

Das Esp8266 Praxisbuch Mit Nodemcu Und Explorer

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Das Esp8266 Praxisbuch Mit Nodemcu Und Explorer

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PONCE PRECIOUS

Learning with Multiple Representations Packt Publishing Ltd
 Leverage the WiFi chip to build exciting Quadcopters Key Features Learn to create a fully functional Drone with Arduino and ESP8266 and their modified versions of hardware. Enhance your drone's functionalities by implementing smart features. A project-based guide that will get you developing next-level drones to help you monitor a particular area with mobile-like devices. Book Description With the use of drones, DIY projects have taken off. Programmers are rapidly moving from traditional application programming to developing exciting multi-utility projects. This book will teach you to build industry-level drones with Arduino and ESP8266 and their modified versions of hardware. With this book, you will explore techniques for leveraging the tiny WiFi chip to enhance your drone and control it over a mobile phone. This book will start with teaching you how to solve problems while building your own WiFi controlled Arduino based drone. You will also learn how to build a Quadcopter and a mission critical drone. Moving on you will learn how to build a prototype drone that will be given a mission to complete which it will do it itself. You will also learn to build various exciting projects such as gliding and racing drones. By the end of this book you will learn how to maintain and troubleshoot your drone. By the end of this book, you will have learned to build drones using ESP8266 and Arduino and leverage their functionalities to the fullest. What you will learn Includes a number of projects that utilize different ESP8266 and Arduino capabilities, while interfacing with external hardware Covers electrical engineering and programming concepts, interfacing with the World through analog and digital sensors, communicating with a computer and other devices, and internet connectivity Control and fly your quadcopter, taking into account weather conditions Build a drone that can follow the user wherever he/she goes Build a mission-control drone and learn how to use it effectively Maintain your vehicle as much as possible and repair it whenever required Who this book is for If you are a programmer or a DIY enthusiast and keen to create a fully functional drone with Arduino and ESP8266, then this book is for you. Basic

skills in electronics and programming would be beneficial. This book is not for the beginners as it includes lots of ideas not detailed how you can do that. If you are a beginner, then you might get lost here. The prerequisites of the book include a good knowledge of Arduino, electronics, programming in C or C++ and lots of interest in creating things out of nothing. *The Official ESP32 Book* O'Reilly Germany
 This book is specially described about best IOT Projects with the simple explanation .From this book you can get lots of information about the IOT and How the Projects are developed. You can get an information about the free cloud services and effective way to apply in your projects. you can get how to program and create a proper automation in IOT products, Which is helpful for the starting stage people but they must know about internet of things....You will know how to process the microchip controller and new software for working. You can gain lots of project knowlegde from this book and i am sure, if you done this book, you have a IOT Knowlegde...From this you can get lot of new ideas ...why are u waiting for ? and get it my friend we really proud to present this book for you ...Thank u
ESP8266: Programming NodeMCU Using Arduino IDE - Get Started with ESP8266 McGraw Hill Professional
 Like the previous editions also the third edition of this book combines the detailed physical modeling of mechatronic systems and their precise numerical simulation using the Finite Element (FE) method. Thereby, the basic chapter concerning the Finite Element (FE) method is enhanced, provides now also a description of higher order finite elements (both for nodal and edge finite elements) and a detailed discussion of non-conforming mesh techniques. The author enhances and improves many discussions on principles and methods. In particular, more emphasis is put on the description of single fields by adding the flow field. Corresponding to these field, the book is augmented with the new chapter about coupled flow-structural mechanical systems. Thereby, the discussion of computational aeroacoustics is extended towards perturbation approaches, which allows a decomposition of flow and acoustic quantities within the flow region. Last but not least, applications are updated and restructured so that the book meets modern demands.

Developing IoT Projects with ESP32 Harish Kondoor
 MicroPython is the recreated version of Python 3 that runs in the memory-restricted microcontrollers with a minimum of 256KB of ROM and 16KB of RAM. MicroPython supports chips like ESP32, ESP8266, STM32, nRF52, W600, etc. MicroPython follows Python 3 syntax which makes it easy to programme for microcontrollers. The hardware APIs are capable of handling GPIO pins in microcontrollers. In this course, we discuss the ESP32 dev module as the main controller which has a high level of flexibility in connecting with sensors, on-chip capabilities with onboard WiFi. The ebook includes links to YouTube videos (only important videos) and a code bundle(link to google drive).
[Learning in Humans and Machines](#) River Publishers
 This book introduces a new approach to embedded development, grounded in modern, industry-standard JavaScript. Using the same language that powers web browsers and Node.js, the Moddable SDK empowers IoT developers to apply many of the same tools and techniques used to build sophisticated websites and mobile apps. The Moddable SDK enables you to unlock the full potential of inexpensive microcontrollers like the ESP32 and ESP8266. Coding for these microcontrollers in C or C++ with the ESP-IDF and Arduino SDKs works for building basic products but doesn't scale to handle the increasingly complex IoT products that customers expect. The Moddable SDK adds the lightweight XS JavaScript engine to those traditional environments, accelerating development with JavaScript while keeping the performance benefits of a native SDK. Building user interfaces and communicating over the network are two areas where JavaScript really shines. IoT Development for ESP32 and ESP8266 with JavaScript shows you how to build responsive touch screen user interfaces using the Piu framework. You'll learn how easy it is to securely send and receive JSON data over Wi-Fi with elegant JavaScript APIs for common IoT protocols, including HTTP/HTTPS, WebSocket, MQTT, and mDNS. You'll also learn how to integrate common sensors and actuators, Bluetooth Low Energy (BLE), file systems, and more into your projects, and you'll see firsthand how JavaScript makes it easier to combine these diverse technologies. If you're an embedded C or C++ developer who has never worked in JavaScript,

don't worry. This book includes an introduction to the JavaScript language just for embedded developers experienced with C or C++. What You'll Learn Building, installing, and debugging JavaScript projects on the ESP32 and ESP8266 Using modern JavaScript for all aspects of embedded development with the Moddable SDK Developing IoT products with animated user interfaces, touch input, networking, BLE, sensors, actuators, and more Who This Book Is For Professional embedded developers who want the speed, flexibility, and power of web development in their embedded software work Makers who want a faster, easier way to build their hobby projects Web developers working in JavaScript who want to extend their skills to hardware products

Building Smart Drones with ESP8266 and Arduino Createspace Independent Publishing Platform
In this book, you can learn about ESP8266 Arduino, basics of Arduino Programming, Arduino Hardware Setup, IoT Projects using Arduino and much more!!

Das ESP8266-Praxisbuch No Starch Press

Discover the powerful ESP8266 and ESP32 microcontrollers and their Wi-Fi communication. The ESP32 microcontroller features Bluetooth and BLE communication in addition to Wi-Fi. The book emphasizes practical projects and readers are guided through Wi-Fi and Bluetooth communication, mobile app design and build, ESP-NOW and LoRa communication, and signal generation. Projects throughout the book utilize the Wi-Fi functionality and processing power of the ESP microcontrollers. Projects are built in the Arduino IDE, so you don't need to download other programming software. Mobile apps are now ubiquitous, making the app build projects of the book very relevant, as are the web page design projects. In Electronics Projects with the ESP8266 and ESP32, you'll see how easy and practical it is to access information over the internet, develop web pages, build mobile apps to remotely control devices with speech recognition or incorporate Google Maps in a GPS route tracking app. You will · Build practical electronics projects with an ESP8266 or ESP32 microcontroller with Wi-Fi communication · Use the Wi-Fi function of the ESP8266 and ESP32 to update web pages · Communicate with your mobile phone or smart watch by Bluetooth Low Energy · Transmit and receive information to control remote devices over the internet · Understand the design and build of mobile apps for internet based applications · Apply your computer programming skills in C++, JavaScript, AJAX and JSON · Use WebSocket, MQTT brokers and IFTTT for fast two-way communication with webpages Who This Book Is For The target audience is for Makers and Tinkerers who want to build internet/intranet based applications with more powerful microcontrollers, such as the ESP8266 or ESP32. A level of C++ programming expertise with the Arduino IDE is assumed, although all sketches are fully described and comprehensively commented.

Electronics Projects with the ESP8266 and ESP32 Packt Publishing Ltd

Discusses the analysis, comparison and integration of computational approaches to learning and research on human learning. This book aims to provide the reader with an overview of the prolific research on learning throughout the disciplines. It also highlights the important research issues and methodologies.

ESP8266 and Micropython Packt Publishing Ltd

Der preiswerte Single-Board-Computer Raspberry Pi hat innerhalb kürzester Zeit die Herzen der Bastler und IT-Tufler erobert. Das Board verfügt über zahlreiche Anschlussmöglichkeiten, die einem groen PC in nichts nachstehen. Dass Linux als Betriebssystem gewählt wurde, tragt sicherlich zur groen Beliebtheit dieses kleinen Technikwunders bei und erlaubt zahlreiche Anwendungsmöglichkeiten, die zuvor mit einem Mikrocontroller nicht möglich waren.

Elektronisches Grundwissen, wann man es braucht. Der Erfolgsautor Erik Bartmann verbindet auch in seinem neuesten Buch Die elektronische Welt mit Raspberry Pi entdecken die faszinierende Mikrocontroller-Welt mit elektronischen Grundlagenthemen. So lernt der Leser quasi spielerisch die physikalischen Grundlagen der Elektronik - und zwar genau an der Stelle, an der er sie braucht. Fünf Bücher in einem groen Werk. Der Autor hat gleich fünf Bücher in einem geschrieben: Es ist eine ausführliche Einführung in den Single-Board-Computer Raspberry Pi mit allen denkbaren Anschluss- und Erweiterungsmöglichkeiten; es ist gleichzeitig eine Einführung in die Elektronikgrundlagen. Um den Raspberry Pi selbst programmieren zu können, führt der Autor den Leser direkt in zwei Programmiersprachen ein: in Python und in C. Dabei setzt er keine Programmierkenntnisse voraus, sondern führt strukturiert in die Welt der Programmbefehle ein, und zwar von der geeigneten Programmierumgebung über die Verwendung von Modulen bis hin zu eigenen, auf dem Raspberry Pi lauffähigen Programmen. Und wer noch nicht so firm in Linux ist, bekommt vom Autor eine Einführung in das Betriebssystem spendiert. Das Herz des Buches sind

jedoch die fast 30 Elektronikprojekte, die der Autor mit zahlreichen vierfarbigen Abbildungen und Fotos, Schaltplänen und unzähligen wertvollen Insider-Tipps detailliert darstellt. Den Raspberry Pi erweitern. Zahlreiche Erweiterungs-Boards sind mittlerweile auf dem Markt, um die Funktions- und Leistungsmöglichkeiten des Raspberry Pis zu erweitern. Der Autor zeigt dabei das Zusammenspiel vom Raspberry Pi mit dem Gertboard, dem PiFace-Board, dem Quick2Wire-Board, dem AlaMode-Board, dem Pi Cobbler-Board und dem Prototyping-Board auf. Wie Raspberry Pi mit dem Arduino-Mikrocontroller zusammen arbeiten kann, wird ebenso ausführlich dargestellt wie das Erstellen eines eigenen Simple-Boards, um noch mehr Leistung und Möglichkeiten aus dem Raspberry Pi herauszuholen. Server-Anwendungen für den Raspberry Pi. Mit einem Raspberry Pi und einer alten Festplatte kann man sich für kleines Geld einen voll funktionsfähigen Musik- oder Fileserver bauen. Wie Samba und die Web-Serversoftware Apache auf dem Raspberry Pi lauffähig gemacht wird, damit man sich den Single-Board-Computer zu einem Server oder Multimedia-Center ausbauen kann, stellt der Autor detailliert und umfassend dar. Langlebiges Raspberry-Pi-Nachschlagewerk in Farbe. Die elektronische Welt mit Raspberry Pi entdecken ist komplett vierfarbig. Zahlreiche Farbfotos, farbige Abbildungen und farblich hervorgehobener Code machen das Lesen zu einem Augenschmaus. Detailfotos von Bauteilen helfen dir beim eigenen Zusammenbau ebenso wie farbige Schaltpläne. Noch nie war es so reizvoll, Elektronik zu verstehen - und anzuwenden. [COVID19 and Other Projects with Program](#) Manoj R. Thakur

Getting Started for Internet of Things with Launch Pad and ESP8266 provides a platform to get started with the TI launch pad and IoT modules for Internet of Things applications. The book provides the basic knowledge of TI launch pad and ESP8266 based customized modules with their interfacing, along with the programming. The book discusses the application of Internet of Things in different areas. Several examples for rapid prototyping are included, this to make the readers understand the concept of IoT. The book comprises of twenty-seven chapters, which are divided into four sections and which focus on the design of various independent prototypes. Section-A gives a brief introduction to TI launch pad (MSP430) and Internet of Things platforms like GPRS, NodeMCU and NuttyFi (ESP8266 customized board), and it shows steps to program these boards. Examples on how to interface these boards with display units, analog sensors, digital sensors and actuators are also included, this to make reader comfortable with the platforms. Section-B discusses the communication modes to relay the data like serial out, PWM and I2C. Section-C explores the IoT data loggers and shows certain steps to design and interact with the servers. Section-D includes few IoT based case studies in various fields. This book is based on the practical experience of the authors while undergoing projects with students and partners from various industries.

MQTT Essentials - A Lightweight IoT Protocol Emerald Group Publishing

Super book for becoming super hero in Internet of Things world. It takes you from zero to become master in ESP8266 programming using Arduino IDE. IoT is recent trend in market you can built anything with help of this book, covers from basics to advance level. Includes getting data to VB.net, drawing graphs, using google gadgets to show gauges, hardware design aspects and much more.

Internet of Things Projects with ESP32 Packt Publishing Ltd

Aims to collect papers on learning declarative knowledge and problem solving skills that involve multiple representations such as graphical and mathematical representations, knowledge at different levels of abstraction. This book covers approaches to this topic from different perspectives: educational, cognitive modelling and machine learning.

Testing of Metal Volumetric Standards Apress

A book for the novice or seasoned electronics hobbyist who wants to learn about the Internet of Things. The book focusses on the ESP32 a powerfull and very popular and cheap micro-controller that offers many connections to sensors and has an open source programming environment. Combined these features make the ESP32 ideal for home automation. The book starts with explaining the programming language which is based on the popular Arduino language and describes how to attach and program a multitude of sensors. The ESP32's wifi capabilities make sure the sensor readings can be consulted from anywhere in the world.

Programming the Raspberry Pi: Getting Started with Python Apress

Master the technique of using ESP32 as an edge device in any IoT application where wireless communication can make life easier Key Features Gain practical experience in working with ESP32 Learn to interface various electronic devices such as sensors, integrated circuits (ICs), and displays Apply your knowledge to build real-world automation projects Book DescriptionDeveloping IoT

Projects with ESP32 provides end-to-end coverage of secure data communication techniques from sensors to cloud platforms that will help you to develop production-grade IoT solutions by using the ESP32 SoC. You'll learn how to employ ESP32 in your IoT projects by interfacing with different sensors and actuators using different types of serial protocols. This book will show you how some projects require immediate output for end-users, and cover different display technologies as well as examples of driving different types of displays. The book features a dedicated chapter on cybersecurity packed with hands-on examples. As you progress, you'll get to grips with BLE technologies and BLE mesh networking and work on a complete smart home project where all nodes communicate over a BLE mesh. Later chapters will show you how IoT requires cloud connectivity most of the time and remote access to smart devices. You'll also see how cloud platforms and third-party integrations enable endless possibilities for your end-users, such as insights with big data analytics and predictive maintenance to minimize costs. By the end of this book, you'll have developed the skills you need to start using ESP32 in your next wireless IoT project and meet the project's requirements by building effective, efficient, and secure solutions. What you will learn Explore advanced use cases like UART communication, sound and camera features, low-energy scenarios, and scheduling with an RTOS Add different types of displays in your projects where immediate output to users is required Connect to Wi-Fi and Bluetooth for local network communication Connect cloud platforms through different IoT messaging protocols Integrate ESP32 with third-party services such as voice assistants and IFTTT Discover best practices for implementing IoT security features in a production-grade solution Who this book is for If you are an embedded software developer, an IoT software architect or developer, a technologist, or anyone who wants to learn how to use ESP32 and its applications, this book is for you. A basic understanding of embedded systems, programming, networking, and cloud computing concepts is necessary to get started with the book.

IoT Development for ESP32 and ESP8266 with JavaScript Springer

This book is all about getting started with Internet of Things using Nodemcu, it's a development kit made out of ESP8266, which is very cheap Wi-Fi microcontroller, and in this book you can find How to program the Nodemcu from Arduino IDE You will learn in-depth details about ESP8266 Chip, Modules, Features & Benefits. This book will help you understand the basic concepts of IOT, its benefits, advantages and applications in various industries starting from Home Automation to Healthcare Monitoring to Industrial Transformation. what are you still waiting for? Go ahead and enjoy the IOT ride with Nodemcu ...This book will teach you programming NodeMCU using Arduino IDE. If you want to learn about the world of IOT and how it changes the world we live in, this is a resource book to get started with. TABLE OF CONTENT:1. INTRODUCTION TO ARDUINO2. BASICS OF ELECTRONICS3. ARDUINO DEVELOPMENT KIT4. ARDUINO COMPONENT 1.LED 2.Temperature 3.Push Button 4.Potentiometer 5.Servo Motor 6.DC Motor 5. NodeMCU ON ARDUINO IDE 1. Analog Input 2. Analog Output 3. Serial Monitor 4. Switching Using Transistor 5. i2c Scanner 6. Piezo Buzzer 7. 7 Segment Display 8. RGB Led 9. Weather Station 10. Connecting to Internet 11. LED Control from Web Server 12. Getting Mac Address

Die elektronische Welt mit Raspberry Pi entdecken Springer

This collection indicates how research on teaching and learning from multiple scientific disciplines such as educational science and psychology can be successfully pursued by a co-operation between researchers and school teachers. The contributors adopt different methodological approaches, ranging from field research to laboratory experiments.

ESP8266 Arduino Tutorial Packt Publishing Ltd

Create and program Internet of Things projects using the Espressif ESP32. Key FeaturesGetting to know the all new powerful EPS32 boards and build interesting Internet of Things projectsConfigure your ESP32 to the cloud technologies and explore the networkable modules that will be utilised in your IoT projectsA step-by-step guide that teaches you the basic to advanced IoT concepts with ESP32 Book Description ESP32 is a low-cost MCU with integrated Wi-Fi and BLE. Various modules and development boards-based on ESP32 are available for building IoT applications easily. Wi-Fi and BLE are a common network stack in the Internet of Things application. These network modules can leverage your business and projects needs for cost-effective benefits. This book will serve as a fundamental guide for developing an ESP32 program. We will start with GPIO programming involving some sensor devices. Then we will study ESP32 development by building a number of IoT projects, such as weather stations, sensor loggers, smart homes, Wi-Fi cams and Wi-Fi wardriving. Lastly, we will enable ESP32 boards to execute interactions with mobile applications and cloud servers such as AWS. By the end of this book, you will be up and running with various IoT project-

based ESP32 chip. What you will learn Understand how to build a sensor monitoring logger Create a weather station to sense temperature and humidity using ESP32 Build your own W-iFi wardriving with ESP32. Use BLE to make interactions between ESP32 and Android Understand how to create connections to interact between ESP32 and mobile applications Learn how to interact between ESP32 boards and cloud servers Build an IoT Application-based ESP32 board Who this book is for This book is for those who want to build a powerful and inexpensive IoT projects using the ESP32. Also for those who are new to IoT, or those who already have experience with other platforms such as Arduino, ESP8266, and Raspberry Pi.

Multidisciplinary Research on Teaching and Learning Emerald Group Publishing
Get Started with the Internet Of Things! Learn how to use the ESP8266 WiFi chip to build Internet of Things (IoT) projects! This book will teach you programming NodeMCU using Arduino IDE. If you want to learn about the world of IOT and how it changes the world we live in, this is a resource book to get started with. You will learn indepth details about ESP8266 Chip, Modules, Features & Benefits. This book will help you understand the basic concepts of IOT, its benefits, advantages and applications in various industries starting from Home Automation to Healthcare Monitoring to Industrial Transformation. What You'll Learn From This Book: Chapter 1: Introduction To Programming with NodeMCU using Arduino IDE Chapter 2: Moving Toward A Smarter Internet - The Internet Of Things Chapter 3: Getting Started With Esp8266 -The Chip -The Modules Chapter 4: ESP8266 - Chip, Modules & Features -Understanding IOT -Designing an Internet of Things Solution - System & Application Requirements -Overcoming Limitations Using ESP8266 -Features of ESP8266 Chapter 5: Understanding NodeMCU Chapter 6: Getting Started With NodeMCU -The 3 Ways To Program NodeMCU Chapter 7: Role of ESP8266 and NodeMCU in IOT Chapter 8: Programming NodeMCU -Hardware Requirements -Software Requirements Chapter 9: Step-by-Step Guide To Programming NodeMCU Chapter 10: Creating Your 1st Project Chapter 11: Creating Your 2nd

Project Chapter 12: Conclusion - Sculpting Your Career In IOT -How do YOU become an expert on IoT - Internet of Things? -The Internet Of Things Wants You -10 New Jobs Created By The Internet Of Things Using this step by step guide book, you will learn the complete details about ESP8266, you will understand NodeMCU, the three different ways to programming NodeMCU, you will also learn to program NodeMCU using Arduino IDE. There are 2 different Projects given in this book so you can get started with your own IOT projects!

ESP8266 Home Automation Projects

Unleash the power of the ESP8266 and build a complete home automation system with it. About This Book Harness the power of the ESP8266 Wi-Fi chip to build an effective Home Automation System Learn about the various ESP8266 modules Configuring the ESP8266 and making interesting home automation projects A step-by-step guide on the ESP8266 chip and how to convert your home into a smart home. Who This Book Is For This book is targeted at people who want to build connected and inexpensive home automation projects using the ESP8266 Wi-Fi chip, and to completely automate their homes. A basic understanding of the board would be an added advantage What You Will Learn Get, compile, install, and configure an MQTT server Use the Wi-Fi connectivity feature to control appliances remotely Control several home appliances using the ESP8266 Wi-Fi chip Control and monitor your home from the cloud using ESP8266 modules Stream real-time data from the ESP8266 to a server over WebSockets Create an Android mobile application for your project In Detail The ESP8266 is a low-cost yet powerful Wi-Fi chip that is becoming more popular at an alarming rate, and people have adopted it to create interesting projects. With this book, you will learn to create and program home automation projects using the ESP8266 Wi-Fi chip. You will learn how to build a thermostat to measure and adjust the temperature accordingly and how to build a security system using the ESP8266. Furthermore, you

will design a complete home automation system from sensor to your own cloud. You will touch base on data monitoring, controlling appliances, and security aspects. By the end of the book, you will understand how to completely control and monitor your home from the cloud and from a mobile application. You will be familiar with the capabilities of the ESP8266 and will have successfully designed a complete ready-to-sell home automated system. Style and approach A practical book that will cover independent home automation projects.

ESP32 Simplified

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

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