "cultivating intense focus" for fast, powerful performance results for achieving success and true meaning in one's professional life (Adam Grant, author of Give and Take). Deep work is the ability to focus without distraction on a cognitively demanding task. It's a skill that allows you to quickly master complicated information and produce better results in less time. Deep Work will make you better at what you do and provide the sense of true fulfillment that comes from craftsmanship. In short, deep work is like a super power in our increasingly competitive twenty-first century economy. And yet, most people have lost the ability to go deep-spending their days instead in a frantic blur of e-mail and social media, not even realizing there's a better way. In Deep Work, author and professor Cal Newport flips the narrative on impact in a connected age. Instead of arguing distraction is bad, he instead celebrates the power of its opposite. Dividing this book into two parts, he first makes the case that in almost any profession, cultivating a deep work ethic will produce massive benefits. He then presents a rigorous training regimen, presented as a series of four "rules," for transforming your mind and habits to support this skill. 1. Work Deeply 2. Embrace Boredom 3. Quit Social Media 4. Drain the Shallows A mix of cultural criticism and actionable advice, Deep Work takes the reader on a journey through memorable stories—from Carl Jung building a stone tower in the woods to focus his mind, to a social media pioneer buying a round-trip business class ticket to Tokyo to write a book free from distraction in the air—and no-nonsense advice, such as the claim that most serious professionals should quit social media and that you should practice being bored. Deep Work is an indispensable guide to anyone seeking focused success in a distracted world. An Amazon Best Book of 2016 Pick in Business & Leadership Wall Street Journal Business Bestseller A Business Book of the Week at 800-CEO-READ

[The Ultimate Memory Activity Book](#) "O'Reilly Media, Inc."

*Just months after the introduction of the new generation of 32-bit PIC microcontrollers, a Microchip insider and acclaimed author takes you by hand at the exploration of the PIC32 *Includes handy checklists to help readers perform the most common programming and debugging tasks The new 32-bit microcontrollers bring the promise of more speed and more performance while offering an unprecedented level of compatibility with existing 8 and 16-bit PIC microcontrollers. In sixteen engaging chapters, using a parallel track to his previous title dedicated to 16-bit programming, the author puts all these claims to test while offering a gradual introduction to the development and debugging of embedded control applications in C. Author Lucio Di Jasio, a PIC and embedded control expert, offers unique insight into the new 32-bit architecture while developing a number of projects of growing complexity. Experienced PIC users and newcomers to the field alike will benefit from the text's many thorough examples which demonstrate how to nimbly side-step common obstacles, solve real-world design problems efficiently and optimize code using the new PIC32 features and peripheral set. You will learn about: *basic timing and I/O operation *debugging methods with the MPLAB SIM *simulator and ICD tools *multitasking using the PIC32 interrupts *all the new hardware peripherals *how to control LCD displays *experimenting with the Explorer16 board and *the PIC32 Starter Kit *accessing mass-storage media *generating audio and video signals *and more! TABLE OF CONTENTS Day 1 And the adventure begins Day 2 Walking in circles Day 3 Message in a Bottle Day 4 NUMB3RS Day 5 Interrupts Day 6 Memory Part 2 Experimenting Day 7 Running Day 8 Communication Day 9 Links Day 10 Glass = Bliss Day 11 It's an analog world Part 3 Expansion Day 12 Capturing User Inputs Day 13 UTube Day 14 Mass Storage Day 15 File I/O Day 16 Musica Maestro! 32-bit microcontrollers are becoming the technology of choice for high performance embedded control applications including portable media players, cell phones, and GPS receivers. Learn to use the C programming language for advanced embedded control designs and/or learn to migrate your applications from previous 8 and 16-bit architectures.

[From USB to RTOS with the PIC 18F Series](#) Packt Publishing Ltd

With this book, Christopher Kormanyos delivers a highly practical guide to programming real-time embedded microcontroller systems in C++. It is divided into three parts plus several appendices. Part I provides a foundation for real-time C++ by covering language technologies, including object-oriented methods, template programming and optimization. Next, part II presents detailed descriptions of a variety of C++ components that are widely used in microcontroller programming. It details some of C++'s most powerful language elements, such as class types, templates and the STL, to develop components for microcontroller register access, low-level drivers, custom memory management, embedded containers, multitasking, etc. Finally, part III describes mathematical methods and generic utilities that can be employed to solve recurring problems in real-time C++. The appendices include a brief C++ language tutorial, information on the real-time C++ development environment and instructions for building GNU GCC cross-compilers and a microcontroller circuit. For this third edition, the most recent specification of C++17 in ISO/IEC 14882:2017 is used throughout the text. Several sections on new C++17 functionality have been added, and various others reworked to reflect changes in the standard. Also several new sample projects are introduced and existing ones extended, and various user suggestions have been incorporated. To facilitate portability, no libraries other than those specified in the language standard itself are used. Efficiency is always in focus and numerous examples are backed up with real-time performance measurements and size analyses that quantify the true costs of the code down to the very last byte and microsecond. The target audience of this book mainly consists of students and professionals interested in real-time C++. Readers should be familiar with C or another programming language and will benefit most if they have had some previous experience with microcontroller electronics and the performance and size issues prevalent in embedded systems programming.

[Memory Folds](#) John Wiley & Sons

Learn to incorporate treasured clothing into heirloom quilts without sacrificing your modern aesthetic. Stitch memories together forever with 12 quilt projects that are as meaningful as they are stylish! Modern heirloom quilter Suzanne Paquette shares the emotional, creative, and technical aspects

of memory quilting through colorful storytelling and photography. Practical projects inspired by real families' stories will help you celebrate love, provide comfort, and honor your family's heritage. Create modern heirloom quilts! 12 exciting designs for memory keeping, with the stories that inspired them Learn tips for sewing with clothing to preserve the past and celebrate the future Make gifts for children, honor a lost loved one, and celebrate your family's legacy "Suzanne Paquette shows today's quilters how to mix Modern with sentimental . . . The twelve quilts in the book are actual commissioned memory quilts made by Paquette, who includes the people and stories behind each quilt . . . Paquette walks us through the process, beginning with Memory Keeping: remembering, documenting, and perspective." —The Literate Quilter

130 Puzzles and Recreational Ideas for People Living with Memory Loss "O'Reilly Media, Inc."

The many quilters who want to preserve and celebrate their memories of a person or time will be inspired by these innovative projects and techniques. Memory Quilts presents original projects for remembering someone you have loved, celebrating milestones such as births and weddings, or capturing other memories from a sports team's big year to your grandmother's kitchen. Memory quilting is popular for many of the same reasons as scrapbooking. Both preserve and display memories, both often include photos that would otherwise be hidden away in a box, both are creatively exciting, and, most importantly, both help people cope with tough times and celebrate good times. Memory Quilts will inspire and touch this audience with wonderful quilts that are both meaningful and innovative. Many special techniques for memory quilting are introduced, such as how to attach heavy memorabilia, write on the quilt, and transfer photographs to cloth. Each project includes step-by-step instructions, photographs and diagrams, and ideas for adapting the design. These memory quilts will be special forever. Like scrapbooking, memory quilts are a popular way to preserve and celebrate important memories. 21 step-by-step projects that introduce special techniques for memory quilting. Includes group projects for families, religious communities, quilt clubs, and children, plus how to organize a group quilt project. For the advanced beginner or intermediate quilter. Sandy Bonsib is the author of five successful quilting books, including two about the popular technique of photo transfer.

Electronics Projects with the ESP8266 and ESP32 Packt Publishing Ltd

A playful, informal approach to using the Raspberry Pi for mischief!Rasperry Pi for Secret Agents is for all mischievous Rasperry Pi owners who'd like to see their computer transform into a neat spy gadget to be used in a series of practical pranks and projects. No previous skills are required to follow along and if you're completely new to Linux, you'll pick up much of the basics for free.Apart from the Rasperry Pi board itself, a USB microphone and/or a webcam is required for most of the audio/video topics and a Wi-Fi dongle is recommended for the networking examples. A Windows/Mac OS X/Linux computer (or second Rasperry Pi) is also recommended for remote network access.

[Design Originals](#)

Hone your understanding of science and engineering concepts with the versatile Arduino microcontroller and powerful Rasperry Pi mini-computer. The simple, straightforward, fun projects in this book use the Arduino and Rasperry Pi to build systems that explore key scientific concepts and develop engineering skills. Areas explored include force/acceleration, heat transfer, light, and astronomy. You'll work with advanced tools, such as data logging, advanced design, manufacturing, and assembly techniques that will take you beyond practical application of the projects you'll be creating. Technology is ever evolving and changing. This book goes beyond simple how-tos to teach you the concepts behind these projects and sciences. You'll gain the skills to observe and adapt to changes in technology as you work through fun and easy projects that explore fundamental concepts of engineering and science. What You'll Learn Measure the acceleration of a car you're riding in Simulate zero gravity Calculate the heat transfer in and out of your house Photography the moon and planets Who This Book Is ForHobbyists, students, and instructors interested in practical applications and methods to measure and learn about the physical world using inexpensive Maker technologies.

[Learn Robotics Programming](#) Packt Publishing Ltd

Make: Sensors is the definitive introduction and guide to the sometimes-tricky world of using sensors to monitor the physical world. With dozens of projects and experiments for you to build, this book shows you how to build sensor projects with both Arduino and Rasperry Pi. Use Arduino when you need a low-power, low-complexity brain for your sensor, and choose Rasperry Pi when you need to perform additional processing using the Linux operating system running on that device.You'll learn about touch sensors, light sensors, accelerometers, gyroscopes, magnetic sensors, as well as temperature, humidity, and gas sensors.

[Beginning Arduino Ov7670 Camera Development](#) Packt Publishing Ltd

"I look beyond solution; I look for an expression."--Eduardo Souto de Moura The architect Eduardo Souto de Moura (b. 1952) has won many accolades, including the 2011 Pritzker Architecture Prize. Based in Porto, Souto de Moura studied under Fernando Távora and worked under fellow Portuguese architect Álvaro Siza, with whom he continues to collaborate. Souto de Moura established his own practice in 1980, and his wide-ranging influences, including Mies van der Rohe and Donald Judd, can be seen in the stunning variety of his work, from his acclaimed private houses, to the striking Paula Rego Museum in Cascais and the Braga Municipal Stadium, to his work in historical contexts such as the Convento das Bernardas in Tavira. This beautifully illustrated retrospective provides the most comprehensive account of Souto de Moura's career to date. Drawings, notes and sketches from his archive, and newly commissioned photographs complement essays by scholars and prominent architects that trace Souto de Moura's career, contextualize his work within the larger trends of contemporary international architectural culture, and highlight the originality of his design strategy.

[Memory Quilts](#) Newnes

The new generation of 32-bit PIC microcontrollers can be used to solve the increasingly complex embedded system design challenges faced by engineers today. This book teaches the basics of 32-bit C programming, including an introduction to the PIC 32-bit C compiler. It includes a full description of the architecture of 32-bit PICs and their applications, along with coverage of the relevant development and debugging tools. Through a series of fully realized example projects, Dogan Ibrahim demonstrates how engineers can harness the power of this new technology to optimize their embedded designs. With this book you will learn: The advantages of 32-bit PICs The basics of 32-bit PIC programming The detail of the architecture of 32-bit PICs How to interpret the Microchip data sheets and draw out their key points How to use the built-in peripheral interface devices, including SD cards, CAN and USB interfacing How to use 32-bit debugging tools such as the ICD3 in-circuit debugger, mikroCD in-circuit debugger, and Real Ice emulator Helps engineers to get up and running quickly with full coverage of architecture, programming and development tools Logical, application-

oriented structure, progressing through a project development cycle from basic operation to real-world applications. Includes practical working examples with block diagrams, circuit diagrams, flowcharts, full software listings and an in-depth description of each operation.

[Fabric Memory Books](#) SD Card Projects Using the PIC Microcontroller

With millions of new users and several new models, the Raspberry Pi ecosystem continues to expand—along with a lot of new questions about the Pi's capabilities. The second edition of this popular cookbook provides more than 240 hands-on recipes for running this tiny low-cost computer with Linux, programming it with Python, and hooking up sensors, motors, and other hardware—including Arduino and the Internet of Things. Prolific hacker and author Simon Monk also teaches basic principles to help you use new technologies with Raspberry Pi as its ecosystem continues to develop. This cookbook is ideal for programmers and hobbyists familiar with the Pi through resources, including *Getting Started with Raspberry Pi* (O'Reilly). Python

and other code examples from the book are available on GitHub. Set up your Raspberry Pi and connect to a network. Work with its Linux-based operating system. Program Raspberry Pi with Python. Give your Pi "eyes" with computer vision. Control hardware through the GPIO connector. Use Raspberry Pi to run different types of motors. Work with switches, keypads, and other digital inputs. Use sensors to measure temperature, light, and distance. Connect to IoT devices in various ways. Create dynamic projects with Arduino.

[Programming Android](#) Memory Makers

An exploration of the new African tradition of memory books written by parents dying of AIDS for their children shares deeply personal stories and mementos representing individual lives lost to the disease, in a volume that will donate a portion of its sales to charity and includes an appendix of AIDS organizations and resources. Original. 12,000 first printing.