

Netduino Home Automation Projects

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Netduino Home Automation Projects [Cavanagh, Matt] on Amazon.com. *FREE* shipping on qualifying offers. Netduino Home Automation Projects

Netduino Home Automation Projects: Cavanagh, Matt ...

Netduino Home Automation Projects for Lazy Boys is written in a practical and

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friendly style. Reading this book will be an experience full of fun and learning as well. This book is ideally suited for someone who is interested in home automation, has some experience in C#, and has used a Netduino before but wants to explore more advanced topics.

Netduino Home Automation Projects by Matt Cavanagh

Using jQuery Mobile with MVC and Netduino for Home Automation; Home Automation with Microsoft Kinect Point Cloud and Speech Recognition; IoT for Home Automation; The figure below shows an early prototype of the project. Netduino Controlled Squirt Gun. The first project that I built was a servo controlled squirt gun for the pool.

Home Automation with Netduino and Kinect - CodeProject

Netduino Home Automation Projects for Lazy Boys is written in a pragmatic and cordial style. Perusing this book will be a fun and learning experience too. This book is obviously fit to somebody who is keen on home mechanization, has some involvement with C #, has utilized Netduino previously however needs to investigate further developed subjects.

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Netduino Home Automation Projects Book Description: In recent years, electronics have gone from something that only electronic engineers can understand, to a common hobby that is accessible to all. Netduino has grown to be a part of this revolution, providing a development board that is both easy to use, and allows existing .NET developers to build on knowledge they already have.

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Netduino Home Automation Projects. 0. Book Description: In recent years, electronics have gone from something that only electronic engineers can understand, to a common hobby that is accessible to all. Netduino has grown to be a part of this revolution, providing a development board that is both easy to use, and allows existing .NET developers ...

Netduino Home Automation Projects - Programmer Books

Page 2 of 2 - Netduino Plus home automation - posted in Project Showcase: Things like vacuums, electric kettles, etc. Just curious why you would be running a kettle or vacuum cleaner through a relay in the first place. It is OK to have some unswitched outlets in your home... You might want to consider these of you really need a serious relay: Contactor Relays Also consider using Latching Relays...

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Netduino Home Automation Projects - bitofnews.com

Home automation makes true the idea of the interconnected world at the touch of your fingertips. The way devices and appliances can be networked together to provide us with seamless control over all aspects of our home and more. ... There are two classes in our project - Program and App. Since Netduino has sophisticated multi-threading support ...

Smart Home Using Netduino - Hackster.io

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The Netduino Plus is a microcontroller that runs C# in the .Net Micro Framework. The Netduino Plus has a built in Ethernet adapter for network communication. For more information and code examples of how to talk with the microcontroller, please read my article entitled Home Automation with Netduino and Kinect.

Using jQuery Mobile with MVC and Netduino for Home Automation

Netduino Home Automation Projects for Lazy Boys is written in a practical and friendly style. Reading this book will be an experience full of fun and learning as

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Netduino - V.I.G.E.R.

Home automation experts providing smart home solutions to New York City, Long Island, Brooklyn, and The Hamptons. Installing and servicing all your home technology needs ranging from AV, digital home systems, home theater installations & more. Authorized dealer for Control4, Savant, Crestron, Lutron & Vantage.

Home Automation Solutions | NYC, Long Island & The ...

The DIY Android Home Automation project comes with a free application called "DIY SmartHome". This application controls the various appliances connected to your Arduino and relays.

Netduino Home Automation Projects for Lazy Boys is written in a practical and friendly style. Reading this book will be an experience full of fun and learning as well. This book is ideally suited for someone who is interested in home automation, has some experience in C#, and has used a Netduino before but wants to explore more advanced topics. However, the book starts from the very basics so it can be picked up even by novices.

If you already have some experience with LabVIEW and want to apply your skills to control physical objects and make measurements using the Arduino sensor, this book is for you. Prior knowledge of Arduino and LabVIEW is essential to fully understand the projects detailed in this book.

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Presents an introduction to the open-source electronics prototyping platform.

Designed for both the student and hobbyist, this updated revision is an introduction to the theory and practice of electronics including advances in microcontrollers, sensors, and wireless communication. Each chapter contains a brief lab to demonstrate the topic under discussion, then moves on to use all of the knowledge mastered to build a programmable robot (Arduino and Netduino). New material on using Raspberry Pi and Python has been included. The companion files include short videos of the labs, soldering skills, and code samples for programming of the robot. Covering both the theory and also its practical applications, this text leads the reader through the basic scientific concepts underlying electronics, building basic circuits, learning the roles of the components, the application of digital theory, and the possibilities for innovation by combining sensors, motors, and microcontrollers. It includes appendices on mathematics for electronics, a timeline of electronics innovation, careers in

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electronics, and a glossary. FEATURES: Includes companion files with over twenty video tutorials on currents, soldering, power supply, resistors, decoder circuits, Raspberry Pi, animations of featured circuits and more (files also available from the publisher for downloading) Features a chapter on using Raspberry Pi and Python in electronic projects and a new chapter on Cybersecurity and the Internet of Things (IoT) Leads the reader through an introductory understanding of electronics with simple labs and then progressing to the construction of a microcontroller-driven robot using open source software and hardware (Netduino and Arduino versions) Presents theoretical concepts in a conversational tone, followed by hands-on labs to engage readers by presenting practical applications.

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

Intrigued by the possibilities of developing web applications in the cloud? With this concise book, you get a quick hands-on introduction to OpenShift, the open source Platform as a Service (PaaS) offering from Red Hat. You'll learn the steps necessary to build, deploy, and host a complete real-world application on OpenShift, without having to read long, detailed explanations of the technologies involved. Though the book uses Python, application examples in other languages are available on GitHub. If you can build web applications, use a command line, and program in Java, Python, Ruby, Node.js, PHP, or Perl, you're ready to get started. Dive in and create your first example application with OpenShift Modify the example with your own code and hot-deploy the changes Add components such as a database, task scheduling, and monitoring Use external libraries and dependencies in your application Delve into networking, persistent storage, and backup options Explore ways to adapt your team processes to use OpenShift Learn OpenShift terms, technologies, and commands Get a list of resources to learn more about OpenShift and PaaS

The PIC microcontroller from Microchip is one of the most widely used 8-bit

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microcontrollers in the world. In this book, the authors use a step-by-step and systematic approach to show the programming of the PIC18 chip. Examples in both Assembly language and C show how to program many of the PIC18 features such as timers, serial communication, ADC, and SPI.

Apply design principles to your classes, preparing them for reuse. You will use package design principles to create packages that are just right in terms of cohesion and coupling, and are user- and maintainer-friendly at the same time. The first part of this book walks you through the five SOLID principles that will help you improve the design of your classes. The second part introduces you to the best practices of package design, and covers both package cohesion principles and package coupling principles. Cohesion principles show you which classes should be put together in a package, when to split packages, and if a combination of classes may be considered a "package" in the first place. Package coupling principles help you choose the right dependencies and prevent wrong directions in the dependency graph of your packages. What You'll Learn Apply the SOLID principles of class design Determine if classes belong in the same package Know whether it is safe for packages to depend on each other Who This Book Is For Software developers with a broad range of experience in the field, who are looking for ways to reuse, share, and distribute their code

What is the Internet of Things? It's billions of embedded computers, sensors, and actuators all connected online. If you have basic programming skills, you can use these powerful little devices to create a variety of useful systems—such as a device that waters plants when the soil becomes dry. This hands-on guide shows you how to start building your own fun and fascinating projects. Learn to program embedded devices using the .NET Micro Framework and the Netduino Plus board. Then connect your devices to the Internet with Pachube, a cloud platform for sharing real-time sensor data. All you need is a Netduino Plus, a USB cable, a couple of sensors, an Ethernet connection to the Internet—and your imagination. Develop programs with simple outputs (actuators) and inputs (sensors) Learn about the Internet of Things and the Web of Things Build client programs that push sensor readings from a device to a web service Create server programs that allow you to control a device over the Web Get the .NET classes and methods needed to implement all of the book's examples

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