

Exploring Beaglebone Tools And Techniques For Building With Embedded Linux

Exploring BeagleBone Programming the BeagleBone Black: Getting Started with JavaScript and BoneScript Exploring BeagleBone Exploring BeagleBone Making Embedded Systems Teach Like a Champion 2.0 The Go Workshop Building Blocks for IoT Analytics Building Embedded Linux Systems The BeagleBone Black Primer Yocto for Raspberry Pi Exploring Arduino Advanced Raspberry Pi Embedded Linux BeagleBone For Dummies Hunting Cyber Criminals Embedded Systems Security Kali Linux Wireless Penetration Testing: Beginner's Guide Teach Like a Champion Field Guide Hacking Connected Cars Embedded Linux Primer Using Yocto Project with BeagleBone Black Kali Linux Revealed It's Not All about "me" Exploring BeagleBone BeagleBone for Secret Agents BeagleBone Black Cookbook Exploring Arduino BeagleBone Cookbook Making Simple Robots Getting Started with BeagleBone Exploring Raspberry Pi Learning BeagleBone Learning Computer Architecture with Raspberry Pi BeagleBone Robotic Projects The Wishes of the Fish King Mastering BeagleBone Robotics 3-D Hand Loom Weaving Mastering Embedded Linux Programming Learning Elastic Stack 6.0

Exploring BeagleBone

The Go Workshop takes you from being a novice Go programmer to a confident developer who can leverage the key features of the language to build real-world applications. This book helps you cut through excessive theory and delve into the practical features and techniques that are commonly applied to design performant, scalable applications.

Programming the BeagleBone Black: Getting Started with JavaScript and BoneScript

The skills and tools for collecting, verifying and correlating information from different types of systems is an essential skill when tracking down hackers. This book explores Open Source Intelligence Gathering (OSINT) inside out from multiple perspectives, including those of hackers and seasoned intelligence experts. OSINT refers to the techniques and tools required to harvest publicly available data concerning a person or an organization. With several years of experience of tracking hackers with OSINT, the author whips up a classical plot-line involving a hunt for a threat actor. While taking the audience through the thrilling investigative drama, the author immerses the audience with in-depth knowledge of state-of-the-art OSINT tools and techniques. Technical users will want a basic understanding of the Linux command line in order to follow the examples. But a person with no Linux or programming experience can still gain a lot from this book through the commentaries. This book's unique digital investigation proposition is a combination of story-telling, tutorials, and case studies. The book explores digital investigation from multiple angles: Through the eyes of the author who has several years

of experience in the subject. Through the mind of the hacker who collects massive amounts of data from multiple online sources to identify targets as well as ways to hit the targets. Through the eyes of industry leaders. This book is ideal for: Investigation professionals, forensic analysts, and CISO/CIO and other executives wanting to understand the mindset of a hacker and how seemingly harmless information can be used to target their organization. Security analysts, forensic investigators, and SOC teams looking for new approaches on digital investigations from the perspective of collecting and parsing publicly available information. CISOs and defense teams will find this book useful because it takes the perspective of infiltrating an organization from the mindset of a hacker. The commentary provided by outside experts will also provide them with ideas to further protect their organization's data.

Exploring BeagleBone

If you have some experience with the BeagleBone or similar embedded systems and want to learn more about security and privacy, this book is for you. Alternatively, if you have a security and privacy background and want to learn more about embedded development, this book is for you. You should have some familiarity with Linux systems and with the C and Python programming languages.

Exploring BeagleBone

Deliver end-to-end real-time distributed data processing solutions by leveraging the power of Elastic Stack 6.0 Key Features - Get to grips with the new features introduced in Elastic Stack 6.0 - Get valuable insights from your data by working with the different components of the Elastic stack such as Elasticsearch, Logstash, Kibana, X-Pack, and Beats - Includes handy tips and techniques to build, deploy and manage your Elastic applications efficiently on-premise or on the cloud Book Description The Elastic Stack is a powerful combination of tools for distributed search, analytics, logging, and visualization of data from medium to massive data sets. The newly released Elastic Stack 6.0 brings new features and capabilities that empower users to find unique, actionable insights through these techniques. This book will give you a fundamental understanding of what the stack is all about, and how to use it efficiently to build powerful real-time data processing applications. After a quick overview of the newly introduced features in Elastic Stack 6.0, you'll learn how to set up the stack by installing the tools, and see their basic configurations. Then it shows you how to use Elasticsearch for distributed searching and analytics, along with Logstash for logging, and Kibana for data visualization. It also demonstrates the creation of custom plugins using Kibana and Beats. You'll find out about Elastic X-Pack, a useful extension for effective security and monitoring. We also provide useful tips on how to use the Elastic Cloud and deploy the Elastic Stack in production environments. On completing this book, you'll have a solid foundational knowledge of the basic Elastic Stack functionalities. You'll also have a good understanding of the role of each component in the stack to solve different data

processing problems. What you will learn - Familiarize yourself with the different components of the Elastic Stack - Get to know the new functionalities introduced in Elastic Stack 6.0 - Effectively build your data pipeline to get data from terabytes or petabytes of data into Elasticsearch and Logstash for searching and logging - Use Kibana to visualize data and tell data stories in real-time - Secure, monitor, and use the alerting and reporting capabilities of Elastic Stack - Take your Elastic application to an on-premise or cloud-based production environment Who this book is for This book is for data professionals who want to get amazing insights and business metrics from their data sources. If you want to get a fundamental understanding of the Elastic Stack for distributed, real-time processing of data, this book will help you. A fundamental knowledge of JSON would be useful, but is not mandatory. No previous experience with the Elastic Stack is required.

Making Embedded Systems

Expand Raspberry Pi capabilities with fundamental engineering principles Exploring Raspberry Pi is the innovators guide to bringing Raspberry Pi to life. This book favors engineering principles over a 'recipe' approach to give you the skills you need to design and build your own projects. You'll understand the fundamental principles in a way that transfers to any type of electronics, electronic modules, or external peripherals, using a "learning by doing" approach that caters to both beginners and experts. The book begins with basic Linux and programming skills, and helps you stock your inventory with common parts and supplies. Next, you'll learn how to make parts work together to achieve the goals of your project, no matter what type of components you use. The companion website provides a full repository that structures all of the code and scripts, along with links to video tutorials and supplementary content that takes you deeper into your project. The Raspberry Pi's most famous feature is its adaptability. It can be used for thousands of electronic applications, and using the Linux OS expands the functionality even more. This book helps you get the most from your Raspberry Pi, but it also gives you the fundamental engineering skills you need to incorporate any electronics into any project. Develop the Linux and programming skills you need to build basic applications Build your inventory of parts so you can always "make it work" Understand interfacing, controlling, and communicating with almost any component Explore advanced applications with video, audio, real-world interactions, and more Be free to adapt and create with Exploring Raspberry Pi.

Teach Like a Champion 2.0

The bestselling beginner Arduino guide, updated with new projects! Exploring Arduino makes electrical engineering and embedded software accessible. Learn step by step everything you need to know about electrical engineering, programming, and human-computer interaction through a series of increasingly complex projects. Arduino guru Jeremy Blum walks you through each build, providing code snippets and schematics that will remain useful for future projects. Projects are accompanied by downloadable source code, tips and tricks, and video tutorials to help you master Arduino.

You'll gain the skills you need to develop your own microcontroller projects! This new 2nd edition has been updated to cover the rapidly-expanding Arduino ecosystem, and includes new full-color graphics for easier reference. Servo motors and stepper motors are covered in richer detail, and you'll find more excerpts about technical details behind the topics covered in the book. Wireless connectivity and the Internet-of-Things are now more prominently featured in the advanced projects to reflect Arduino's growing capabilities. You'll learn how Arduino compares to its competition, and how to determine which board is right for your project. If you're ready to start creating, this book is your ultimate guide! Get up to date on the evolving Arduino hardware, software, and capabilities Build projects that interface with other devices—wirelessly! Learn the basics of electrical engineering and programming Access downloadable materials and source code for every project Whether you're a first-timer just starting out in electronics, or a pro looking to mock-up more complex builds, Arduino is a fantastic tool for building a variety of devices. This book offers a comprehensive tour of the hardware itself, plus in-depth introduction to the various peripherals, tools, and techniques used to turn your little Arduino device into something useful, artistic, and educational. Exploring Arduino is your roadmap to adventure—start your journey today!

The The Go Workshop

Exciting new capabilities to enable even easier DIY robotics with BeagleBone Blue About This Book Build powerful robots with the all new BeagleBone Blue Communicate with your robot and teach it to detect and respond to its environment Control walking, rolling, swimming, and flying robots with your iOS and Android mobile devices Who This Book Is For This book is for anyone who is curious about using new, low-cost hardware to create robotic projects and have previously been the domain of research labs, major universities, or defence departments. Some programming experience would be useful, but if you know how to use a personal computer, you can use this book to construct far more complex systems than you would have thought possible. What You Will Learn Power on and configure the BeagleBone Blue Get to know Simple programming techniques to enable the unique hardware capabilities of the BeagleBone Blue. Connect standard hardware to enable your projects to see, speak, hear, and move Build advanced capabilities into your projects, such as GPS and sonar sensors Build complex projects that can fly, or go under or on the water In Detail BeagleBone Blue is effectively a small, light, cheap computer in a similar vein to Raspberry Pi and Arduino. It has all of the extensibility of today's desktop machines, but without the bulk, expense, or noise. This project guide provides step-by-step instructions that enable anyone to use this new, low-cost platform in some fascinating robotics projects. By the time you are finished, your projects will be able to see, speak, listen, detect their surroundings, and move in a variety of amazing ways. The book begins with unpacking and powering up the components. This includes guidance on what to purchase and how to connect it all successfully, and a primer on programming the BeagleBone Blue. You will add additional software functionality available from the open source community, including making the system see using a webcam, hear using a microphone, and speak using a speaker. You will then learn to use the new hardware capability of the BeagleBone Blue to make your robots move,

as well as discover how to add sonar sensors to avoid or find objects. Later, you will learn to remotely control your robot through iOS and Android devices. At the end of this book, you will see how to integrate all of these functionalities to work together, before developing the most impressive robotics projects: Drone and Submarine. Style and approach Develop practical example projects with detailed explanations, combine the projects in a vast number of ways to create different robot designs, or work through them in sequence to discover the full capability of the BeagleBone Blue.

Building Blocks for IoT Analytics

A guide to using Linux on embedded platforms for interfacing to the real world. "Embedded Linux" is one of the first books available that teaches readers development and implementation of interfacing applications on an Embedded Linux platform.

Building Embedded Linux Systems

Front Cover; Dedication; Embedded Systems Security: Practical Methods for Safe and Secure Software and Systems Development; Copyright; Contents; Foreword; Preface; About this Book; Audience; Organization; Approach; Acknowledgements; Chapter 1 -- Introduction to Embedded Systems Security; 1.1 What is Security?; 1.2 What is an Embedded System?; 1.3 Embedded Security Trends; 1.4 Security Policies; 1.5 Security Threats; 1.6 Wrap-up; 1.7 Key Points; 1.8 Bibliography and Notes; Chapter 2 -- Systems Software Considerations; 2.1 The Role of the Operating System; 2.2 Multiple Independent Levels of Security.

The BeagleBone Black Primer

This book is for new BeagleBone owners who are looking to quickly get their microboard up and running. It would be helpful to have an understanding of embedded concepts or Linux but neither is essential.

Yocto for Raspberry Pi

Whether you're a veteran or an absolute n00b, this is the best place to start with Kali Linux, the security professional's platform of choice, and a truly industrial-grade, and world-class operating system distribution-mature, secure, and enterprise-ready.

Exploring Arduino

A field manual on contextualizing cyber threats, vulnerabilities, and risks to connected cars through penetration testing and risk assessment *Hacking Connected Cars* deconstructs the tactics, techniques, and procedures (TTPs) used to hack into connected cars and autonomous vehicles to help you identify and mitigate vulnerabilities affecting cyber-physical vehicles. Written by a veteran of risk management and penetration testing of IoT devices and connected cars, this book provides a detailed account of how to perform penetration testing, threat modeling, and risk assessments of telematics control units and infotainment systems. This book demonstrates how vulnerabilities in wireless networking, Bluetooth, and GSM can be exploited to affect confidentiality, integrity, and availability of connected cars. Passenger vehicles have experienced a massive increase in connectivity over the past five years, and the trend will only continue to grow with the expansion of The Internet of Things and increasing consumer demand for always-on connectivity. Manufacturers and OEMs need the ability to push updates without requiring service visits, but this leaves the vehicle's systems open to attack. This book examines the issues in depth, providing cutting-edge preventative tactics that security practitioners, researchers, and vendors can use to keep connected cars safe without sacrificing connectivity. Perform penetration testing of infotainment systems and telematics control units through a step-by-step methodical guide Analyze risk levels surrounding vulnerabilities and threats that impact confidentiality, integrity, and availability Conduct penetration testing using the same tactics, techniques, and procedures used by hackers From relatively small features such as automatic parallel parking, to completely autonomous self-driving cars—all connected systems are vulnerable to attack. As connectivity becomes a way of life, the need for security expertise for in-vehicle systems is becoming increasingly urgent. *Hacking Connected Cars* provides practical, comprehensive guidance for keeping these vehicles secure.

Advanced Raspberry Pi

A companion to *Teach Like a Champion* further explores the author's techniques, providing helpful charts for teachers to track their own progress and record feedback from colleagues and more. Original.

Embedded Linux

Weaving the shape, not just shaping the cloth! Now, for the first time, handweavers have the tools and techniques to allow them to weave the 3-D shapes they want, on their own looms. Three new techniques are at the core of this exploration: weaving expanded areas, weaving dense areas, and weaving with infinite tensioning. By showing the benefits of challenging every aspect of the weaving process and breaking some of the old rules, Eyring helps handweavers free their skills to design the shapes they want to create, and then weave them. Start by understanding the terms invented to explain the processes, and the instructions for building the innovative weaving tools that make 3-D weaving possible. Instructions for using the new techniques offer clear details, options, and tips for making challenges work for you. With a minimum of

new tools to build or loom modifications to make, three fast and easy projects allow you to try the techniques on a four- or eight- shaft loom--and to make an actual project rather than just a sample. Finally, a photo gallery of spectacular expert-level creations serves as a resource to inspire your next designs. If you dream in 3-D, why not learn to weave in 3-D?

BeagleBone For Dummies

Over 60 recipes and solutions for inventors, makers, and budding engineers to create projects using the BeagleBone Black

About This Book Learn how to develop applications with the BeagleBone Black and open source Linux software Sharpen your expertise in making sophisticated electronic devices Explore the BeagleBone Black with this easy-to-succeed recipe format Who This Book Is For If you are a hardware, Linux, and/or microcomputing novice, or someone who wants more power and possibilities with product prototypes, electronic art projects, or embedded computing experiments, then this book is for you. It is for Internet of Things enthusiasts who want to use more sophisticated hardware than the Raspberry Pi or the Arduino can provide. Whether you are an engineering student, a DIYer, an inventor, or a budding electronics enthusiast, this book delivers accessible, easy-to-succeed instructions for using an advanced microcomputing platform.

What You Will Learn Set up and run the BeagleBone Black for the first time Learn the basics of microcomputing and Linux using the command line and easy kernel mods Make introductory projects with Python, JavaScript, BoneScript, and Node.js Explore physical computing and simple circuits using buttons, LEDs, sensors, and motors Discover the unique features of the BeagleBone Black and its real-time computing functions Build intermediate level audio and video applications Assemble and add ingredients for creating Internet of Things prototypes In Detail There are many single-board controllers and computers such as Arduino, Udoo, or Raspberry Pi, which can be used to create electronic prototypes on circuit boards. However, when it comes to creating more advanced projects, BeagleBone Black provides a sophisticated alternative. Mastering the BeagleBone Black enables you to combine it with sensors and LEDs, add buttons, and marry it to a variety of add-on boards. You can transform this tiny device into the brain for an embedded application or an endless variety of electronic inventions and prototypes. With dozens of how-tos, this book kicks off with the basic steps for setting up and running the BeagleBone Black for the first time, from connecting the necessary hardware and using the command line with Linux commands to installing new software and controlling your system remotely. Following these recipes, more advanced examples take you through scripting, debugging, and working with software source files, eventually working with the Linux kernel. Subsequently, you will learn how to exploit the board's real-time functions. We will then discover exciting methods for using sound and video with the system before marching forward into an exploration of recipes for building Internet of Things projects. Finally, the book finishes with a dramatic arc upward into outer space, when you explore ways to build projects for tracking and monitoring satellites. Style and approach This comprehensive recipe book deconstructs a complex, often confusing piece of technology, and transforms it to become accessible and fun with snappy, unintimidating prose, and extensive easy-to-succeed instructions.

Hunting Cyber Criminals

Learn to easily build gadgets, gizmos, robots, and more using Arduino Written by Arduino expert Jeremy Blum, this unique book uses the popular Arduino microcontroller platform as an instrument to teach you about topics in electrical engineering, programming, and human-computer interaction. Whether you're a budding hobbyist or an engineer, you'll benefit from the perfectly paced lessons that walk you through useful, artistic, and educational exercises that gradually get more advanced. In addition to specific projects, the book shares best practices in programming and design that you can apply to your own projects. Code snippets and schematics will serve as a useful reference for future projects even after you've mastered all the topics in the book. Includes a number of projects that utilize different capabilities of the Arduino, while interfacing with external hardware Features chapters that build upon each other, tying in concepts from previous chapters to illustrate new ones Includes aspects that are accompanied by video tutorials and other multimedia content 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 Explains how to combine smaller topics into more complex projects Shares downloadable materials and source code for everything covered in the book Projects compatible with many official Arduino boards including Arduino Uno; Arduino Leonardo; Arduino Mega 2560; Arduino Due; Arduino Nano; Arduino Mega ADK; LilyPad Arduino and may work with Arduino-compatible boards such as Freeduino and new third party certified boards such as the Intel Galileo Exploring Arduino takes you on an adventure and provides you with exclusive access to materials not found anywhere else!

Embedded Systems Security

Up-to-the-Minute, Complete Guidance for Developing Embedded Solutions with Linux Linux has emerged as today's #1 operating system for embedded products. Christopher Hallinan's Embedded Linux Primer has proven itself as the definitive real-world guide to building efficient, high-value, embedded systems with Linux. Now, Hallinan has thoroughly updated this highly praised book for the newest Linux kernels, capabilities, tools, and hardware support, including advanced multicore processors. Drawing on more than a decade of embedded Linux experience, Hallinan helps you rapidly climb the learning curve, whether you're moving from legacy environments or you're new to embedded programming. Hallinan addresses today's most important development challenges and demonstrates how to solve the problems you're most likely to encounter. You'll learn how to build a modern, efficient embedded Linux development environment, and then utilize it as productively as possible. Hallinan offers up-to-date guidance on everything from kernel configuration and initialization to bootloaders, device drivers to file systems, and BusyBox utilities to real-time configuration and system analysis. This edition adds entirely new chapters on UDEV, USB, and open source build systems. Tour the typical embedded system and development environment and understand its concepts and components. Understand the Linux kernel and userspace

initialization processes. Preview bootloaders, with specific emphasis on U-Boot. Configure the Memory Technology Devices (MTD) subsystem to interface with flash (and other) memory devices. Make the most of BusyBox and latest open source development tools. Learn from expanded and updated coverage of kernel debugging. Build and analyze real-time systems with Linux. Learn to configure device files and driver loading with UDEV. Walk through detailed coverage of the USB subsystem. Introduces the latest open source embedded Linux build systems. Reference appendices include U-Boot and BusyBox commands.

Kali Linux Wireless Penetration Testing: Beginner's Guide

A poignant, poetic reflection on a bright and fleeting season, told in the voice of a parent but seen through the eyes and imagination of a child. Lyrical text and magical paintings recount the story of a little girl and her father and mother as they journey by foot and boat through the storybook wonders of the world they share--a world where field and forest and fairy tale blend in a quiet celebration of wonder and love for generations to read aloud, share and delight in together! Written by author, poet & lyricist Douglas Kaine McKelvey (The Angel Knew Papa and the Dog) and illustrated by Jamin Still (Ellen and the Winter Wolves), *The Wishes of the Fish King* is all about making us "remember, for one wild moment," the wonders of this brief, shared life.

Teach Like a Champion Field Guide

Master the techniques needed to build great, efficient embedded devices on Linux About This Book Discover how to build and configure reliable embedded Linux devices This book has been updated to include Linux 4.9 and Yocto Project 2.2 (Morty) This comprehensive guide covers the remote update of devices in the field and power management Who This Book Is For If you are an engineer who wishes to understand and use Linux in embedded devices, this book is for you. It is also for Linux developers and system programmers who are familiar with embedded systems and want to learn and program the best in class devices. It is appropriate for students studying embedded techniques, for developers implementing embedded Linux devices, and engineers supporting existing Linux devices. What You Will Learn Evaluate the Board Support Packages offered by most manufacturers of a system on chip or embedded module Use Buildroot and the Yocto Project to create embedded Linux systems quickly and efficiently Update IoT devices in the field without compromising security Reduce the power budget of devices to make batteries last longer Interact with the hardware without having to write kernel device drivers Debug devices remotely using GDB, and see how to measure the performance of the systems using powerful tools such as perk, ftrace, and valgrind Find out how to configure Linux as a real-time operating system In Detail Embedded Linux runs many of the devices we use every day, from smart TVs to WiFi routers, test equipment to industrial controllers - all of them have Linux at their heart. Linux is a core technology in the implementation of the inter-connected world of the

Internet of Things. The comprehensive guide shows you the technologies and techniques required to build Linux into embedded systems. You will begin by learning about the fundamental elements that underpin all embedded Linux projects: the toolchain, the bootloader, the kernel, and the root filesystem. You'll see how to create each of these elements from scratch, and how to automate the process using Buildroot and the Yocto Project. Moving on, you'll find out how to implement an effective storage strategy for flash memory chips, and how to install updates to the device remotely once it is deployed. You'll also get to know the key aspects of writing code for embedded Linux, such as how to access hardware from applications, the implications of writing multi-threaded code, and techniques to manage memory in an efficient way. The final chapters show you how to debug your code, both in applications and in the Linux kernel, and how to profile the system so that you can look out for performance bottlenecks. By the end of the book, you will have a complete overview of the steps required to create a successful embedded Linux system. Style and approach This book is an easy-to-follow and pragmatic guide with in-depth analysis of the implementation of embedded devices. It follows the life cycle of a project from inception through to completion, at each stage giving both the theory that underlies the topic and practical step-by-step walkthroughs of an example implementation.

Hacking Connected Cars

Internet-of-Things (IoT) Analytics are an integral element of most IoT applications, as it provides the means to extract knowledge, drive actuation services and optimize decision making. IoT analytics will be a major contributor to IoT business value in the coming years, as it will enable organizations to process and fully leverage large amounts of IoT data, which are nowadays largely underutilized. The Building Blocks of IoT Analytics is devoted to the presentation the main technology building blocks that comprise advanced IoT analytics systems. It introduces IoT analytics as a special case of BigData analytics and accordingly presents leading edge technologies that can be deployed in order to successfully confront the main challenges of IoT analytics applications. Special emphasis is paid in the presentation of technologies for IoT streaming and semantic interoperability across diverse IoT streams. Furthermore, the role of cloud computing and BigData technologies in IoT analytics are presented, along with practical tools for implementing, deploying and operating non-trivial IoT applications. Along with the main building blocks of IoT analytics systems and applications, the book presents a series of practical applications, which illustrate the use of these technologies in the scope of pragmatic applications. Technical topics discussed in the book include: Cloud Computing and BigData for IoT analytics Searching the Internet of Things Development Tools for IoT Analytics Applications IoT Analytics-as-a-Service Semantic Modelling and Reasoning for IoT Analytics IoT analytics for Smart Buildings IoT analytics for Smart Cities Operationalization of IoT analytics Ethical aspects of IoT analytics This book contains both research oriented and applied articles on IoT analytics, including several articles reflecting work undertaken in the scope of recent European Commission funded projects in the scope of the FP7 and H2020 programmes. These articles present results of these projects on IoT analytics platforms and applications. Even though several articles

have been contributed by different authors, they are structured in a well thought order that facilitates the reader either to follow the evolution of the book or to focus on specific topics depending on his/her background and interest in IoT and IoT analytics technologies. The compilation of these articles in this edited volume has been largely motivated by the close collaboration of the co-authors in the scope of working groups and IoT events organized by the Internet-of-Things Research Cluster (IERC), which is currently a part of EU's Alliance for Internet of Things Innovation (AIOTI).

Embedded Linux Primer

The Yocto Project produces tools and processes that enable the creation of Linux distributions for embedded software, independent of the architecture. BeagleBone Black is a platform that allows users to perform installation and customizations to their liking, quickly and easily. Starting with a basic introduction to Yocto Project's build system, this book will take you through the setup and deployment steps for Yocto Project. You will develop an understanding of BitBake, learn how to create a basic recipe, and explore the different types of Yocto Project recipe elements. Moving on, you will be able to customize existing recipes in layers and create a home surveillance solution using your webcam, as well as creating other advanced projects using BeagleBone Black and Yocto Project. By the end of the book, you will have all the necessary skills, exposure, and experience to complete projects based on Yocto Project and BeagleBone Black.

Using Yocto Project with BeagleBone Black

Many people think of Linux as a computer operating system, running on users' desktops and powering servers. But Linux can also be found inside many consumer electronics devices. Whether they're the brains of a cell phone, cable box, or exercise bike, embedded Linux systems blur the distinction between computer and device. Many makers love microcontroller platforms such as Arduino, but as the complexity increases in their projects, they need more power for applications, such as computer vision. The BeagleBone is an embedded Linux board for makers. It's got built-in networking, many inputs and outputs, and a fast processor to handle demanding tasks. This book introduces you to both the original BeagleBone and the new BeagleBone Black and gets you started with projects that take advantage of the board's processing power and its ability to interface with the outside world.

Kali Linux Revealed

Jump right into the pro-level guts of the Raspberry Pi with complete schematics and detailed hardware explanations as your guide. You'll tinker with runlevels, reporting voltages and temperatures, and work on a variety of project examples that you can tune for your own project ideas.. This book is fully updated for the latest Pi boards with three chapters dedicated to

GPIO to help you master key aspects of the Raspberry Pi. You'll work with Linux driver information and explore the different Raspberry Pi models, including the Pi Zero, Pi Zero W, Pi 2, Pi3 B and Pi3 B+. You'll also review a variety of project examples that you can tune for your own project ideas. Other topics covered include the 1-Wire driver interface, how to configure a serial Linux console, and cross-compile code, including the Linux kernel. You'll find yourself turning to Advanced Raspberry Pi over and over again for both inspiration and reference. Whether you're an electronics professional, an entrepreneurial maker, or just looking for more detailed information on the Raspberry Pi, this is exactly the book for you. What You'll Learn Master I2C and SPI communications from Raspbian Linux in C Program USB peripherals, such as a 5-inch LCD panel with touch control and the Pi camera Study GPIO hardware, the sysfs driver interface and direct access from C programs Use and program the UART serial device. Who This Book Is For Advanced Raspberry Pi users who have experience doing basic projects and want to take their projects further.

It's Not All about "me"

If you want a simple guide to building complex robots, then this book is for you. You'll need some programming knowledge and experience working with mechanical systems.

Exploring BeagleBone

Create unique and amazing projects by using the powerful combination of Yocto and Raspberry Pi About This Book Set up and configure the Yocto Project efficiently with Raspberry Pi Deploy multimedia applications from existing Yocto/OE layers An easy-to-follow guide to utilize your custom recipes on your Raspberry Pi Who This Book Is For If you are a student or a developer of embedded software, embedded Linux engineer or embedded systems in competence with Raspberry Pi and want to discover the Yocto Project, then this book is for you. Experience with Yocto is not needed. What You Will Learn Explore the basic concept of Yocto's build system and how it is organized in order to use it efficiently with Raspberry Pi Generate your first image with Yocto for the Raspberry Pi Understand how to customize your Linux kernel within the Yocto Project Customize your image in order to integrate your own applications Write your own recipes for your graphical applications Integrate a custom layer for the Raspberry Pi In Detail The Yocto Project is a Linux Foundation workgroup, which produces tools (SDK) and processes (configuration, compilation, installation) that will enable the creation of Linux distributions for embedded software, independent of the architecture of embedded software (Raspberry Pi, i.MX6, and so on). It is a powerful build system that allows you to master your personal or professional development. This book presents you with the configuration of the Yocto Framework for the Raspberry Pi, allowing you to create amazing and innovative projects using the Yocto/OpenEmbedded eco-system. It starts with the basic introduction of Yocto's build system, and takes you through the setup and deployment steps for Yocto. It then helps you to develop an understanding of Bitbake (the task

scheduler), and learn how to create a basic recipe through a GPIO application example. You can then explore the different types of Yocto recipe elements (LICENSE, FILES, SRC_URI, and so on). Next, you will learn how to customize existing recipes in Yocto/OE layers and add layers to your custom environment (qt5 for example). Style and approach A step by step guide covering the fundamentals to create amazing new projects with Raspberry Pi and Yocto.

BeagleBone for Secret Agents

The BeagleBone Black Primer Master BeagleBone Black: Today's most powerful low-cost embedded development platform! You can do amazing things with BeagleBone Black. Get started in just five minutes: all you need is a USB cable and this easy, hands-on primer! Brian McLaughlin teaches you enough to be seriously dangerous. Start with the simplest embedded programming concepts. Explore BeagleBone Black's capabilities, and learn all the essentials, from controlling I/O to establishing network connections. Then, step by step, master increasingly advanced techniques with the Cloud9 IDE and BoneScript...Integrate external hardware...Install Linux or Android...Use Cape expansion boards to do even more. Don't just learn it: do it. This guide is packed with projects, from weather stations, to car computers, to a "capstone" project using Software Defined Radio to capture signals from local airspace and orbiting satellites! You won't just put BeagleBone Black to work: you'll start imagining great projects of your own. And then you'll build them. Discover how BeagleBone Black works, and what it can do Get your BeagleBone Black—and get it working, fast Link your BeagleBone Black to the world, and link yourself to the global BeagleBone community Learn to read schematics and use them to connect hardware Prototype your projects with breadboards Extend BeagleBone Black with Capes Add sensors to capture and use data from the environment Use actuators to make things happen in the real world Make your BeagleBone Black recognize your face Learn from mistakes, and go beyond what you've already learned Brian McLaughlin is an engineer by profession and by hobby. Building on a solid foundation in software, he was first exposed to advanced hardware topics while working on the Hubble Space Telescope. After working for Lockheed Martin, he joined NASA, where he's supported many of NASA's most exciting missions. He holds a B.S. in computer science (North Carolina State University) and an M.S. in systems engineering (University of Maryland). He's also written for GeekDad and is a member of the growing Maker community.

BeagleBone Black Cookbook

"This pocket manual is a work book that will present how to build strong, unbreakable bonds, and how to build rapport with anyone" -- from the author.

Exploring Arduino

In-depth instruction and practical techniques for building with the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life using the popular BeagleBone embedded Linux platform. Comprehensive content and deep detail provide more than just a BeagleBone instruction manual-you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code, discussion forums, and more, to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming Master interfacing electronic circuits, buses and modules, with practical examples Explore the Internet-connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing applications, including video and sound Explore the BeagleBone's Programmable Real-Time Controllers Updated to cover the latest Beagle boards, Linux kernel versions, and Linux software releases. Includes new content on Linux kernel development, the Linux Remote Processor Framework, CAN bus, IoT frameworks, and much more! Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform.

BeagleBone Cookbook

Use your Raspberry Pi to get smart about computing fundamentals In the 1980s, the tech revolution was kickstarted by a flood of relatively inexpensive, highly programmable computers like the Commodore. Now, a second revolution in computing is beginning with the Raspberry Pi. Learning Computer Architecture with the Raspberry Pi is the premier guide to understanding the components of the most exciting tech product available. Thanks to this book, every Raspberry Pi owner can understand how the computer works and how to access all of its hardware and software capabilities. Now, students, hackers, and casual users alike can discover how computers work with Learning Computer Architecture with the Raspberry Pi. This book explains what each and every hardware component does, how they relate to one another, and how they correspond to the components of other computing systems. You'll also learn how programming works and how the operating system relates to the Raspberry Pi's physical components. Co-authored by Eben Upton, one of the creators of the Raspberry Pi, this is a companion volume to the Raspberry Pi User Guide An affordable solution for learning about computer

system design considerations and experimenting with low-level programming Understandable descriptions of the functions of memory storage, Ethernet, cameras, processors, and more Gain knowledge of computer design and operation in general by exploring the basic structure of the Raspberry Pi The Raspberry Pi was created to bring forth a new generation of computer scientists, developers, and architects who understand the inner workings of the computers that have become essential to our daily lives. Learning Computer Architecture with the Raspberry Pi is your gateway to the world of computer system design.

Making Simple Robots

Making Simple Robots is based on one idea: Anybody can build a robot! That includes kids, school teachers, parents, and non-engineers. If you can knit, sew, or fold a flat piece of paper into a box, you can build a no-tech robotic part. If you can use a hot glue gun, you can learn to solder basic electronics into a low-tech robot that reacts to its environment. And if you can figure out how to use the apps on your smart phone, you can learn enough programming to communicate with a simple robot. Written in language that non-engineers can understand, Making Simple Robots helps beginners move beyond basic craft skills and materials to the latest products and tools being used by artists and inventors. Find out how to animate folded paper origami, design a versatile robot wheel-leg for 3D printing, or program a rag doll to blink its cyborg eye. Each project includes step-by-step directions as well as clear diagrams and photographs. And every chapter offers suggestions for modifying and expanding the projects, so that you can return to the projects again and again as your skill set grows.

Getting Started with BeagleBone

Interested in developing embedded systems? Since they don't tolerate inefficiency, these systems require a disciplined approach to programming. This easy-to-read guide helps you cultivate a host of good development practices, based on classic software design patterns and new patterns unique to embedded programming. Learn how to build system architecture for processors, not operating systems, and discover specific techniques for dealing with hardware difficulties and manufacturing requirements. Written by an expert who's created embedded systems ranging from urban surveillance and DNA scanners to children's toys, this book is ideal for intermediate and experienced programmers, no matter what platform you use. Optimize your system to reduce cost and increase performance Develop an architecture that makes your software robust in resource-constrained environments Explore sensors, motors, and other I/O devices Do more with less: reduce RAM consumption, code space, processor cycles, and power consumption Learn how to update embedded code directly in the processor Discover how to implement complex mathematics on small processors Understand what interviewers look for when you apply for an embedded systems job "Making Embedded Systems is the book for a C programmer who wants to enter the fun (and lucrative) world of embedded systems. It's very well written—entertaining,

even—and filled with clear illustrations." —Jack Ganssle, author and embedded system expert.

Exploring Raspberry Pi

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Learning BeagleBone

If you are a security professional, pentester, or anyone interested in getting to grips with wireless penetration testing, this is the book for you. Some familiarity with Kali Linux and wireless concepts is beneficial.

Learning Computer Architecture with Raspberry Pi

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BeagleBone Robotic Projects

One of the most influential teaching guides ever—updated! Teach Like a Champion 2.0 is a complete update to the international bestseller. This teaching guide is a must-have for new and experienced teachers alike. Over 700,000 teachers around the world already know how the techniques in this book turn educators into classroom champions. With ideas for everything from classroom management to inspiring student engagement, you will be able to perfect your teaching practice right away. The first edition of Teach Like a Champion influenced thousands of educators because author Doug Lemov's teaching strategies are simple and powerful. Now, updated techniques and tools make it even easier to put students on the path to college readiness. Here are just a few of the brand new resources available in the 2.0 edition: Over 70 new video clips of real teachers modeling the techniques in the classroom (note: for online access of this content, please visit my.teachlikeachampion.com) A selection of never before seen techniques inspired by top teachers around the world Brand new structure emphasizing the most important techniques and step by step teaching guidelines Updated content reflecting the latest best practices from outstanding educators With the sample lesson plans, videos, and teachlikeachampion.com online community, you will be teaching like a champion in no time. The classroom techniques you'll learn in this book can be adapted to suit any context. Find out why Teach Like a Champion is a "teaching Bible" for so many educators worldwide.

The Wishes of the Fish King

In-depth instruction and practical techniques for building with the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life using the popular BeagleBone embedded Linux platform. Comprehensive content and deep detail provide more than just a BeagleBone instruction manual—you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code, discussion forums, and more, to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can:

- Get up to speed on embedded Linux, electronics, and programming
- Master interfacing electronic circuits, buses and modules, with practical examples
- Explore the Internet-connected BeagleBone and the BeagleBone with a display
- Apply the BeagleBone to sensing applications, including video and sound
- Explore the BeagleBone's Programmable Real-Time Controllers

Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform.

Mastering BeagleBone Robotics

BeagleBone is an inexpensive web server, Linux desktop, and electronics hub that includes all the tools you need to create your own projects—whether it's robotics, gaming, drones, or software-defined radio. If you're new to BeagleBone Black, or want to explore more of its capabilities, this cookbook provides scores of recipes for connecting and talking to the physical world with this credit-card-sized computer. All you need is minimal familiarity with computer programming and electronics. Each recipe includes clear and simple wiring diagrams and example code to get you started. If you don't know what BeagleBone Black is, you might decide to get one after scanning these recipes. Learn how to use BeagleBone to interact with the physical world

- Connect force, light, and distance sensors
- Spin servo motors, stepper motors, and DC motors
- Flash single LEDs, strings of LEDs, and matrices of LEDs
- Manage real-time input/output (I/O)
- Work at the Linux I/O level with shell commands, Python, and C
- Compile and install Linux kernels
- Work at a high level with JavaScript and the BoneScript library
- Expand BeagleBone's functionality by adding capes
- Explore the Internet of Things

3-D Hand Loom Weaving

Linux® is being adopted by an increasing number of embedded systems developers, who have been won over by its sophisticated scheduling and networking, its cost-free license, its open development model, and the support offered by rich and powerful programming tools. While there is a great deal of hype surrounding the use of Linux in embedded systems, there is not a lot of practical information. Building Embedded Linux Systems is the first in-depth, hard-core guide to putting together an embedded system based on the Linux kernel. This indispensable book features arcane and previously undocumented procedures for: Building your own GNU development toolchain Using an efficient embedded development framework Selecting, configuring, building, and installing a target-specific kernel Creating a complete target root filesystem Setting up, manipulating, and using solid-state storage devices Installing and configuring a bootloader for the target Cross-compiling a slew of utilities and packages Debugging your embedded system using a plethora of tools and techniques Details are provided for various target architectures and hardware configurations, including a thorough review of Linux's support for embedded hardware. All explanations rely on the use of open source and free software packages. By presenting how to build the operating system components from pristine sources and how to find more documentation or help, this book greatly simplifies the task of keeping complete control over one's embedded operating system, whether it be for technical or sound financial reasons. Author Karim Yaghmour, a well-known designer and speaker who is responsible for the Linux Trace Toolkit, starts by discussing the strengths and weaknesses of Linux as an embedded operating system. Licensing issues are included, followed by a discussion of the basics of building embedded Linux systems. The configuration, setup, and use of over forty different open source and free software packages commonly used in embedded Linux systems are also covered. uClibc, BusyBox, U-Boot, OpenSSH, tftpd, tftp, strace, and gdb are among the packages discussed.

Mastering Embedded Linux Programming

Program your own BeagleBone Black projects! Build creative BeagleBone Black devices--no prior programming or electronics experience required. In Programming the BeagleBone Black, electronics guru Simon Monk explains essential application development methods through straightforward directions and cool downloadable examples. Discover how to navigate the board, write and debug code, use expansion capes, and control external hardware. Easy-to-follow plans show you how to wire up and program a Web-controlled roving robot and an e-mail notifier that lights an incandescent lamp. Set up the BeagleBone Black and explore its features Connect to your computer via USB or Ethernet Use the BeagleBone Black as a stand-alone PC Write and execute BoneScript code Use JavaScript functions and timers Perform analog and digital I/O Work with expansion capes and modules Design Web interfaces that control electronics Assemble and program a robot and an e-mail notifier

Learning Elastic Stack 6.0

The definitive, easy-to-use guide to the popular BeagleBone board *BeagleBone For Dummies* is the definitive beginner's guide to using the popular BeagleBone board to learn electronics and programming. Unlike other books that require previous knowledge of electronics, Linux, and Python, this one assumes you know nothing at all, and guides you step-by-step throughout the process of getting acquainted with your BeagleBone Original or BeagleBone Black. You'll learn how to get set up, use the software, build the hardware, and code your projects, with plenty of examples to walk you through the process. You'll move carefully through your first BeagleBone project, then get ideas for branching out from there to create even better, more advanced programs. The BeagleBone is a tiny computer board – about the size of a credit card – that has all the capability of a desktop. Its affordability and ease of use has made it popular among hobbyists, hardware enthusiasts, and programmers alike, and it's time for you to join their ranks as you officially dive into the world of microcomputers. This book removes the guesswork from using the popular BeagleBone board and shows you how to get up and running in no time. Download the operating system and connect your BeagleBone Learn to navigate the desktop environment Start programming with Python and Bonescript Build your first project, and find plans for many more To learn BeagleBone, you could spend hours on the Internet and still never find the information you need, or you can get everything you need here. This book appeals to all new and inexperienced hobbyists, tinkerers, electronics gurus, hackers, budding programmers, engineers, and hardware geeks who want to learn how to get the most out of their powerful BeagleBone.

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