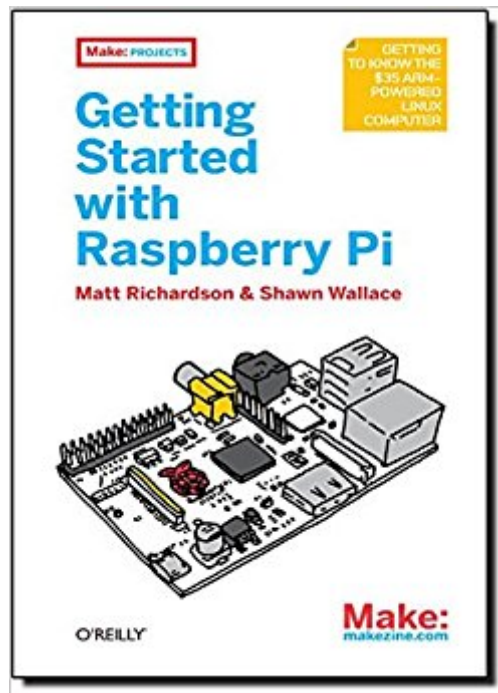




The book was found

# Getting Started With Raspberry Pi (Make: Projects)



## Synopsis

What can you do with the Raspberry Pi, a \$35 computer the size of a credit card? All sorts of things! If you're learning how to program, or looking to build new electronic projects, this hands-on guide will show you just how valuable this flexible little platform can be. This book takes you step-by-step through many fun and educational possibilities. Take advantage of several preloaded programming languages. Use the Raspberry Pi with Arduino. Create Internet-connected projects. Play with multimedia. With Raspberry Pi, you can do all of this and more. Get acquainted with hardware features on the Pi's board. Learn enough Linux to move around the operating system. Pick up the basics of Python and Scratch and start programming. Draw graphics, play sounds, and handle mouse events with the Pygame framework. Use the Pi's input and output pins to do some hardware hacking. Discover how Arduino and the Raspberry Pi complement each other. Integrate USB webcams and other peripherals into your projects. Create your own Pi-based web server with Python.

## Book Information

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## Customer Reviews

Getting To Know The \$35 ARM-Powered Linux Computer

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 Bienniale. He is currently a Master's candidate at New York University's Interactive Telecommunications Program. Shawn Wallace is an editor at O'Reilly and lives in Providence, RI. He is also a member of the Fluxama artist collective responsible for new iOS musical instruments such as Noisemusick and Doctor Om. He designed open hardware kits at Modern Device and taught the Fab Academy at the Providence Fab Lab. For years he was the managing director of the AS220 art space and is a cofounder of the SMT Computing Society.

This book is a very nice introduction to the Raspberry Pi. The book is easy to read and the book is fairly short (180 pages). I was able to go through a chapter or 2 a night and finish off the book in less than a week. Each chapter gives enough information to give the reader a basic understanding of the topic. The chapters are not complete references of the subject matter. At the end of each chapter are references that can be used to get more information. In the Kindle version of the book these are hyperlinks. Many of the references were free. This book gives all the information needed to execute the example code. The examples were short and interesting. I'm waiting to get a compatible webcam before completing chapter 9 and I didn't do all the examples in the chapter on Scratch but other than that I read the entire book and executed all the examples. I very much recommend this book and give it a rating of 5 stars. I had a few problems but still stick with my 5 star rating. Problem 1: Running Headless Page 31 had a link to Raspberry Pi Hub. I couldn't get this to work. I found another example on the internet I had to modify and follow, [...] Problem 2: NameError: name 'i' is not defined I was getting a compilation error with the sample code on page 42. I finally had to add an "i=0" before the while statement and an "i=i+1" inside the while statement. Problem 3: Playing Video-pygame.mixer.quit location not clear The text following the example on page 57 says that pygame.mixer.quit needs to be included "before you play". I thought this meant before the movie.play() command. However, I needed to include it before the movie = pygame.movie.Movie("foo.mpg") command or I would get video and no audio.

For any electronics and Linux novices wanting to learn raspberry pi, this is the book for you! I came to this book with a high school physics level understanding of electronics, almost no knowledge of Linux, and a hobbyist level understanding of programming. The book took me step by step through

a few small projects that really helped me to understand the possibilities that open up when using the raspberry pi. These projects are small and quick and each introduce you to a basic usage example like image processing, interfacing with hardware, and networking. While these projects and their explanations are by no means exhaustive, they give you a rough idea of what is going on and then introduce you to some other websites and books that might help if you want to pursue any given topic further. I also found the way that they annotated the programming to be extremely helpful, although they occasionally glossed over details that I would have liked to know more about. Overall, I loved this book. It might be too simple for people who have experience with platforms like the raspberry pi, but for a newbie like me, this book turned out to be an invaluable resource.

I also bought this one in combination with the Raspberry Pi User Guide just to get acquainted with the hardware and functionality of the Raspberry Pi. The price also was more than reasonable for what you get. Some complain about the "Hand drawn sketches" but I suspect they were used to keep the costs down. As far as what it contains some more experienced users have complained the first few chapters were a waste of space. Well, it wasn't intended for experienced programmers, I know, that's what I do for a living, but for people just getting started. It is very helpful and informative and as I said I bought it just to familiarize myself with the Raspberry Pi itself. It includes some tips on the "Python" programming language which I personally have never used but still found informative. Overall I would recommend it because you can't beat it for the price especially if you are just getting started programming.

I bought a raspberry pi kit (Cana ultimate) along with this book and have been able to follow along with these projects. I am about halfway through so far. This book requires some materials for the projects that they don't list (breadboard, jumper cables (male-male, male-female, female-female) LEDs, resistors, etc... As long as you get a kit with your R-Pi you should be good except some of the projects require or ask for an Arduino and a Power Switch Relay II. I started with zero knowledge of Linux and Python and a little bit of electronics theory (but no experience) and I recommend this for others with little to no experience to get you started but still want to get advanced knowledge

While I like this book and it was helpful in combination with Raspberry Pi for Dummies, it would not have made a good stand-alone reference. Still, the examples and diagrams are useful and it did

contain information that was of assistance to me as I played with my Pi.

This book is a must read for anyone wanting to get a little basic information and instruction on this microcomputer

I found all of this information online in the same or better format. Perhaps if you did not have internet access it would be helpful but then there would be little you could do with pi. More instruction on what you might like to do would make it more valuable... such as how to connect remotely, how to install a database, how to create a web app, etc.

I bought this to go with my son's new RasPi that I bought him for Christmas. I found myself really enjoying the depth of information and number of projects in this book. Highly recommended.

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