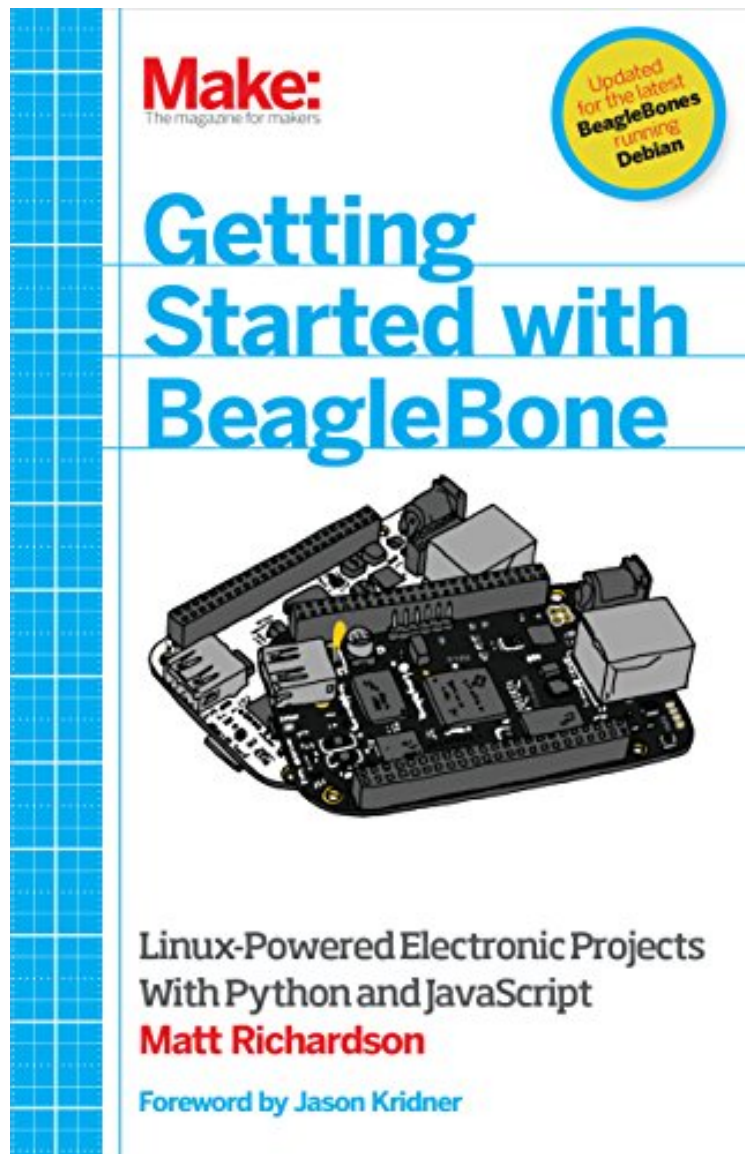


(Read now) Getting Started with BeagleBone: Linux-Powered Electronic Projects With Python and JavaScript

Getting Started with BeagleBone: Linux-Powered Electronic Projects With Python and JavaScript

Von Matt Richardson

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Von Matt Richardson : Getting Started with BeagleBone: Linux-Powered Electronic Projects With Python and JavaScript before purchasing it in order to gage whether or not it would be worth my time, and all praised Getting Started with BeagleBone: Linux-Powered Electronic Projects With Python and JavaScript:

Kundenrezensionen
Hilfreichste Kundenrezensionen
3 von 3 Kunden fanden die folgende Rezension hilfreich. Gute
bersicht zum BBB
Von W. von Jan
Das Buch wird seinem Namen voll gerecht! Leider kam es erst 6 Monate nach
Bestellung, es htte mir die Anfngel leichter gemacht. Aber auch jetzt enthlt es fr mich viele sehr gute Tips, Hard- und
zugehörige Software in gut gewhlten Beispielen, die jeder braucht (sonst htte er das RPI gewhlt), alles kurz und bndig..
Noch habe ich nicht gefunden, ob die Listings auch herunterladbar sind - das gab es immerhin bereits in den 80er
Jahren (BBC, WDR, Btx). Meine Aufgabe Heizungs-, Solar- und Haussteuerung mit Schnittstellen zu unseren
Mobilgeräten und Kleindisplays kann loslegen
1 von 1 Kunden fanden die folgende Rezension hilfreich. Much linux,
not so much beagle bone
Von Kunde
I guess I am not the right target audience for this book. The author spends an
awful lot of time explaining how to use the Linux system running on Beagle Bone. To be fair it is exactly what you
want when you are a Windows user, get a Beagle Bone and have to deal with an embedded Linux system for the first
time. But for everyone who is already familiar with Linux and just needs BB-specific information half of the book is
old stuff. You get an introduction on how to access the GPIO pins from the Linux command line and from Python and
that's where it ends. Contrary to most Arduino Books this does not cover electronics at all. In this regard this book
alone will not enable you to build your own BB-controlled projects. A bit disappointing for me but good for absolute
novices. I bought the kindle version so I can live with what I got for my money. [+] Covers Beagle Bone and Beagle
Bone Black [+] well written [-] too much Linux [-] not much about electronics. Beginners will need another book
1 von 1 Kunden fanden die folgende Rezension hilfreich. Das Konkurrenzprodukt zum Raspberry...
Von MB
Ich werde mit diesem Board experimentieren, um Industrieanwendungen zu realisieren. Besser und preiswerter geht es bei
zeitkritischen Aufgaben nicht. Das Buch erlutert die Grundlagen...

Kurzbeschreibung
Many people think of Linux as a computer operating system, running on users' desktops and
powering servers. But Linux can also be found inside many consumer electronics devices. Whether they're the brains
of a cell phone, cable box, or exercise bike, embedded Linux systems blur the distinction between computer and
device. Many makers love microcontroller platforms such as Arduino, but as the complexity increases in their projects,
they need more power for applications, such as computer vision. The BeagleBone is an embedded Linux board for
makers. It's got built-in networking, many inputs and outputs, and a fast processor to handle demanding tasks. This
book introduces you to both the original BeagleBone and the new BeagleBone Black and gets you started with projects
that take advantage of the board's processing power and its ability to interface with the outside
world.
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ber den Autor
und weitere Mitwirkende
Matt Richardson is a Brooklyn-based creative technologist and video producer. He's a
contributor to MAKE magazine and Makezine.com. Matt is also the owner of Awesome Button Studios, a technology
consultancy. Highlights from his work include the Descriptive Camera, a camera which outputs a text description of a
scene instead of a photo. He also created The Enough Already, a DIY celebrity-silencing device. Matt's work has
garnered attention from The New York Times, Wired, New York Magazine and has also been featured at The Nevada
Museum of Art and at the Santorini Biennale. He is currently a Master's candidate at New York University's
Interactive Telecommunications Program.