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Xbox15 Dangerously Mad Projects for the Evil
GeniusHam Radio For DummiesThe EBay Price
GuideElectronics For DummiesLearn Electronics with
Raspberry PiPoC or GTFOThe Official eBay Guide to
Buying, Selling, and Collecting Just About
AnythingHow to Diagnose and Fix Everything
Electronic, Second EditionDust & GroovesGreat
Inventions that Changed the WorldService Systems
Management and EngineeringSnowmobilesBuild Your
Own AF Valve AmplifiersThe Car Hacker's
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TiVo For Dummies

In many penetration tests, there is a lot of useful

information to be gathered from the radios used by organizations. These radios can include two-way radios used by guards, wireless headsets, cordless phones and wireless cameras. Wireless Reconnaissance in Penetration Testing describes the many ways that a penetration tester can gather and apply the information available from radio traffic. Stopping attacks means thinking like an attacker, and understanding all the ways that attackers gather information, or in industry terms profile, specific targets. With information from what equipment to use and how to find frequency information, to tips for reducing radio information leakage, to actual case studies describing how this information can be used to attack computer systems, this book is the go-to resource for penetration testing and radio profiling. Author Matthew Neely is a respected and well-known expert and speaker on radio reconnaissance and penetration testing Includes real-world case studies of actual penetration tests using radio profiling Covers data leakage, frequency, attacks, and information gathering

Practical AVR Microcontrollers

Advice from the experts on how to justify time and money spent on usability!

Wireless Reconnaissance in Penetration Testing

Discover all the amazing things you can do with Arduino Arduino is a programmable circuit board that

is being used by everyone from scientists, programmers, and hardware hackers to artists, designers, hobbyists, and engineers in order to add interactivity to objects and projects and experiment with programming and electronics. This easy-to-understand book is an ideal place to start if you are interested in learning more about Arduino's vast capabilities. Featuring an array of cool projects, this Arduino beginner guide walks you through every step of each of the featured projects so that you can acquire a clear understanding of the different aspects of the Arduino board. Introduces Arduino basics to provide you with a solid foundation of understanding before you tackle your first project Features a variety of fun projects that show you how to do everything from automating your garden's watering system to constructing a keypad entry system, installing a tweeting cat flap, building a robot car, and much more Provides an easy, hands-on approach to learning more about electronics, programming, and interaction design for Makers of all ages Arduino Projects For Dummies is your guide to turning everyday electronics and plain old projects into incredible innovations. Get Connected! To find out more about Brock Craft and his recent Arduino creations, visit
www.facebook.com/ArduinoProjectsForDummies

Arduino Robotics

"A hands-on primer for the new electronics enthusiast"--Cover.

Arduino Projects For Dummies

Build your electronics workbench—and begin creating fun electronics projects right away Packed with hundreds of colorful diagrams and photographs, this book provides step-by-step instructions for experiments that show you how electronic components work, advice on choosing and using essential tools, and exciting projects you can build in 30 minutes or less. You'll get charged up as you transform theory into action in chapter after chapter! Circuit basics — learn what voltage is, where current flows (and doesn't flow), and how power is used in a circuit Critical components — discover how resistors, capacitors, inductors, diodes, and transistors control and shape electric current Versatile chips — find out how to use analog and digital integrated circuits to build complex projects with just a few parts Analyze circuits — understand the rules that govern current and voltage and learn how to apply them Safety tips — get a thorough grounding in how to protect yourself—and your electronics—from harm Electronics For Dummies (9781119675594) was previously published as Electronics For Dummies (9781119117971). While this version features a new Dummies cover and design, the content is the same as the prior release and should not be considered a new or updated product.

Astro-Imaging Projects for Amateur Astronomers

A photographic look into the world of vinyl record

collectors—including Questlove—in the most intimate of environments—their record rooms. Compelling photographic essays from photographer Eilon Paz are paired with in-depth and insightful interviews to illustrate what motivates these collectors to keep digging for more records. The reader gets an up close and personal look at a variety of well-known vinyl champions, including Gilles Peterson and King Britt, as well as a glimpse into the collections of known and unknown DJs, producers, record dealers, and everyday enthusiasts. Driven by his love for vinyl records, Paz takes us on a five-year journey unearthing the very soul of the vinyl community.

Getting Started in Electronics

Provides lists of selling prices of items found on eBay in such categories as antiques, boats, books, cameras, coins, collectibles, dolls, DVDs, real estate, stamps, tickets, and video games.

Programming Computer Vision with Python

Electricity -- Electronic components -- Semiconductors -- Photonic semiconductors -- Integrated circuits -- Digital integrated circuits -- Linear integrated circuits -- Circuit assembly tips -- 100 electronic circuits.

Asterisk

Arduino Internals guides you to the heart of the Arduino board. Author Dale Wheat shares his intimate

knowledge of the Arduino board—its secrets, its strengths and possible alternatives to its constituent parts are laid open to scrutiny in this book. You'll learn to build new, improved Arduino boards and peripherals, while conforming to the Arduino reference design. Arduino Internals begins by reviewing the current Arduino hardware and software landscape. In particular, it offers a clear analysis of how the ATmega8 board works and when and where to use its derivatives. The chapter on the "hardware heart" is vital for the rest of the book and should be studied in some detail. Furthermore, Arduino Internals offers important information about the CPU running the Arduino board, the memory contained within it and the peripherals mounted on it. To be able to write software that runs optimally on what is a fairly small embedded board, one must understand how the different parts interact. Later in the book, you'll learn how to replace certain parts with more powerful alternatives and how to design Arduino peripherals and shields. Since Arduino Internals addresses both sides of the Arduino hardware-software boundary, the author analyzes the compiler toolchain and again provides suggestions on how to replace it with something more suitable for your own purposes. You'll also learn about how libraries enable you to change the way Arduino and software interact, and how to write your own library implementing algorithms you've devised yourself. Arduino Internals also suggests alternative programming environments, since many Arduino hackers have a background language other than C or Java. Of course, it is possible to optimize the way in which hardware and software interact—an entire chapter is dedicated to this field.

Arduino Internals doesn't just focus on the different parts of Arduino architecture, but also on the ways in which example projects can take advantage of the new and improved Arduino board. Wheat employs example projects to exemplify the hacks and algorithms taught throughout the book. Arduino projects straddling the hardware-software boundary often require collaboration between people of different talents and skills which cannot be taken for granted. For this reason, Arduino Internals contains a whole chapter dedicated to collaboration and open source cooperation to make those tools and skills explicit. One of the crowning achievements of an Arduino hacker is to design a shield or peripheral residing on the Arduino board, which is the focus of the following chapter. A later chapter takes specialization further by examining Arduino protocols and communications, a field immediately relevant to shields and the communication between peripherals and the board. Finally, Arduino Internals integrates different skills and design techniques by presenting several projects that challenge you to put your newly-acquired skills to the test! Please note: the print version of this title is black & white; the eBook is full color.

Troubleshooting and Repairing Color Television Systems

Modern cars are more computerized than ever. Infotainment and navigation systems, Wi-Fi, automatic software updates, and other innovations aim to make driving more convenient. But vehicle

technologies haven't kept pace with today's more hostile security environment, leaving millions vulnerable to attack. The Car Hacker's Handbook will give you a deeper understanding of the computer systems and embedded software in modern vehicles. It begins by examining vulnerabilities and providing detailed explanations of communications over the CAN bus and between devices and systems. Then, once you have an understanding of a vehicle's communication network, you'll learn how to intercept data and perform specific hacks to track vehicles, unlock doors, glitch engines, flood communication, and more. With a focus on low-cost, open source hacking tools such as Metasploit, Wireshark, Kayak, can-utils, and ChipWhisperer, The Car Hacker's Handbook will show you how to: –Build an accurate threat model for your vehicle –Reverse engineer the CAN bus to fake engine signals –Exploit vulnerabilities in diagnostic and data-logging systems –Hack the ECU and other firmware and embedded systems –Feed exploits through infotainment and vehicle-to-vehicle communication systems –Override factory settings with performance-tuning techniques –Build physical and virtual test benches to try out exploits safely If you're curious about automotive security and have the urge to hack a two-ton computer, make The Car Hacker's Handbook your first stop.

CISSP Study Guide

"A kindergarten-level introduction to the motorized vehicles known as snowmobiles, covering their purpose, parts, and operation, and such defining

features as their runners and tracks"--

Electronics Projects For Dummies

The ultimate instructional guide to achieving success in the service sector Already responsible for employing the bulk of the U.S. workforce, service-providing industries continue to increase their economic dominance. Because of this fact, these companies are looking for talented new service systems engineers to take on strategic and operational challenges. This instructional guide supplies essential tools for career seekers in the service field, including techniques on how to apply scientific, engineering, and business management principles effectively to integrate technology into the workplace. This book provides: Broad-based concepts, skills, and capabilities in twelve categories, which form the "Three-Decker Leadership Architecture," including creative thinking and innovations in services, knowledge management, and globalization Materials supplemented and enhanced by a large number of case studies and examples Skills for successful service engineering and management to create strategic differentiation and operational excellence for service organizations Focused training on becoming a systems engineer, a critically needed position that, according to a 2009 Moneyline article on the best jobs in America, ranks at the top of the list Service Systems Management and Engineering is not only a valuable addition to a college classroom, but also an extremely handy reference for industry leaders looking to explore the possibilities presented

by the expanding service economy, allowing them to better target strategies for greater achievement.

Hacking Electronics: An Illustrated DIY Guide for Makers and Hobbyists

For electronics technicians who want to keep up with ever-changing consumer demand, this professional guide to servicing today's advanced color television systems is an excellent, one-stop source of information on the latest troubleshooting & repair techniques. Covering everything from color TV basics to state-of-the-art test equipment, this fully illustrated manual supplies vital information on every aspect of TV systems, including remote controls, digital audio, compression, & receivers. The newest digital & high definition television systems are also discussed in detail.

Beginner's Guide to Tube Audio Design

Provides information on designing a VoIP or analog PBX using Asterisk, covering how to install, configure, and intergrate the software into an existing phone system.

Fishing Boats

This is the must-have guide for all amateur astronomers who double as makers, doers, tinkerers, problem-solvers, and inventors. In a world where an amateur astronomy habit can easily run into the many thousands of dollars, it is still possible for

practitioners to get high-quality results and equipment on a budget by utilizing DIY techniques. Surprisingly, it's not that hard to modify existing equipment to get new and improved usability from older or outdated technology, creating an end result that can outshine the pricey higher-end tools. All it takes is some elbow grease, a creative and open mind and the help of Chung's hard-won knowledge on building and modifying telescopes and cameras. With this book, it is possible for readers to improve their craft, making their equipment more user friendly. The tools are at hand, and the advice on how to do it is here. Readers will discover a comprehensive presentation of astronomical projects that any amateur on any budget can replicate – projects that utilize leading edge technology and techniques sure to invigorate the experts and elevate the less experienced. As the "maker" community continues to expand, it has wonderful things to offer amateur astronomers with a willingness to get their hands dirty. Tweaking observing and imaging equipment so that it serves a custom purpose can take your observing options to the next level, while being fun to boot.

The Best of Make:

In Practical AVR Microcontrollers, you'll learn how to use the AVR microcontroller to make your own nifty projects and gadgets. You'll start off with the basics in part one: setting up your development environment and learning how the "naked" AVR differs from the Arduino. Then you'll gain experience by building a few

simple gizmos and learning how everything can be interconnected. In part two, we really get into the goodies: projects! Each project will show you exactly what software and hardware you need, and will provide enough detail that you can adapt it to your own needs and parts availability. Some of the projects you'll make: An illuminated secret panel A hallway lighting system with a waterfall effect A crazy lightshow Visual effects gizmos like a Moire wheel and shadow puppets In addition, you'll design and implement some home automation projects, including working with wired and wireless setups. Along the way, you'll design a useable home automation protocol and look at a variety of hardware setups. Whether you're new to electronics, or you just want to see what you can do with an AVR outside of an Arduino, Practical AVR Microcontrollers is the book for you.

Electronic Techniques

This highly anticipated print collection gathers articles published in the much-loved International Journal of Proof-of-Concept or Get The Fuck Out. PoC||GTFO follows in the tradition of Phrack and Uninformed by publishing on the subjects of offensive security research, reverse engineering, and file format internals. Until now, the journal has only been available online or printed and distributed for free at hacker conferences worldwide. Consistent with the journal's quirky, biblical style, this book comes with all the trimmings: a leatherette cover, ribbon bookmark, bible paper, and gilt-edged pages. The book features

more than 80 technical essays from numerous famous hackers, authors of classics like "Reliable Code Execution on a Tamagotchi," "ELFs are Dorky, Elves are Cool," "Burning a Phone," "Forget Not the Humble Timing Attack," and "A Sermon on Hacker Privilege." Twenty-four full-color pages by Ange Albertini illustrate many of the clever tricks described in the text.

Automotive Oscilloscopes

Your how-to guide to become a ham Ham radio, or amateur radio, is a way to talk with people around the world in real-time, or to send email without any sort of internet connection. It provides a way to keep in touch with friends and family, whether they are across town or across the country. It is also a very important emergency communication system. When cell phones, landlines, the internet, and other systems are down or overloaded, Amateur Radio still gets the message through. Radio amateurs, often called "hams," enjoy radio technology as a hobby, but are often called upon to provide vital service when regular communications systems fail. Ham Radio For Dummies is your guide to everything there is to know about ham radio. Plus, this updated edition provides new and additional information on digital mode operating, as well as use of amateur radio in student science and new operating events. • Set up your radio station • Design your ham shack • Provide support in emergencies and communicate with other hams • Study for the licensing exam and choose your call sign If you're looking to join a college radio club or

just want to learn the latest tips and tricks, this book is a helpful reference guide to beginners, or those who have been "hams" for years.

Hacking the Xbox

15 Dangerously Mad Projects for the Evil Genius

Provides step-by-step instructions on basic hacking techniques and reverse engineering skills along with information on Xbox security, hardware, and software.

Ham Radio For Dummies

HAPPY HUNTING™ ON eBay Aunt Fannie's cameo pin collectionthe cartoon-character lunch boxes you had in third gradethat cast-iron doorstop you bought for $2 but is really worth $200.Whether you're a busy buyer, an avid seller, or just a fun-loving browser, you'll find countless collectibles like these on eBay, the world's largest person-to-person online trading community. Now -- in this official primer from the popular Internet site that has revolutionized the collecting world -- the experts at eBay unlock the secrets of successful online buying and selling, for everyone from the enthusiastic beginner to the seasoned pro. Featuring an introduction by Pierre Omidyar, eBay's founder and chairman, and packed with tips and stories from "eBaysians" all over the country, The Official eBay™ Guide is the only authorized book that shows you how to * BUY SMART

-- unraveling the mystery of value, bidding to win, and learning how to spot the really good stuff * BE A SAVVY SELLER -- from writing the perfect item listing to collecting payments from your happy customers * LEARN FROM THE EXPERTS -- top eBaysians, Ambassadors, Power Sellers, and eBay employees lend advice and share secrets for success * FIND THE GREAT STUFF -- how to work garage sales, flea markets, tag sales, estate sales, and even the other kind of auction Packed with invaluable resources, information, and practical tips, The Official eBay™ Guide also features entertaining stories about the millions of people who make up the eBay community. It's your must-have companion for mastering the art of buying and selling an astounding range of collectibles and items, from the practical to the whimsical.

The EBay Price Guide

These projects are fun to build and fun to use Make lights dance to music, play with radio remote control, or build your own metal detector Who says the Science Fair has to end? If you love building gadgets, this book belongs on your radar. Here are complete directions for building ten cool creations that involve light, sound, or vibrations -- a weird microphone, remote control gizmos, talking toys, and more, with full parts and tools lists, safety guidelines, and wiring schematics. Check out ten cool electronics projects, including * Chapter 8 -- Surfing the Radio Waves (how to make your own radio) * Chapter 9 -- Scary Pumpkins (crazy Halloween decorations that have

sound, light, and movement) * Chapter 12 -- Hitting Paydirt with an Electronic Metal Detector (a project that can pay for itself) Discover how to * Handle electronic components safely * Read a circuit diagram * Troubleshoot circuits with a multimeter * Build light-activated gadgets * Set up a motion detector * Transform electromagnetic waves into sound Companion Web site * Go to www.dummies.com/go/electronicsprojectsfd * Explore new projects with other electronics hobbyists * Find additional information and project opportunities

Electronics For Dummies

Provides information to help automotive technicians systematically diagnose electrical and electronic vehicle faults using an oscilloscope. A large number of illustrations support knowledge and understanding, with an analysis of automotive waveforms.

Learn Electronics with Raspberry Pi

Discover the inventions that have made our world what it is today A great invention opens the door to a new era in human history. The stone axe, for example, invented some 2 million years ago in East Africa, enabled us to enter the human path of endless improvements through inventions. The taming of fire enabled us to cook food as well as leave the warmth of Africa and move to the frigid lands of the North. From the stone axe to the computer and the Internet, this book provides a fascinating tour of the most important inventions and inventors throughout

history. You'll discover the landmark achievements and the men and women that made the world what it is today. Great Inventions That Changed the World is written by Professor James Wei, a renowned educator and engineer who holds several patents for his own inventions. Following an introductory chapter examining the role of inventors and inventions in fueling innovation and global advancement, the book is organized to show how inventions are spurred by human needs and desires, including: Work Food, clothing, and housing Health and reproduction Security As you progress through the book, you'll not only learn about inventions and inventors, but also the impact they have had on our lives and the society and environment in which we live today. Inventions solve problems, but as this book so expertly demonstrates, they can also directly or indirectly create new problems as well, from pollution to global warming to bioterrorism. By enabling us to understand the impact of inventions throughout history, this book can help guide the next generation of citizens, decision makers, and inventors.

PoC or GTFO

UNLEASH YOUR INNER MAD SCIENTIST! "Wonderful. I learned a lot reading the detailed but easy to understand instructions."--BoingBoing This wickedly inventive guide explains how to design and build 15 fiendishly fun electronics projects. Filled with photos and illustrations, 15 Dangerously Mad Projects for the Evil Genius includes step-by-step directions, as well as a construction primer for those who are new to

electronics projects. Using easy-to-find components and equipment, this do-it-yourself book shows you how to create a variety of mischievous gadgets, such as a remote-controlled laser, motorized multicolored LEDs that write in the air, and a surveillance robot. You'll also learn to use the highly popular Arduino microcontroller board with three of the projects. 15 Dangerously Mad Projects for the Evil Genius: Features step-by-step instructions and helpful illustrations Covers essential safety measures Reveals the scientific principles behind the projects Removes the frustration factor--all required parts are listed, along with sources Build these devious devices to amaze your friends and confound your enemies! Coil gun Trebuchet Ping pong ball minigun Mini laser turret Balloon-popping laser gun Touch-activated laser sight Laser-grid intruder alarm Persistence-of-vision display Covert radio bug Laser voice transmitter Flash bomb High-brightness LED strobe Levitation machine Snailbot Surveillance robot Each fun, inexpensive Evil Genius project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions for easy assembly. The larger workbook-style layout and convenient two-column format make following the step-by-step instructions a breeze. VIDEOS, PHOTOS, AND SOURCE CODE ARE AVAILABLE AT WWW.DANGEROUSLYMAD.COM Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

The Official eBay Guide to Buying,

Selling, and Collecting Just About Anything

Create your own Arduino-based designs, gain in-depth knowledge of the architecture of Arduino, and learn the user-friendly Arduino language all in the context of practical projects that you can build yourself at home. Get hands-on experience using a variety of projects and recipes for everything from home automation to test equipment. Arduino has taken off as an incredibly popular building block among ubicomp (ubiquitous computing) enthusiasts, robotics hobbyists, and DIY home automation developers. Authors Jonathan Oxer and Hugh Blemings provide detailed instructions for building a wide range of both practical and fun Arduino-related projects, covering areas such as hobbies, automotive, communications, home automation, and instrumentation. Take Arduino beyond "blink" to a wide variety of projects from simple to challenging Hands-on recipes for everything from home automation to interfacing with your car engine management system Explanations of techniques and references to handy resources for ubiquitous computing projects Supplementary material includes a circuit schematic reference, introductions to a range of electronic engineering principles and general hints & tips. These combine with the projects themselves to make Practical Arduino: Cool Projects for Open Source Hardware an invaluable reference for Arduino users of all levels. You'll learn a wide variety of techniques that can be applied to your own projects.

How to Diagnose and Fix Everything Electronic, Second Edition

CISSP Study Guide, Third Edition provides readers with information on the CISSP certification, the most prestigious, globally-recognized, vendor-neutral exam for information security professionals. With over 100,000 professionals certified worldwide, and many more joining their ranks, this new third edition presents everything a reader needs to know on the newest version of the exam's Common Body of Knowledge. The eight domains are covered completely and as concisely as possible, allowing users to ace the exam. Each domain has its own chapter that includes a specially-designed pedagogy to help users pass the exam, including clearly-stated exam objectives, unique terms and definitions, exam warnings, "learning by example" modules, hands-on exercises, and chapter ending questions. Provides the most complete and effective study guide to prepare users for passing the CISSP exam, giving them exactly what they need to pass the test Authored by Eric Conrad who has prepared hundreds of professionals for passing the CISSP exam through SANS, a popular and well-known organization for information security professionals Covers all of the new information in the Common Body of Knowledge updated in January 2015, and also provides two exams, tiered end-of-chapter questions for a gradual learning curve, and a complete self-test appendix

Dust & Grooves

A Fully Revised Guide to Electronics Troubleshooting and Repair Repair all kinds of electrical products, from modern digital gadgets to analog antiques, with help from this updated book. How to Diagnose and Fix Everything Electronic, Second Edition, offers expert insights, case studies, and step-by-step instruction from a lifelong electronics guru. Discover how to assemble your workbench, use the latest test equipment, zero in on and replace dead components, and handle reassembly. Instructions for specific devices, including stereos, MP3 players, digital cameras, flat-panel TVs, laptops, headsets, and mobile devices are also included in this do-it-yourself guide. Choose the proper tools and set up your workbench Ensure personal safety and use proper eye and ear protection Understand how electrical components work and why they fail Perform preliminary diagnoses based on symptoms Use test equipment, including digital multimeters, ESR meters, frequency counters, and oscilloscopes Interpret block, schematic, and pictorial diagrams Disassemble products and identify sections Analyze circuits, locate faults, and replace dead parts Re-establish connections and reassemble devices

Great Inventions that Changed the World

If you want a basic understanding of computer vision's underlying theory and algorithms, this hands-on introduction is the ideal place to start. You'll learn techniques for object recognition, 3D reconstruction, stereo imaging, augmented reality, and other computer vision applications as you follow clear

examples written in Python. Programming Computer Vision with Python explains computer vision in broad terms that won't bog you down in theory. You get complete code samples with explanations on how to reproduce and build upon each example, along with exercises to help you apply what you've learned. This book is ideal for students, researchers, and enthusiasts with basic programming and standard mathematical skills. Learn techniques used in robot navigation, medical image analysis, and other computer vision applications Work with image mappings and transforms, such as texture warping and panorama creation Compute 3D reconstructions from several images of the same scene Organize images based on similarity or content, using clustering methods Build efficient image retrieval techniques to search for images based on visual content Use algorithms to classify image content and recognize objects Access the popular OpenCV library through a Python interface

Service Systems Management and Engineering

A philosopher and mechanic extolls the virtues of manual labor, describing how the satisfactions and challenges of creating with one's own hands promotes a sense of connection to life that office work suppresses.

Snowmobiles

Now available in paperback—with a new preface and

interview with Jessica Livingston about Y Combinator! Founders at Work: Stories of Startups' Early Days is a collection of interviews with founders of famous technology companies about what happened in the very earliest days. These people are celebrities now. What was it like when they were just a couple friends with an idea? Founders like Steve Wozniak (Apple), Caterina Fake (Flickr), Mitch Kapor (Lotus), Max Levchin (PayPal), and Sabeer Bhatia (Hotmail) tell you in their own words about their surprising and often very funny discoveries as they learned how to build a company. Where did they get the ideas that made them rich? How did they convince investors to back them? What went wrong, and how did they recover? Nearly all technical people have thought of one day starting or working for a startup. For them, this book is the closest you can come to being a fly on the wall at a successful startup, to learn how it's done. But ultimately these interviews are required reading for anyone who wants to understand business, because startups are business reduced to its essence. The reason their founders become rich is that startups do what businesses do—create value—more intensively than almost any other part of the economy. How? What are the secrets that make successful startups so insanely productive? Read this book, and let the founders themselves tell you.

Build Your Own AF Valve Amplifiers

The Car Hacker's Handbook

Surveys the uses, parts, and different kinds of fishing boats.

Cost-justifying Usability

Practical Arduino

Build an intuitive understanding of the principles behindquantum mechanics through practical construction and replication oforiginal experiments With easy-to-acquire, low-cost materials and basic knowledge ofalgebra and trigonometry, Exploring Quantum Physics throughHands-on Projects takes readers step by step through theprocess of re-creating scientific experiments that played anessential role in the creation and development of quantummechanics. Presented in near chronological order—from discoveries ofthe early twentieth century to new material onentanglement—this book includes question- andexperiment-filled chapters on: Light as a Wave Light as Particles Atoms and Radioactivity The Principle of Quantum Physics Wave/Particle Duality The Uncertainty Principle Schrödinger (and his Zombie Cat) Entanglement From simple measurements of Planck's constant to testingviolations of Bell's inequalities using entangled photons,Exploring Quantum Physics through Hands-on Projects not onlyimmerses readers in the process of quantum mechanics, it providesinsight into the history of the field—how the theories anddiscoveries apply to our world not only today, but alsotomorrow. By immersing readers in groundbreaking experiments

that can beperformed at home, school, or in the lab, this first-ever, hands-onbook successfully demystifies the world of quantum physics for allwho seek to explore it—from science enthusiasts and undergradphysics students to practicing physicists and engineers.

Shop Class as Soulcraft

To many people, the thermionic valve or electron tube is history. However, whether it is nostalgia, interest in the technical parameters, the appeal of a gleaming amplifier chassis with softly glowing valves, respect for the technical know-how of an earlier generation, or perhaps the firm conviction that the sound of a valve cannot be bettered, it is a fact that the valve is making a come-back. The book contains, apart from construction projects for preamplifiers, power amplifiers, and two amplifiers for musical instruments, information on the operation of electron tubes, while the first chapter gives a short history of the valve.

Exploring Quantum Physics through Hands-on Projects

Make a variety of cool projects using the Pi with programming languages like Scratch and Python, with no experience necessary. You'll learn how the Pi works, how to work with Raspbian Linux on the Pi, and how to design and create electronic circuits. Raspberry Pi is everywhere, it's inexpensive, and it's a wonderful tool for teaching about electronics and

programming. This book shows you how to create projects like an arcade game, disco lights, and infrared transmitter, and an LCD display. You'll also learn how to control Minecraft's Steve with a joystick and how to build a Minecraft house with a Pi, and even how to control a LEGO train with a Pi. You'll even learn how to create your own robot, including how to solder and even design a printed circuit board! Learning electronics can be tremendous fun — your first flashing LED circuit is a reason to celebrate! But where do you go from there, and how can you move into more challenging projects without spending a lot of money on proprietary kits? Learn Electronics with Raspberry Pi shows you how to and a lot more. What You'll Learn Design and build electronic circuits Make fun projects like an arcade game, a robot, and a Minecraft controller Program the Pi with Scratch and Python Who This Book Is For Makers, students, and teachers who want to learn about electronics and programming with the fun and low-cost Raspberry Pi.

Make: Electronics

Bring your electronic inventions to life! "This full-color book is impressivethere are some really fun projects!" -GeekDad, Wired.com Who needs an electrical engineering degree? This intuitive guide shows how to wire, disassemble, tweak, and re-purpose everyday devices quickly and easily. Packed with full-color illustrations, photos, and diagrams, Hacking Electronics teaches by doing--each topic features fun, easy-to-follow projects. Discover how to hack sensors, accelerometers, remote controllers, ultrasonic

rangefinders, motors, stereo equipment, microphones, and FM transmitters. The final chapter contains useful information on getting the most out of cheap or free bench and software tools. Safely solder, join wires, and connect switches Identify components and read schematic diagrams Understand the how and why of electronics theory Work with transistors, LEDs, and laser diode modules Power your devices with a/c supplies, batteries, or solar panels Get up and running on Arduino boards and pre-made modules Use sensors to detect everything from noxious gas to acceleration Build and modify audio amps, microphones, and transmitters Fix gadgets and scavenge useful parts from dead equipment

Arduino Internals

This book will show you how to use your Arduino to control a variety of different robots, while providing step-by-step instructions on the entire robot building process. You'll learn Arduino basics as well as the characteristics of different types of motors used in robotics. You also discover controller methods and failsafe methods, and learn how to apply them to your project. The book starts with basic robots and moves into more complex projects, including a GPS-enabled robot, a robotic lawn mower, a fighting bot, and even a DIY Segway-clone. Introduction to the Arduino and other components needed for robotics Learn how to build motor controllers Build bots from simple line-following and bump-sensor bots to more complex robots that can mow your lawn, do battle, or even take you for a ride Please note: the print version of

this title is black & white; the eBook is full color.

Founders at Work

After two years, MAKE has become one of most celebrated new magazines to hit the newsstands, and certainly one of the hottest reads. If you're just catching on to the MAKE phenomenon and wonder what you've missed, this book contains the best DIY projects from the magazine's first ten volumes -- a surefire collection of fun and challenging activities going back to MAKE's launch in early 2005. Find out why MAKE has attracted a passionate following of tech and DIY enthusiasts worldwide with one million web site visitors and a quarter of a million magazine readers. And why our podcasts consistently rank in the top-25 for computers and technology. With the Best of MAKE, you'll share the curiosity, zeal, and energy of Makers -- the citizen scientists, circuit benders, homemakers, students, automotive enthusiasts, roboticists, software developers, musicians, hackers, hobbyists, and crafters -- through this unique and inspiring assortment of DIY projects chosen by the magazine's editors. Learn to: Hack your gadgets and toys Program micontrollers to sense and react to things Take flight with rockets, planes, and other projectiles Make music from the most surprising of things Find new ways to take photos and make video Outfit yourself with the coolest tools Put together by popular demand, the Best of MAKE is the perfect gift for any maker, including current subscribers who missed early volumes of the magazine. Do you or someone you know have a

passion for the magic of tinkering, hacking, and creation? Do you enjoy finding imaginative and unexpected uses for the technology and materials in your life? Then get on board with the Best of MAKE!

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