Raspberry Pi In Easy Steps

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The Raspberry Pi is a cheap, basic, programmable credit-card sized computer that plugs into your TV and a keyboard. Over five million Raspberry Pi’s have been sold worldwide, so far! Raspberry Pi in easy steps starts with the basic components you’ll need, setting up the system and logging into the console. Then step-by-step it covers; exploring the desktop, the Taskbar, customization, the filesystem and browsing the internet; commanding the system, applications, web pages, reading and writing text, finding files, adding users, changing permissions, and employing the shell; animating with Scratch, enabling complete beginners to create computer programs visually without writing any code; programming with Python a high-level (human-readable) programming language; producing games Raspberry Pi ships with a selection of Python games for you to try; developing windowed apps with Tkinter; driving header pins how to control electrical input and output on the Raspberry Pi header from Python scripts, including lighting a lamp, adding more buttons and controlling projects. Use Raspberry Pi in easy steps to have fun going back to basics and creating your own applications. Source code files from the examples featured in this book are available to download free from the In Easy Steps website.

Synopsis

The Raspberry Pi is a cheap, basic, programmable credit-card sized computer that plugs into your TV and a keyboard. Over five million Raspberry Pi’s have been sold worldwide, so far! Raspberry Pi in easy steps starts with the basic components you’ll need, setting up the system and logging into the console. Then step-by-step it covers; exploring the desktop, the Taskbar, customization, the filesystem and browsing the internet; commanding the system, applications, web pages, reading and writing text, finding files, adding users, changing permissions, and employing the shell; animating with Scratch, enabling complete beginners to create computer programs visually without writing any code; programming with Python a high-level (human-readable) programming language; producing games Raspberry Pi ships with a selection of Python games for you to try; developing windowed apps with Tkinter; driving header pins how to control electrical input and output on the Raspberry Pi header from Python scripts, including lighting a lamp, adding more buttons and controlling projects. Use Raspberry Pi in easy steps to have fun going back to basics and creating your own applications. Source code files from the examples featured in this book are available to download free from the In Easy Steps website.

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Customer Reviews

Along with Raspberry Hacks (Raspberry Pi Hacks: Tips and Tools for Making Things with the Inexpensive Linux Computer) McGrath is one of the most anticipated new Pi books, and it doesn’t
The original purpose of the open source Pi project was to teach kids and adults to program, in a friendly and painless way, all the way from assembly to Python. For better or worse, the Pi has expanded WAY beyond that objective, to, in some cases, becoming the Arduino-like heart of automation, security, circuit experimentation, multimedia, and even a do it yourself laptop! McGrath is unique in staying both true to the original intent (teaching programming) AND a lot of fun applications. This is not one of those textbooks with fine type and a lot of pseudo code-- it is a BRIGHTLY colorful, illustration oriented teaching guide that goes both step by step in complexity, but also is organized in a full-spread problem-solution "how to" format-- an enviable accomplishment in blending the two indeed. To give you the range of instructional applications, the chapters include getting started (VERY beginner oriented), exploring the desktop (subtle tutorial on Linux), Commanding the system (including shell scripts!), Animating with Scratch (basic sprite movement), Programming with Python (granted, there is a whole new book on Python for Pi --Â Programming the Raspberry Pi: Getting Started with PythonÂ -- but this chapter is a must read first, because it not only orients newcomers to OOP, but gives a LOT of library ideas for rewarding and easy Python applications, Importing modules (both file management and more Python imports, including math utilities!), Producing games (yes, even collision detection-- the code, not the math), Developing windowed apps (Tkinter tips), and for us hardware types, Driving the header pins. I know, now you're saying-- beginners? But don't let the breadth fool you, Mike keeps this light with numerous illustrations, screen shots, diagrams, real and pseudo code and especially TIPS (three different categories of colorful tip windows alone). If you have even a LITTLE OOP experience (C#, Java, etc.) you'll pick this up really fast, but even if the word Python scares you, this strikes a middle balance that, with a little work, will get you up and running without needing to even know the differences between methods, classes, throws, inheritance, etc. Within this year (2013) books are scheduled to cover each of the areas that McGrath covers here as individual chapters, but I highly recommend that you get this wonderful tutorial on paper to help organize all the other topics, with many practical exercises to get your feet wet from using pins to programming at all levels, from the little native assembly OS to Linux, scripts and Python. I recommend that my students learn either Java or Python after C#, and the author here opens all those doors, including internet applications and creating a "mini server!" Mike is well known for his versatility in the software industry-- he programs in a dozen languages and has written programming books for at least 9, so when you read this, you get the added advantage of an author and teacher who knows not only Pi, but the underlying skills for which it really was created. If you can only afford one "starter" book, this is the one, due to both breadth and depth. It's just under 200 pages, which is not huge, but very good for
the price (a little over $10 US for full color and free ship with Prime is borderline amazing for this much content), and even better when you see the quality. Easy Steps is the UK version of Wiley, and since Pi came from the UK, a lot of the best work is coming from there right now. This might seem like a "kids book" due to the fun presentation and huge number of screen shots, but don't be misled into thinking kids below HS could get this on their own-- it progresses to advanced topics quite quickly while maintaining the visual didactics, without letting the cuteness or humor get in the way. Since the book even gets to creating your own applications, even undergrad students and IT teachers will find much of value here. From the list of upcoming Pi books, this little credit card PC is not going away soon and has immense upside, with more apps and code libraries appearing for it free on the web every day. It really looks like the 2014 Arduino and then some at this point. Adding Propeller gets you into "cigarette package" size supercomputing at a price to make Intel envious (and ARM-Broadcom happy)!!

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The Raspberry Pi is touted to be the "every kids" computer. What I am finding is that most manuals do not reinforce that. They are filled with information that is difficult to access and leaves the cryptic world of computing finely encrouched in its jargon. This manual does a 180 and was designed to make the Raspberry Pi accessible. The colored pictures and the notes in the margin make all the difference. After buying four different manuals by far this is the best one yet.

Raspberry Pi is well written, lucid, and very easy to understand; there are no gotchas whatsoever. However, I would more recommend this book to novices new to microprocessors and IT as opposed to veterans. For the latter, I'd recommend Raspberry Pi Users Guide.

I checked this book out from the library. It covers a lot of subjects concerning the Raspberry Pi. I specifically like the python programming, and the GPIO sections. Before having to return the book to the library shelves I ordered a copy from . In Easy Steps has a book on Python, too. This book covers things their Python book does not; such as, pygame. I bought this book with the hopes of sharing the information that it contains.
Got this one a few days before the other book I purchased to get myself acquainted with RP. Raspberry Pi in Easy Steps spoiled me completely! It's A+ in every way. Colorful, with plentiful illustrations, and margin tips and reminders too. Well-organized and well-written. Table of Contents and an Index, thank you! Hear ye school librarians! This is the one. A splendid intro to RP.

For the Raspberry Pi beginner, this is the BEST, no question. I have several books on the Pi, and this is without doubt the one I would recommend to any beginner.

These books in the series are easy to read and understand; great illustrations and graphs. If I want to learn about a new subject this books do it.

Pretty good book for a new person getting involved with the Raspberry Pi, even a older great grandpa like me.

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