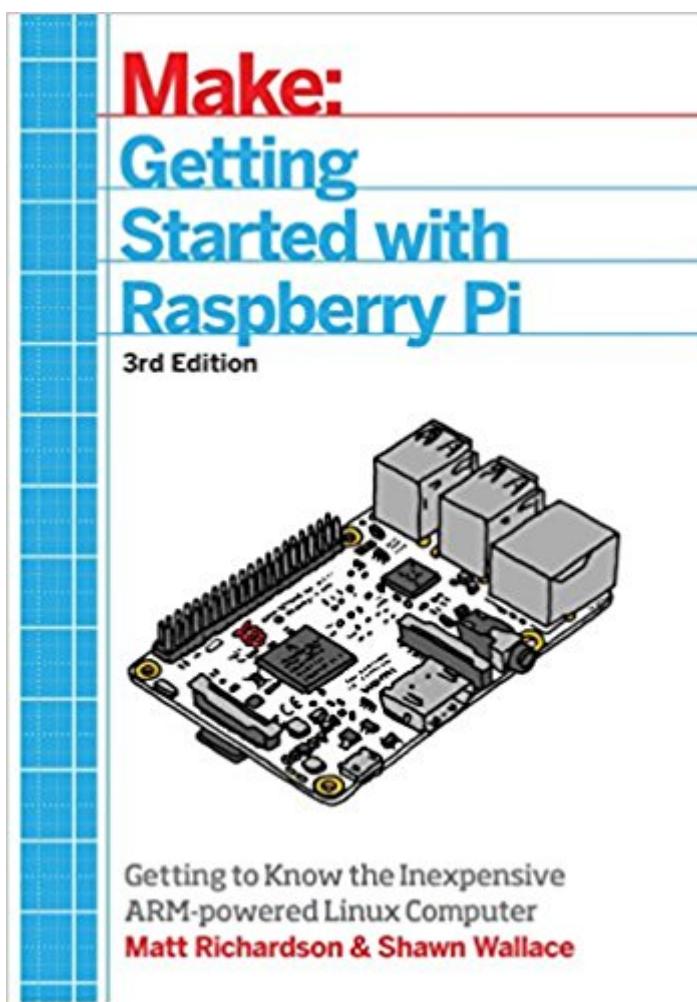


The book was found

Getting Started With Raspberry Pi: An Introduction To The Fastest-Selling Computer In The World



Synopsis

The Raspberry Pi is a credit card-sized computer that plugs into your TV and a keyboard. It is a capable little computer which can be used in electronics projects, and for many of the things that your desktop PC does, like spreadsheets, word processing, browsing the internet, and playing games. It also plays high-definition video. 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.

Book Information

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Customer Reviews

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. Matt Richardson is a San Francisco-based creative technologist and contributing editor to Make: Magazine. He's the owner of Awesome Button Studios, a consultancy focused on blending creativity and technology. After graduating with a Master's from New York University's Interactive Telecommunications Program (ITP) in 2013, he continued his work there as a resident research fellow. Matt is the co-author of Getting Started with Raspberry Pi

and the author of Getting Started with BeagleBone and Getting Started with Intel Galileo.

This book has a section talking about the Leads on the Raspberry Pi Board and how you can leverage control over them using Python

Bought this to go along with a Pi I gave as a gift. It is NOT basic at all, lacks sufficient information on setting up and using the Pi. If you want a starter book for someone or yourself, look elsewhere.

The Raspberry Pi was originally conceived as an inexpensive, credit card sized computer to be used to get children introduced to the workings of computers. The idea was to make it inexpensive and easy to do something other than use the computer to play games. It is an incredible success!! Since the RPi uses Linux, it is also a great way to learn about Linux. This book is a great introduction to take the user from the beginning stages up to intermediate stages. It starts you with plugging everything up, getting online, and downloading and setting up your operating system. Then it tells how to find additional programs to download, install and use and even provides an introduction to Python programming. It is written in straightforward language so that anyone with some knowledge of computers can be successful with it. I think it would help to be reasonably comfortable with Windows or Mac computers, but you don't have to be an engineer to understand. The book is very much in keeping with the target audience for the Raspberry Pi. It looks to me like it can be used with all of the Raspberry Pi versions, including the new Pi3. Anyone from about middle school age on up should be able to use this book quite successfully, especially if they are already interested in and comfortable with computers. The Raspberry Pi 3 is the latest version of this computer and is amazingly powerful when coupled with Linux. I think this book is an ideal companion to the RPi and would make the perfect addition to a RPi kit. Maybe for a Christmas gift??

This book is intended as a guide for those who want to learn about the r-pi and includes information on the newest version, the Raspberry Pi 3. The book gives a brief overview of the r-pi's history, essential accessories and how to prepare the Pi for operation. One of the most useful chapters presents the basic Linux commands you'll need to get started, which is one of the biggest hurdles for many new users. There are also good introductions to the Python programming language, R-Pi's hardware and how to do basic input and output operations. There are discussions of other operating system options intended for more specialized uses such as home theater. The explanations in the book are clear and concise and don't use a great deal of

impenetrable jargon, which usually only serves to confuse. I got this book as a guide for my daughter to learn how to use the R-Pi and I believe she'll do very well with it.

Just read the title: "Getting Started..." Don't expect this to be the Ultimate guide. In fact, IMHO, a beginner shouldn't buy such a comprehensive book. Such a bible would be overwhelming. Rather, like a 101 course, this book covers the basics and gets you off the ground. Once you've explored the Pi universe, you can delve deeper and find better resources. With that in mind, this is the perfect companion for your first trek into Pi.

Much like their Make: Arduino book, this one gives you step-by-step instructions to "get out of the gate" fast, and also a plethora of ideas for what to do with your Pi if you bought it without a project in mind, just to tinker. There's enough that even a novice linux and python user can make use of the platform and do some simple coding to projects done, such as: simple button/switch/LED manipulation (such as if you were making a gaming cabinet), media center (both roku-like or stereo system), digital sensors, photo frame, or simply just a cheap system on which to learn programming. There's just enough tutorial on breadboarding and the onboard pins to make you dangerous. It's like the adult version of those Snap Circuits electronic discovery kits.

Like many others, my purpose in reading "Getting Started With Raspberry Pi: An Introduction to the Fastest-Selling Computer in the World" was to understand exactly what the Raspberry Pi computer is and how to use it. However, my real purpose was to see if even buying a Raspberry Pi was even in the cards for me. Matt Richardson and Shawn Wallace did a credible job in addressing both my primary and secondary reasons for picking up the book. The illustrations (many in color) are helpful and complementary to the text. The book covers several of the Raspberry Pi versions released over the years (although not all of them.) The almost 200-page book is an easy read. Although not comprehensive (honestly, I didn't expect a 200-page technical book to be comprehensive,) the book had enough to get me up and running with the Raspberry Pi computer--and that's exactly what I was looking for in this book.

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