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 Programming the Raspberry Pi: Getting Started with Python

Elektroteknik Bog 5

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Dansk bogfortegnelse for årene ... McGraw Hill Professional
 Until now, the literature on innovation has focused either on radical innovation pushed by technology or incremental innovation pulled by the market. In *Design-Driven Innovation: How to Compete by Radically Innovating the Meaning of Products*, Roberto Verganti introduces a third strategy, a radical shift in perspective that introduces a bold new way of competing. Design-driven innovations do not come from the market; they create new markets. They don't push new technologies; they push new meanings. It's about having a vision, and taking that vision to your customers. Think of game-changers like Nintendo's Wii or Apple's iPod. They overturned our understanding of what a video game means and how we listen to music. Customers had not asked for these new meanings, but once they experienced them, it was love at first sight. But where does the vision come from? With fascinating examples from leading European and American companies, Verganti shows that for truly breakthrough

products and services, we must look beyond customers and users to those he calls "interpreters" - the experts who deeply understand and shape the markets they work in. *Design-Driven Innovation* offers a provocative new view of innovation thinking and practice.

The LEGO BOOST Activity Book McGraw-Hill/Irwin

This easy-to-follow textbook presents an engaging introduction to the fascinating world of medical image analysis. Avoiding an overly mathematical treatment, the text focuses on intuitive explanations, illustrating the key algorithms and concepts in a way which will make sense to students from a broad range of different backgrounds. Topics and features: explains what light is, and how it can be captured by a camera and converted into an image, as well as how images can be compressed and stored; describes basic image manipulation methods for understanding and improving image quality, and a useful segmentation algorithm; reviews the basic image processing methods for segmenting or enhancing certain features in an image, with a focus on morphology methods for binary images; examines how to detect, describe, and recognize objects in an image, and how the nature of color can be used for segmenting objects;

introduces a statistical method to determine what class of object the pixels in an image represent; describes how to change the geometry within an image, how to align two images so that they are as similar as possible, and how to detect lines and paths in images; provides further exercises and other supplementary material at an associated website. This concise and accessible textbook will be invaluable to undergraduate students of computer science, engineering, medicine, and any multi-disciplinary courses that combine topics on health with data science. Medical practitioners working with medical imaging devices will also appreciate this easy-to-understand explanation of the technology.

Learning and Returning Springer Nature

Program your own Raspberry Pi projects Create innovative programs and fun games on your tiny yet powerful Raspberry Pi. In this book, electronics guru Simon Monk explains the basics of Raspberry Pi application development, while providing hands-on examples and ready-to-use scripts. See how to set up hardware and software, write and debug applications, create user-friendly interfaces, and control external electronics. Do-it-yourself projects include a hangman game, an LED clock, and a software-controlled roving robot. Boot up and configure your Raspberry Pi Navigate files, folders, and menus Create Python programs using the IDLE editor Work with strings, lists, and functions Use and write your own libraries, modules, and classes Add Web features to your programs Develop interactive games with Pygame Interface with devices through the GPIO port Build a Raspberry Pi Robot and LED Clock Build professional-quality GUIs using Tkinter Nordisk boghandlertidende Pearson

For courses in Machine Design. An integrated, case-based approach to machine design *Machine Design: An Integrated Approach*, 6th Edition presents machine design in an up-to-date and thorough manner with an emphasis on design. Author Robert Norton draws on his 50-plus years of experience in mechanical engineering design, both in industry and as a consultant, as well as 40 of those years as a university instructor in mechanical engineering design. Written at a level aimed at junior-senior mechanical engineering students, the textbook emphasizes failure theory and analysis as well as the synthesis and design aspects of machine elements. Independent of any particular computer program, the book points out the commonality of the analytical approaches needed to design a wide variety of elements and emphasizes the use of computer-aided engineering as an approach to the design and analysis of these classes of problems. Also available with *Mastering Engineering* *Mastering(tm)* is the teaching and learning platform that empowers you to reach every student. By combining trusted author content with digital tools developed to engage students and emulate the office-hour experience, *Mastering* personalizes learning and often improves results for each student. Tutorial exercises and author-created tutorial videos walk students through how to solve a problem, consistent with the author's voice and approach from the book. Note: You are purchasing a standalone product; *Mastering Engineering* does not come packaged with this content. Students, if interested in purchasing this title with *Mastering Engineering*, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. If you would like to purchase both the physical text and *Mastering Engineering*, search for: 0136606539/9780136606536 *Machine Design: An Integrated Approach Plus MasteringEngineering with Pearson eText -- Access Card Package* 6/e Package consists of: 0135166802/9780135166802 *MasteringEngineering with Pearson eText -- Access Card -- for Machine Design: An Integrated Approach*, 6/e 0135184231 / 9780135184233 *Machine Design: An*

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Dansk bogfortegnelse Cambridge University Press

The shocking, three-decade story of A. Q. Khan and Pakistan's nuclear program, and the complicity of the United States in the spread of nuclear weaponry. On December 15, 1975, A. Q. Khan—a young Pakistani scientist working in Holland—stole top-secret blueprints for a revolutionary new process to arm a nuclear bomb. His original intention, and that of his government, was purely patriotic—to provide Pakistan a counter to India's recently unveiled nuclear device. However, as Adrian Levy and Catherine Scott-Clark chillingly relate in their masterful investigation of Khan's career over the past thirty years, over time that limited ambition mushroomed into the world's largest clandestine network engaged in selling nuclear secrets—a mercenary and illicit program managed by the Pakistani military and made possible, in large part, by aid money from the United States, Saudi Arabia, and Libya, and by indiscriminate assistance from China. Based on hundreds of interviews in the United States, Pakistan, India, Israel, Europe, and Southeast Asia, *Deception* is a masterwork of reportage and dramatic storytelling by two of the world's most resourceful investigative journalists. Urgently important, it should stimulate debate and command a reexamination of our national priorities.

Danmarks Blad-'og Bogverden. The World of Papers and Books in Denmark Bloomsbury Publishing USA

Want to create devices that interact with the physical world? This cookbook is perfect for anyone who wants to experiment with the popular Arduino microcontroller and programming environment. You'll find more than 200 tips and techniques for building a variety of objects and prototypes such as IoT solutions, environmental monitors, location and position-aware systems, and products that can respond to touch, sound, heat, and light. Updated for the Arduino 1.8 release, the recipes in this third edition include practical examples and guidance to help you begin, expand, and enhance your projects right away—whether you're an engineer, designer, artist, student, or hobbyist. Get up to speed on the Arduino board and essential software concepts quickly Learn basic techniques for reading digital and analog signals Use Arduino with a variety of popular input devices and sensors Drive visual displays, generate sound, and control several types of motors Connect Arduino to wired and wireless networks Learn techniques for handling time delays and time measurement Apply advanced coding and memory-handling techniques

Teknisk tidskrift No Starch Press

Based on his work at some of the world's largest companies, including Ford, Adidas, and Chanel, Christian Madsbjerg's *Sensemaking* is a provocative stand against the tyranny of big data and scientism, and an urgent, overdue defense of human intelligence. Humans have become subservient to algorithms. Every day brings a new Moneyball fix—a math whiz who will crack open an industry with clean fact-based analysis rather than human intuition and experience. As a result, we have stopped thinking. Machines do it for us. Christian Madsbjerg argues that our fixation with data often masks stunning deficiencies, and the risks for humankind are enormous. Blind devotion to number crunching imperils our businesses, our educations, our governments, and our life savings. Too many companies have lost touch with the humanity of their customers, while marginalizing workers with liberal arts-based skills. Contrary to popular thinking, Madsbjerg shows how many of today's biggest success stories stem not from "quant" thinking but from deep, nuanced engagement with culture, language, and history. He calls his method sensemaking. In this landmark book, Madsbjerg lays out five principles for how business leaders, entrepreneurs,

and individuals can use it to solve their thorniest problems. He profiles companies using sensemaking to connect with new customers, and takes readers inside the work process of sensemaking "connoisseurs" like investor George Soros, architect Bjarke Ingels, and others. Both practical and philosophical, Sensemaking is a powerful rejoinder to corporate groupthink and an indispensable resource for leaders and innovators who want to stand out from the pack.

The Art of Electronics: The x Chapters Pearson Higher Ed
The Art of Electronics: The x-Chapters expands on topics introduced in the best-selling third edition of The Art of Electronics, completing the broad discussions begun in the latter. In addition to covering more advanced materials relevant to its companion, The x-Chapters also includes extensive treatment of many topics in electronics that are particularly novel, important, or just exotic and intriguing. Think of The x-Chapters as the missing pieces of The Art of Electronics, to be used either as its complement, or as a direct route to exploring some of the most exciting and oft-overlooked topics in advanced electronic engineering. This enticing spread of electronics wisdom and expertise will be an invaluable addition to the library of any student, researcher, or practitioner with even a passing interest in the design and analysis of electronic circuits and instruments. You'll find here techniques and circuits that are available nowhere else.

Arduino Cookbook Control, Robotics and Sensors
in Danish higher education.

Ingeniøren "O'Reilly Media, Inc."

Wearable exoskeletons are electro-mechanical systems designed to assist, augment, or enhance motion and mobility in a variety of human motion applications and scenarios. The applications, ranging from providing power supplementation to assist the wearers to situations where human motion is resisted for exercising applications, cover a wide range of domains such as medical devices for patient rehabilitation training recovering from trauma, movement aids for disabled persons, personal care robots for providing daily living assistance, and reduction of physical burden in industrial and military applications. The development of effective and affordable wearable exoskeletons poses several design, control and modelling challenges to researchers and manufacturers. Novel technologies are therefore being developed in adaptive motion controllers, human-robot interaction control, biological sensors and actuators, materials and structures, etc. In this book, the editors and authors report recent advances and technology breakthroughs in exoskeleton developments. It will be of interest to engineers and researchers in academia and industry as well as manufacturing companies interested in developing new markets in wearable exoskeleton robotics.

Aarskatalog over norsk litteratur No Starch Press

The LEGO® BOOST® Idea Book contains dozens of ideas for building simple robots with the LEGO BOOST set. The LEGO® BOOST® Idea Book explores 95 creative ways to build simple robots with the LEGO BOOST set. Each model includes a parts list, minimal text, screenshots of programs, and colorful photographs from multiple angles so you can re-create it without step-by-step instructions. You'll learn to build robots that can walk and crawl, shoot and grab objects, and even draw using a pen! Each model demonstrates handy mechanical principles that you can use to come up with your own creations. Models come with building hints and ideas for putting your own spin on things. Best of all, every part you need to build these models comes in the LEGO BOOST Creative Toolbox (set #17101).

Introduction to Medical Image Analysis Harvard Business Press

At last, fans of the LEGO BOOST robot building kit have the learning resource they've been missing! Enter The LEGO BOOST Activity Book: a full-color guide that will help readers learn how to build and code LEGO creations that move, explore their environment, grab and lift objects, and more. The LEGO BOOST kit lets younger builders create fun, multifunctional robots by combining bricks with code, but it doesn't come with a manual. With the help of this complete guide to the LEGO BOOST set, you'll be on your way to building and programming BOOST robots in no time. You'll begin your exploration by building a basic rover robot called MARIO to help you learn the fundamentals of the BOOST programming environment. Next, you'll add features to your rover to control its movement and make it repeat actions and react to colors and sounds. Once you've learned some programming basics, you'll learn how to program your robot to do things like follow lines on the ground, scan its environment to decide where to go, and even play darts. As final projects, you'll create two complete robots: BrickPecker to help you organize your bricks and CYBOT, a robot that talks, shoots objects, and executes voice commands. As you advance through the book, optional lessons aim to deepen your understanding of basic robotics concepts. Brain BOOSTer sections let you dig into the math and engineering behind your builds while a host of experiments seek to test your skills and encourage you to do more with your robots. With countless illustrations, extensive explanations, and a wealth of coding examples to guide you, The LEGO BOOST Activity Book is sure to take you from beginning builder to robotics whiz and give your robot-building brain that needed boost!

Meddelelser og boglister Hachette Books

This first edition text, written by Dr. W.C. Benton, the Dean's Distinguished Research Professor of Operations and Systems Management at Ohio State University, outlines the most current methods in purchasing and supply chain management. With his step-by-step approach, both students and professionals can gain analytical purchasing skills. Real case studies and exercises help students transform purchasing theory into purchasing practice and implementation. Some of the topics include purchasing business processes, price cost analysis, professional services, and transportation, global, and healthcare purchasing. Dr. Benton has published more than one hundred articles in the areas of purchasing management, inventory control, supply chain management, quality assurance, and materials management. He has been ranked #1 out of 753 quality and quantity researchers in operations management, has served as a consultant for IBM, RCA, Frigidaire, and state Departments of Transportation, among others, and is the founder of the Purchasing and Supply Management Association (PSMA) at the Fisher College of Business.

The LEGO BOOST Idea Book

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program with C. The 8th Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives students a chance to run each program as they study it and see how their learning applies to real world programming scenarios.

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