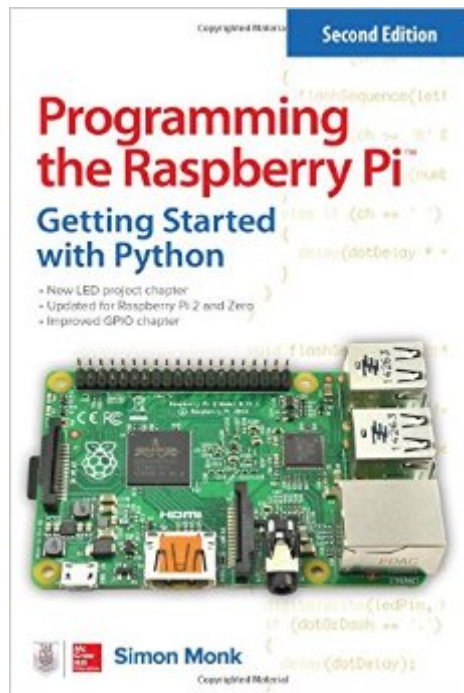


The book was found

Programming The Raspberry Pi, Second Edition: Getting Started With Python



Synopsis

An updated guide to programming your own Raspberry Pi projects Learn to create inventive programs and fun games on your powerful Raspberry Pi •with no programming experience required. This practical book has been revised to fully cover the new Raspberry Pi 2, including upgrades to the Raspbian operating system. Discover how to configure hardware and software, write Python scripts, create user-friendly GUIs, and control external electronics. DIY projects include a hangman game, RGB LED controller, digital clock, and RasPiRobot complete with an ultrasonic rangefinder. Updated for Raspberry Pi 2 Set up your Raspberry Pi and explore its features • Navigate files, folders, and menus • Write Python programs using the IDLE editor • Use strings, lists, functions, and dictionaries • Work with modules, classes, and methods • Create user-friendly games using Pygame • Build intuitive user interfaces with Tkinter • Attach external electronics through the GPIO port • Add powerful Web features to your projects

Book Information

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Customer Reviews

It has been years since I have bought a technical book. Everything is online these days, with endless tutorials, videos and reference sites. When it comes to things with massive community support, like the Raspberry Pi, you would think a book would serve almost no purpose -- everything is already on the web. But, I am finding this short (less than 200 pages) paperback to be quite useful since it has information I would never have searched for, but now am using. The start of the book covers basic Pi hardware (power supply, enclosures, etc.) which is information you get just by

visiting the official Pi site. After that, most of the rest of the book focuses on the Python programming language, which I do not know (but am now slowly learning). It covers much of the language basics, and even includes a chapter on doing graphical user interfaces (something I know nothing about on modern computers). It also covers writing programs to read the pin inputs (like a switch) or control simple hardware (like LEDs). There are many screen shots and photos for the projects. It reminded me of the Arduino website with photos of prototype boards and wire jumpers going back to the Pi. There are some sample projects in the back to create a simple LED clock, and then a robot one (that is mostly a started tutorial, showing how you would have a Pi control wheels and create a web interface to steer it around). The examples all give a parts list (wires, LEDs, etc.) and show good photos of how to hook things up. Even if you have no background in electronics, you should be able to easily do them (most are as simple as running wires and plugging a component in to a breadboard).

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