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Build amazing Internet of Things projects using the ESP8266 Wi-Fi chip About This Book Get to know the powerful and low cost ESP8266 and build interesting projects in the field of Internet of Things

Configure your ESP8266 to the cloud and explore the networkable modules that will be utilized in the IoT projects This step-by-step guide teaches you the basics of IoT with ESP8266 and makes your life easier Who This Book Is For This book is for those who want to build powerful and inexpen-

sive IoT projects using the ESP8266 WiFi chip, including those who are new to IoT, or those who already have experience with other platforms such as Arduino. What You Will Learn Control various devices from the cloud Interact with web services, such as Twitter or Facebook Make two ESP8266

boards communicate with each other via the cloud Send notifications to users of the ESP8266, via email, text message, or push notifications Build a physical device that indicates the current price of Bitcoin Build a simple home automation system that can be controlled from the cloud Create your own cloud platform to control ESP8266 devices In Detail The Internet of Things (IoT) is the network of objects such as physical things embedded with electronics, software, sensors, and connectivity, enabling data exchange. ESP8266 is a low cost WiFi microcontroller chip that has the ability to empower IoT and helps the exchange of information among various connected objects. ESP8266 consists of networkable microcontroller modules, and with this low cost chip, IoT is booming. This book will help deepen your knowledge of the ESP8266 WiFi chip platform and get you building exciting projects. Kick-starting with an introduction to the ESP8266 chip, we will demonstrate how to build a simple LED using the ESP8266. You will then learn how to read, send, and monitor data from the cloud. Next, you'll see how to control your devices remotely from anywhere in the world. Furthermore, you'll get to know how

to use the ESP8266 to interact with web services such as Twitter and Facebook. In order to make several ESP8266s interact and exchange data without the need for human intervention, you will be introduced to the concept of machine-to-machine communication. The latter part of the book focuses more on projects, including a door lock controlled from the cloud, building a physical Bitcoin ticker, and doing wireless gardening. You'll learn how to build a cloud-based ESP8266 home automation system and a cloud-controlled ESP8266 robot. Finally, you'll discover how to build your own cloud platform to control ESP8266 devices. With this book, you will be able to create and program Internet of Things projects using the ESP8266 WiFi chip. Style and approach This is a step-by-step guide that provides great IOT projects with ESP8266. All the key concepts are explained details with the help of examples and demonstrations of the projects.

It's an exciting time to get involved with MicroPython, the re-implementation of Python 3 for microcontrollers and embedded systems. This practical guide delivers the knowledge you need to roll up your sleeves and create exceptional embedded

projects with this lean and efficient programming language. If you're familiar with Python as a programmer, educator, or maker, you're ready to learn—and have fun along the way. Author Nicholas Tollervey takes you on a journey from first steps to advanced projects. You'll explore the types of devices that run MicroPython, and examine how the language uses and interacts with hardware to process input, connect to the outside world, communicate wirelessly, make sounds and music, and drive robotics projects. Work with MicroPython on four typical devices: PyBoard, the micro:bit, Adafruit's Circuit Playground Express, and ESP8266/ESP32 boards Explore a framework that helps you generate, evaluate, and evolve embedded projects that solve real problems Dive into practical MicroPython examples: visual feedback, input and sensing, GPIO, networking, sound and music, and robotics Learn how idiomatic MicroPython helps you express a lot with the minimum of resources Take the next step by getting involved with the Python community

This book discusses online engineering and virtual instrumentation, typical working areas for today's engineers and inse-

parably connected with areas such as Internet of Things, cyber-physical systems, collaborative networks and grids, cyber cloud technologies, and service architectures, to name just a few. It presents the outcomes of the 14th International Conference on Remote Engineering and Virtual Instrumentation (REV2017), held at Columbia University in New York from 15 to 17 March 2017. The conference addressed fundamentals, applications and experiences in the field of online engineering and virtual instrumentation in the light of growing interest in and need for teleworking, remote services and collaborative working environments as a result of the globalization of education. The book also discusses guidelines for education in university-level courses for these topics.

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.

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.

The two-volume set LNAI 11288 and 11289 constitutes the proceedings of the 17th Mexican International Conference on Artificial Intelligence, MICAI 2018, held in Guadalajara, Mexico, in October 2018. The total of 62 papers presented in these two volumes was carefully reviewed and select-

ed from 149 submissions. The contributions are organized in topical as follows: Part I: evolutionary and nature-inspired intelligence; machine learning; fuzzy logic and uncertainty management. Part II: knowledge representation, reasoning, and optimization; natural language processing; and robotics and computer vision.

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 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 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!

This book is all about getting started with Internet of Things using Nodemcu, it's a de-

velopment 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

This book comprises select peer-reviewed proceedings of the International Conference Trending Moments and Steer Forces – Civil Engineering Today (TMSF 2019). It presents latest research in different domains of civil engineering like structural and concrete engineering, geotechnical engineering, transportation engineering, environmental engineering, and construction technology and management. The contents also include miscellaneous applications of civil engineering in a wide range of technical and societal problems making use of engineering principles and relational data structures involving measurement sciences. Given the range of topics covered, this book can be useful for students, researchers as well as practitioners working in the field of civil engineering.

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).

ESP8266 started their journey out as a WiFi add-on board for more traditional Arduino boards but shortly after, the community realized the power of them and added support to be able to program directly with the Arduino IDE. This book will give you: Simple Ways Of Programming An ESP8266: How To Program ESP8266 With Arduino ESP8266 Programming Tutorial: Programming With Arduino ESP8266 Programming Language: Nodemcu Programming, ESP8266 For Beginners

This book takes a deep dive into ubiquitous computing for applications in health, business, education, tourism, and transportation. The rich interdisciplinary contents of the book appeal to readers from diverse disciplines who aspire to create new and innovative research initiatives and applications in ubiquitous computing. Topics in-

clude condition monitoring and diagnostics; multi-objective optimization in design, multi-objective optimization of machining parameters, and more. The book benefits researchers, advanced students, as well as practitioners interested in applications of ubiquitous computing. Features practical, tested applications in ubiquitous computing Includes applications such as health, business, education, electronics, tourism, and transportation Applicable to researchers, academics, students, and professionals

This book explores how to work with MicroPython development for ESP8266 modules and boards such as NodeMCU, SparkFun ESP8266 Thing and Adafruit Feather Huzzah with ESP8266 WiFi. The following is highlight topics in this book * Preparing Development Environment * Setting Up MicroPython * GPIO Programming * PWM and Analog Input * Working with I2C * Working with UART * Working with SPI * Working with DHT Module

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 ...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 u ...Thank u

The transformative digital technologies developed for Industry 4.0 are proving to be disruptive change drivers in higher education. Industry 4.0 technologies are forming the basis of Education 4.0. Industry 4.0 Technologies for Education: Transformative Technologies and Applications examines state-of-the-art tools and technologies that comprise Education 4.0. Higher education professionals can turn to this book to guide curriculum development aimed at helping produce the workforce for Industry 4.0. The book discusses the tools and technologies required to make Education 4.0 a reality. It covers online content creation, learning management

systems, and tools for teaching, learning, and evaluating. Also covered are disciplines that are being transformed by Industry 4.0 and form the core of Education 4.0 curricula. These disciplines include social work, finance, medicine, and healthcare. Mobile technologies are critical components of Industry 4.0 as well as Education 4.0. The book looks at the roles of the Internet of Things (IoT), 5G, and cloud applications in creating the Education 4.0 environment. Highlights of the book include: Technological innovations for virtual classrooms to empower students Emerging technological advancements for educational institutions Online content creation tools Moodle as a teaching, learning, and evaluation tool Gamification in higher education A design thinking approach to developing curriculum in Education 4.0 Industry 4.0 for Service 4.0 and Research 4.0 as a framework for higher education institutions Eye-tracking technology for Education 4.0 The challenges and issues of the Internet of Things (IoT) in teaching and learning

Exploring the low cost WiFi module About This Book Leverage the ESP8266's on-board processing and storage capability

Get hand- on experience of working on the ESP8266 Arduino Core and its various libraries A practical and enticing recipe-based book that will teach you how to make your environment smart using the ESP8266 Who This Book Is For This book is targeted at IOT enthusiasts who are well versed with electronics concepts and have a very basic familiarity with the ESP8266. Some experience with programming will be an advantage. What You Will Learn Measure data from a digital temperature and humidity sensor using the ESP8266 Explore advanced ESP8266 functionalities Control devices from anywhere in the world using MicroPython Troubleshoot issues with cloud data monitoring Tweet data from the Arduino board Build a cloud-connected power-switch with the ESP8266 Create an ESP8266 robot controlled from the cloud In Detail The ESP8266 Wi-Fi Module is a self contained System on Chip (SOC) with an integrated TCP/IP protocol stack and can give any microcontroller access to your Wi-Fi network. It is capable of either hosting an application or offloading all Wi-Fi networking functions from another application processor. This book contains practical recipes that will help

you master all ESP8266 functionalities. You will start by configuring and customizing the chip in line with your requirements. Then you will focus on core topics such as on-board processing, sensors, GPIOs, programming, networking, integration with external components, and so on. We will also teach you how to leverage Arduino using the ESP8266 and you'll learn about its libraries, file system, OTA updates, and so on. The book also provide recipes on web servers, testing, connecting with the cloud, and troubleshooting techniques. Programming aspects include MicroPython and how to leverage it to get started with the ESP8266. Towards the end, we will use these concepts and create an interesting project (IOT). By the end of the book, readers will be proficient enough to use the ESP8266 board efficiently. Style and approach This recipe-based book will teach you to build projects using the ESP8266.

This book helps you to get started with Arduino Sketch development using ESP8266 boards. We explore I/O programming on ESP8266 boards. The following is a list of highlight topics in this book: * Preparing Development Environment * Setting Up ES-

P8266 Boards * GPIO Programming * Working with Serial Communication (UART) * PWM and Analog Input * Working with I2C * Working with SPI * Connecting to a Network * Working with EEPROM * Reading Temperature and Humidity with DHT Module

This book presents high-quality, original contributions (both theoretical and experimental) on software engineering, cloud computing, computer networks & internet technologies, artificial intelligence, information security, and database and distributed computing. It gathers papers presented at ICRIC 2019, the 2nd International Conference on Recent Innovations in Computing, which was held in Jammu, India, in March 2019. This conference series represents a targeted response to the growing need for research that reports on and assesses the practical implications of IoT and network technologies, AI and machine learning, cloud-based e-Learning and big data, security and privacy, image processing and computer vision, and next-generation computing technologies.

This book emphasizes the emerging building block of image processing domain, which is known as capsule networks for

performing deep image recognition and processing for next-generation imaging science. Recent years have witnessed the continuous development of technologies and methodologies related to image processing, analysis and 3D modeling which have been implemented in the field of computer and image vision. The significant development of these technologies has led to an efficient solution called capsule networks [CapsNet] to solve the intricate challenges in recognizing complex image poses, visual tasks, and object deformation. Moreover, the breakneck growth of computation complexities and computing efficiency has initiated the significant developments of the effective and sophisticated capsule network algorithms and artificial intelligence [AI] tools into existence. The main contribution of this book is to explain and summarize the significant state-of-the-art research advances in the areas of capsule network [CapsNet] algorithms and architectures with real-time implications in the areas of image detection, remote sensing, biomedical image analysis, computer communications, machine vision, Internet of things, and data analytics techniques. The aim of this book is to provide a plat-

form to readers through which they can access the applications of 'Internet of Things' in the Automotive field. Internet of Things in Automotive Industries and Road Safety provides the basic knowledge of the modules with interfacing, along with the programming. Several examples for rapid prototyping are included, this to make the readers understand about the concept of IoT. The book comprises of ten chapters for designing different independent prototypes for the automotive applications, and it would be beneficial for the people who want to get started with hardware based project prototypes. The text is based on the practical experience of the authors built up whilst undergoing projects with students and industry. Technical topics discussed in the book include: Role of IoT in automotive industries, Arduino and its interfacing with I/O devices, Ti Launch Pad and its interfacing with I/O devices, NodeMCU and its interfacing with I/O devices, Serial Communication with Arduino and NodeMCU.

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.

Authored by Roberto Ierusalimschy, the chief architect of the language, this volume covers all aspects of Lua 5---from the basics to its API with C---explaining how to make good use of its features and giving numerous code examples. (Computer Books)

Build simple yet amazing robotics projects using ESP8266 About This Book Get familiar with ESP8266 and its features. Build Wi-Fi controlled robots using ESP8266 A project based book that will use the ESP8266 board and some of its popular variations to build robots. Who This Book Is For This book is targeted at enthusiasts who are interested in developing low-cost robotics projects using ESP8266. A basic knowledge of programming will be useful but everything you need to know is covered in the book. What You Will Learn Build a basic robot with the original ESP8266, Arduino UNO, and a motor driver board. Make a Mini Round Robot with ESP8266 HUZAH Modify your Mini Round Robot by integrating encoders with motors

Use the Zumo chassis kit to build a line-following robot by connecting line sensors Control your Romi Robot with Wiimote Build a Mini Robot Rover chassis with a gripper and control it through Wi-Fi Make a robot that can take pictures In Detail The ESP8266 Wi-Fi module is a self-contained SOC with an integrated TCP/IP protocol stack and can give any microcontroller access to your Wi-Fi network. It has a powerful processing and storage capability and also supports application hosting and Wi-Fi networking. This book is all about robotics projects based on the original ESP8266 microcontroller board and some variants of ESP8266 boards. It starts by showing all the necessary things that you need to build your development environment with basic hardware and software components. The book uses the original ESP8266 board and some variants such as the Adafruit HUZZAH ESP8266 and the Adafruit Feather HUZZAH ESP8266 . You will learn how to use different type of chassis kits, motors, motor drivers, power supplies, distribution boards, sensors, and actuators to build robotics projects that can be controlled via Wi-Fi. In addition, you will learn how to use line sensors, the ArduiCam, Wii Remote,

wheel encoders, and the Gripper kit to build more specialized robots. By the end of this book, you will have built a Wi-Fi control robot using ESP8266. Style and approach A project-based guide that will help you build exciting robotics using ESP8266. NodeMCU is the development board based on the ESP8266 that makes life easier for those of us who want to develop connected devices. In this book we will give a review of the 5 most important points of NodeMCU . This tutorial consists of 5 parts . We started by seeing an overview of the development kits and NodeMCU . Then we will differentiate the different versions that we find of this plate. We will see the pins that are available and their particularities, the LEDs and push buttons integrated within NodeMCU and finally how to connect NodeMCU to our PC . This book will start teaching you from simple "Hello World" using ESP8266 and ends with uploading your Sensor data's such that whole world will see your work.

The book introduces the reader to the Node MCU board, which is a low-cost development board for designing IoT applications.

This book presents selected papers from the International Conference on Computing, Communication, Electrical and Biomedical Systems (ICCCEBS 2021), held in March 2021 at KPR College of Engineering and Technology, Coimbatore, Tamil Nadu, India. The conference explores the interface between industry and real-time environments with newly developed techniques in computing and communications engineering. The papers describe results of conceptual, constructive, empirical, experimental, and theoretical work in areas of computing, communication, electrical, and biomedical systems. Contributors include academic scientists, researchers, industry representatives, postdoctoral fellows, and research scholars from around the world.

1st Warmadewa International Conference on Science, Technology and Humanity will be an annual event hosted by Warmadewa Research Institution, Universitas Warmadewa. This year (2021), will be the first WIC-STH will be held on 7 - 8 September 2021 at Auditorium Widya Sabha, Universitas Warmadewa Denpasar-Bali, Indonesia. In the direction of a new life order during pandemic COVID-19, Science, technology and

humanity especially in ecotourism is a crucial topic to address, this is a momentum to bring together various critical views and thoughts from various fields of science related to strategies that can be done in developing and solving ecotourism resilience during pandemic COVID-19 in Science, technology and humanity study. The conference invites delegates from across Indonesian and is usually attended by more than 100 participants from university academics, researchers, practitioners, and professionals across a wide range of industries.

If you are a hobbyist who wants to develop projects based on Arduino as the main microcontroller platform or an engineer interested in finding out what the Arduino platform offers, then this book is ideal for you. Some prior knowledge of the C programming language is required.

This is an introductory course textbook in electronics, programming, and microprocessing. It explains how to connect and control various electronic components, how to wire and read common types of sensors, and how to amplify, filter, and smooth sensor readings. This will allow the

learner to start designing and building their own equipment for research projects. The course starts at a beginner level, assuming no prior knowledge in these areas. Programming and microprocessing are taught using the Arduino IDE. This book can serve as a stand-alone crash course for a self-motivated learner. It can also be directly adopted as a course textbook for an elective in a college, university, or high school context. Sections include various fun lab activities that increase in difficulty, and enough theory and practical advice to help complement the activities with understanding. Resources are provided to the instructor to organize the lectures, activities, and individual student design projects. These tools will help any reader turn their electronic project ideas into functional prototypes.

This book presents the select proceedings of the fourth International Conference on Advanced Materials and Modern Manufacturing (ICAMMM 2021). It covers broad areas such as advanced mechanical engineering, material science and manufacturing process. Various topics discussed in this book include green manufacturing, green materials, Industry 4.0, additive

manufacturing, precision engineering, sustainability, manufacturing operations management and so on. Given its contents, the book will be useful for students, researchers, engineers and professionals working in the area of mechanical engineering and its allied fields.

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. Design and build custom devices that work through your phone to control your home remotely Setting up a "smart home" can be costly, intimidating, and invasive. This hands-on guide presents you with an accessible and cheap way to do it yourself using free software that will enable your home and your mobile devices to communicate. A DIY 'Smart Home' Guide: Tools for Automating Your Home Monitoring and Security Using Arduino, ESP8266, and Android contains step-by-step plans for easy-to-build projects that work through your phone to control your home environment remotely. All the projects in the book are geared towards helping you create a "smart home," with fun and useful examples such as wireless

temperature and humidity monitors, automated lights, sensors that can trigger alarms in the event of broken glass, fire, window entry, or water heater leakage, and much more! All projects can be accomplished with no previous knowledge; for those with some background in C/C++ or JAVA, the projects can be customized. • All projects use easy, free, flexible, open-source platforms such as Arduino • Focuses projects on real-world remote control activations for protecting the home • Written by a “smart home” expert and experienced author

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 This book will teach you how to start with "Hello World" and ends with uploading or controlling your Sensor data's from all over the world. 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. What will you Learn from This book?Chapter 1 : Basics of ElectronicsChapter 2: Hardware ArchitectureChapter 3: Internet of ThingsChapter 4: Software InstallationChapter 5: Hardware SetupChapter 6: Types of ESP8266Chapter 7 : ESP8266 Hardware Chapter 8: Getting Started with Arduino IDEChapter 9: Basic Programming in Arduino IDEChapter 10: Getting Started with IoTChapter 11: 15+ IoT ProjectsChapter 12: ESP8266 and MQTTChapter 13: Getting started with Lua 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 moni-

tor 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 ES-

P8266 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.

NodeMCU is the Development Kit based on ESP8266 with NodeMCU firmware. This

book helps you to get started with NodeMCU v2 development. The following is highlight topic in this book: * Preparing Development Environment * Setting up NodeMCU * Lua Programming Language * GPIO Programming * PWM and Analog Input * Working with I2C * UART * SPI * Working with OLED Display * Connecting to a Network

Deep learning networks are getting smaller. Much smaller. The Google Assistant team can detect words with a model just 14 kilobytes in size—small enough to run on a microcontroller. With this practical book you'll enter the field of TinyML, where deep learning and embedded systems combine to make astounding things possible with tiny devices. Pete Warden and Daniel Situnayake explain how you can train models small enough to fit into any environment. Ideal for software and hardware developers who want to build embedded systems using machine learning, this guide walks you through creating a series of TinyML projects, step-by-step. No machine learning or microcontroller experience is necessary. Build a speech recognizer, a camera that detects people, and a magic wand that responds to gestures

Work with Arduino and ultra-low-power microcontrollers Learn the essentials of ML and how to train your own models Train models to understand audio, image, and accelerometer data Explore TensorFlow Lite for Microcontrollers, Google's toolkit for TinyML Debug applications and provide safeguards for privacy and security Optimize latency, energy usage, and model and binary size

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++ program-

ming expertise with the Arduino IDE is assumed, although all sketches are fully described and comprehensively commented. This book gives insides of electrical and physical parameter measurements using arduino such as AC current, Frequency, pH, Liquid Level, flow, Air pressure and many more. The book layout is kept very simple like experiment notes 1. Discuss the measurement parameter 2. Sensor description 3. Circuit and its calculation 4. Circuit design 5. Programming 6. Results.