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Leverage Python and Raspberry Pi to create complex IoT applications capable of creating and detecting movement and measuring distance, light, and a host of other environmental conditions

Key Features

- Learn the fundamentals of electronics and how to integrate them with a Raspberry Pi
- Understand how to build RESTful APIs, WebSocket APIs, and MQTT-based applications
- Explore alternative approaches to structuring IoT applications with Python

Book Description The age of connected devices is here, be it fitness bands or smart homes. It's now more important than ever to understand how hardware components interact with the internet to collect and analyze user data. The Internet of Things (IoT), combined with the popular open source language Python, can be used to build powerful and intelligent IoT systems with intuitive interfaces. This book consists of three parts, with the first focusing on the "Internet" component of IoT. You'll get to grips with end-to-end IoT app development to control an LED over the internet, before learning how to build RESTful APIs, WebSocket APIs, and MQTT services in Python. The second part delves into the fundamentals behind electronics and GPIO interfacing. As you progress to the last part, you'll focus on the "Things" aspect of IoT, where you will learn how to connect and control a range of electronic sensors and actuators using Python. You'll also explore a variety of topics, such as motor control, ultrasonic sensors, and temperature measurement. Finally, you'll get up to speed with advanced IoT programming techniques in Python, integrate with IoT visualization and automation platforms, and build a comprehensive IoT project. By the end of this book, you'll be well-versed with IoT development and have the knowledge you need to build sophisticated IoT systems using Python. What you will learn

- Understand electronic interfacing with Raspberry Pi from scratch
- Gain knowledge of building sensor and actuator electronic circuits
- Structure your code in Python using Async IO, pub/sub models, and more
- Automate real-world IoT projects using sensor and actuator integration
- Integrate electronics with ThingSpeak and IFTTT to enable automation
- Build and use RESTful APIs,

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WebSockets, and MQTT with sensors and actuators Set up a Raspberry Pi and Python development environment for IoT projects Who this book is for This IoT Python book is for application developers, IoT professionals, or anyone interested in building IoT applications using the Python programming language. It will also be particularly helpful for mid to senior-level software engineers who are experienced in desktop, web, and mobile development, but have little to no experience of electronics, physical computing, and IoT.

This Rust book is designed to guide you through systems programming with Rust using practical examples and projects. You'll explore various Rust features, along with useful techniques, which will help you to develop system tools, utilities, and more.

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Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to: –Combine loops, variables, and flow control statements into real working programs –Choose the right data structures for the job, such as lists, dictionaries, and tuples –Add graphics and animation to your games with the pygame module –Handle keyboard and mouse input –Program simple artificial intelligence so you can play against the computer –Use cryptography to convert text messages into secret code –Debug your programs and find common errors As you work through each game, you'll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.

Understand how Node-RED, the free and open-source flow-based programming tool, is used for handling IoT data and how it allows programmers of any level to interconnect I/O, APIs, and online services in new and exciting ways. This book is a comprehensive introduction to Node-RED and will get you up to speed with building web apps in no time.

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