Make: Bluetooth

Bluetooth LE Projects for Arduino, Raspberry Pi, and Smartphones

Alasdair Allan, Don Coleman & Sandeep Mistry

Make Bluetooth Bluetooth Le Projects With Arduino Raspberry Pi And Smartphones

Marco Schwartz,Stefan Buttigieg

Make Bluetooth Bluetooth Le Projects With Arduino Raspberry Pi And Smartphones:

Make: Bluetooth Alasdair Allan,Don Coleman,Sandeep Mistry,2015-12-02 This book is where your adventures with Bluetooth LE begin You ll start your journey by getting familiar with your hardware options Arduino BLE modules computers including Raspberry Pi and mobile phones From there you ll write code and wire circuits to connect off the shelf sensors and even go all the way to writing your own Bluetooth Services Along the way you ll look at lightbulbs locks and Apple s iBeacon technology as well as get an understanding of Bluetooth security both how to beat other people s security and how to make your hardware secure Bluetooth Low Energy Alasdair Allan,Don Coleman,Sandeep Mistry,2017-03-08 **Internet of Things** Qusay F. Hassan,Atta ur Rehman Khan,Sajjad A. Madani,2017-12-15 Internet of Things Challenges Advances and Applications provides a comprehensive introduction to IoT related technologies and common issues in the adoption of IoT on a large scale It surveys recent technological advances and novel solutions for challenges in the IoT environment Moreover it provides detailed discussion of the utilization of IoT and its underlying technologies in critical application areas such as smart grids healthcare insurance and the automotive industry The chapters of this book are authored by several international researchers and industry experts This book is composed of 18 self contained chapters that can be read based on interest Features Introduces IoT including its history common definitions underlying technologies and challenges Discusses technological advances in IoT and implementation considerations Proposes novel solutions for common implementation issues Explores critical application domains including large scale electric power distribution networks smart water and gas grids healthcare and e Health applications and the insurance and automotive industries The book is an excellent reference for researchers and post graduate students working in the area of IoT or related areas It also targets IT professionals interested in gaining deeper knowledge of IoT its challenges and application areas **Smart Agriculture** Govind Singh Patel,Amrita Rai,Nripendra Narayan Das,R.P. Singh,2021-02-10 This book endeavours to highlight the untapped potential of Smart Agriculture for the innovation and expansion of the agriculture sector The sector shall make incremental progress as it learns from associations between data over time through Artificial Intelligence deep learning and Internet of Things applications The farming industry and Smart agriculture develop from the stringent limits imposed by a farm s location which in turn has a series of related effects with respect to supply chain management food availability biodiversity farmers decision making and insurance and environmental concerns among others All of the above mentioned aspects will derive substantial benefits from the implementation of a data driven approach under the condition that the systems tools and techniques to be used have been designed to handle the volume and variety of the data to be gathered Contributions to this book have been solicited with the goal of uncovering the possibilities of engaging agriculture with equipped and effective profound learning algorithms Most agricultural research centres are already adopting Internet of Things for the monitoring of a wide range of farm services and there are significant opportunities for agriculture administration through the effective implementation of

Machine Learning Deep Learning Big Data and IoT structures *Bluetooth LE. Progetti per Arduino, Raspberry Pi e smartphone* Alasdair Allan,Don Coleman,Sandeep Mistry,2016 *Make* Alasdair Allan. Don Coleman. Sandeep Mistry,2016

Bluetooth Low Energy in Arduino 101 Tony Gaitatzis,2017-09-29 This book is a practical guide to programming Bluetooth Low Energy for Arduino 101 In this book you will learn the basics of how to program an Arduino 101 to communicate with any Central or Peripheral device over Bluetooth Low Energy Each chapter of the book builds on the previous one culminating in three projects A Beacon and Scanner An Echo Server and Client A Remote Controlled Device Through the course of the book you will learn important concepts that relate to How Bluetooth Low Energy works How data is sent and received Common paradigms for handling data This book is excellent for anyone who has basic or advanced knowledge of Arduino programming or C Develop Your Own Bluetooth Low Energy Applications Koen Vervloesem,2022-06-06 **Bluetooth Remote Control for Arduino Using Android** Herb Norbom,2019-03-08 This book is for the intermediate to advanced Arduino user The reader will learn how to develop Arduino applications for the Uno and Nano that drive robots using an Android device The remote control will use Bluetooth for communications The Android software application is developed using the MIT App Inventor software The MIT App Inventor is also under development for the iOS It may become available soon One project will use continuous rotation micro servos and the Nano The second project will use the Uno and geared DC motors The second project also contains a micro servo for rotating the Ultra Sonic Sensor Both projects will use HC 06 Bluetooth devices the HC 05 will also work with possible minor wiring changes With the Arduino the software developed is the same for the Uno and Nano minor changes for uploading occur The reader can substitute Arduino devices as desired Possible wiring changes may be necessary depending on the device The projects were developed on a Windows 10 PC and a Samsung Galaxy smartphone While not tested the projects will probably work on Linux and OS platforms with some changes The MIT App Inventor software is free and must be downloaded to your PC Applications developed are stored in the cloud A Google account is required if you use Google mail you already have the account The book does not go into details on the MIT App Inventor use We recommend that the reader go through some of the excellent tutorials on line The book does provide compete screen shots of the MIT App Inventor Designer and Blocks used The MIT app is very intuitive and quite powerful This app greatly simplifies the development of Android applications This book includes the printed source code and wiring diagrams for the projects The electronic or digitized source code is available to download for an additional fee for a limited time While not covered in this book one can easily see the development of many applications for smartphones and tablets **Arduino Android Blueprints** Marco Schwartz,Stefan Buttigieg,2014-12-22 This book is for those who want to learn how to build exciting Arduino projects by interfacing it with Android You will need to have some basic experience in electronics and programming However you don t need to have any previous experience with the Arduino or Android platforms **Hands-On Internet of Things with Blynk** Pradeeka Seneviratne,2018-05-28 Connect

things to create amazing IoT applications in minutes Key Features Use Blynk cloud and Blynk server to connect devices Build IoT applications on Android and iOS platforms A practical guide that will show how to connect devices using Blynk and Raspberry Pi 3 Book Description Blynk known as the most user friendly IoT platform provides a way to build mobile applications in minutes With the Blynk drag n drop mobile app builder anyone can build amazing IoT applications with minimal resources and effort on hardware ranging from prototyping platforms such as Arduino and Raspberry Pi 3 to industrial grade ESP8266 Intel Sierra Wireless Particle Texas Instruments and a few others This book uses Raspberry Pi as the main hardware platform and C C to write sketches to build projects The first part of this book shows how to set up a development environment with various hardware combinations and required software Then you will build your first IoT application with Blynk using various hardware combinations and connectivity types such as Ethernet and Wi Fi Then you ll use and configure various widgets control display notification interface time input and some advanced widgets with Blynk App Builder to build applications Towards the end you will learn how to connect with and use built in sensors on Android and iOS mobile devices Finally you will learn how to build a robot that can be controlled with a Blynk app through the Blynk cloud and personal server By the end of this book you will have hands on experience building IoT applications using Blynk What you will learn Build devices using Raspberry Pi and various sensors and actuators Use Blynk cloud to connect and control devices through the Blynk app builder Connect devices to Blynk cloud and server through Ethernet and Wi Fi Make applications using Blynk app builder on Android and iOS platforms Run Blynk personal server on the Windows MAC and Raspberry Pi platforms Who this book is for This book is targeted at any stakeholder working in the IoT sector who wants to understand how Blynk works and build exciting IoT projects Prior understanding of Raspberry Pi C C and electronics is a must **Hc-05 Bluetooth + Arduino** Michael Wright,2016-07-18 Add Bluetooth to your Robotic Projects Michael Wright has done it again This book takes the mystery out of using Bluetooth for your robotic projects Learn how to use the Arduino to program the HC 05 and ZS 040 Bluetooth modules Includes Support website at www y2kLeader com AT Programming Codes Instructions for the HC 05 Bluetooth Module Instructions for the ZS 040 Bluetooth Module Wiring and Arduino Sketches How to make voltage dividers How to pair with other modules How to pair with Android **Arduino + Android Projects for the Evil Genius: Control Arduino with Your Smartphone or Tablet** Simon Monk,2011-12-12 TEAM ARDUINO UP WITH ANDROID FOR SOME MISCHIEVOUS FUN Filled with practical do it yourself gadgets Arduino Android Projects for the Evil Genius shows you how to create Arduino devices and control them with Android smartphones and tablets Easy to find equipment and components are used for all the projects in the book This wickedly inventive guide covers the Android Open Application Development Kit ADK and USB interface and explains how to use them with the basic Arduino platform Methods of communication between Android and Arduino that don t require the ADK including sound Bluetooth and WiFi Ethernet are also discussed An Arduino ADK programming tutorial helps you get started right away Arduino Android

Projects for the Evil Genius Contains step by step instructions and helpful illustrations Provides tips for customizing the projects Covers the underlying principles behind the projects Removes the frustration factor all required parts are listed Provides all source code on the book s website Build these and other devious devices Bluetooth robot Android Geiger counter Android controlled light show TV remote Temperature logger Ultrasonic range finder Home automation controller Remote power and lighting control Smart thermostat RFID door lock Signaling flags Delay timer **Making Things Talk** Tom Igoe,2011-09-08 Make microcontrollers PCs servers and smartphones talk to each other Building electronic projects that interact with the physical world is good fun But when the devices you ve built start to talk to each other things really get interesting With 33 easy to build projects Making Things Talk shows you how to get your gadgets to communicate with you and your environment It s perfect for people with little technical training but a lot of interest Maybe you re a science teacher who wants to show students how to monitor the weather in several locations at once Or a sculptor looking to stage a room of choreographed mechanical sculptures In this expanded edition you ll learn how to form networks of smart devices that share data and respond to commands Call your home thermostat with a smartphone and change the temperature Create your own game controllers that communicate over a network Use ZigBee Bluetooth Infrared and plain old radio to transmit sensor data wirelessly Work with Arduino 1 0 Processing and PHP three easy to use open source environments Write programs to send data across the Internet based on physical activity in your home office or backyard Whether you want to connect simple home sensors to the Internet or create a device that can interact wirelessly with other gadgets this book explains exactly what you need **IoT Projects with Arduino Nano 33 BLE Sense** Agus Kurniawan,2021 Get started with the extremely versatile and powerful Arduino Nano 33 BLE Sense a smart device based on the nRF52840 from Nordic semiconductors This book introduces you to developing with the device You ll learn how to access Arduino I O such as analog and digital I O serial communication SPI and I2C The book also covers how to access sensor devices on Arduino Nano 33 BLE Sense how to interact with other external devices over BLE and build embedded Artificial Intelligence applications Arduino Nano 33 BLE Sense consists of multiple built in sensors such as 9 axis inertial humidity temperature barometric microphone gesture proximity light color and light intensity sensors With this book you ll see how this board supports the Bluetooth Low Energy BLE network enabling interactions with other devices over the network You will Prepare and set up Arduino Nano 33 BLE Sense board Operate Arduino Nano 33 BLE Sense board hardware and software Develop programs to access Arduino Nano 33 BLE Sense board I O Build IoT programs with Arduino Nano 33 BLE Sense board Raspberry Pi 3 Home Automation Projects Shantanu Bhadoria,Ruben Oliva Ramos,2017-11-06 With futuristic homes on the rise learn to control and automate the living space with intriguing IoT projects About This Book Build exciting six end to end home automation projects with Raspberry Pi 3 Seamlessly communicate and control your existing devices and build your own home automation system Automate tasks in your home through projects that are reliable and fun Who This Book Is For This book is for all those who

are excited about building home automation systems with Raspberry Pi 3 It s also for electronic hobbyists and developers with some knowledge of electronics and programming What You Will Learn Integrate different embedded microcontrollers and development boards like Arduino ESP8266 Particle Photon and Raspberry Pi 3 creating real life solutions for day to day tasks and home automation Create your own magic mirror that lights up with useful information as you walk up to it Create a system that intelligently decides when to water your garden and then goes ahead and waters it for you Use the Wi fi enabled Adafruit ESP8266 Huzzah to create your own networked festive display lights Create a simple machine learning application and build a parking automation system using Raspberry Pi Learn how to work with AWS cloud services and connect your home automation to the cloud Learn how to work with Windows IoT in Raspberry Pi 3 and build your own Windows IoT Face Recognition door locking system In Detail Raspberry Pi 3 Home Automation Projects addresses the challenge of applying real world projects to automate your house using Raspberry Pi 3 and Arduino You will learn how to customize and program the Raspberry Pi 3 and Arduino based boards in several home automation projects around your house in order to develop home devices that will really rejuvenate your home This book aims to help you integrate different microcontrollers like Arduino ESP8266 Wi Fi module Particle Photon and Raspberry Pi 3 into the real world taking the best of these boards to develop some exciting home automation projects You will be able to use these projects in everyday tasks thus making life easier and comfortable We will start with an interesting project creating a Raspberry Pi Powered smart mirror and move on to Automated Gardening System which will help you build a simple smart gardening system with plant sensor devices and Arduino to keep your garden healthy with minimal effort You will also learn to build projects such as CheerLights into a holiday display a project to erase parking headaches with OpenCV and Raspberry Pi 3 create Netflix s The Switch for the living room and lock down your house like Fort Knox with a Windows IoT face recognition based door lock system By the end of the book you will be able to build and automate the living space with intriguing IoT projects and bring a new degree of interconnectivity to your world Style and approach End to end home automation projects with Raspberry Pi 3 **Bluetooth Low Energy Based on the NRF52840 USB Dongle** Jordi Ribas Sobreviela,2019 The objective of this report is to explain the process of creating a system that receives data from a sensor which is connected to a power source and sends it to a computer without using wires The technologies chosen to carry out the project have been the wireless protocol Bluetooth Low Energy and the nRF52840 USB Dongle from Nordic Semiconductor Bluetooth Low Energy shortened BLE has the advantage of having very low energy consumption For this reason devices using BLE can run on simple batteries for very long periods of time At the end of this project the Dongle that will be attached to the sensor and powered by a power bank will send the data coming from the sensor to a Raspberry Pi using BLE To do this two applications have been created and installed into the Dongle The first application allows the Dongle to collect the data coming from the sensor using an analogical to digital converter Then this data is sent in packets and the Raspberry Pi displays it in a screen The second

application is an improvement of the first one It allows the Dongle to perform multitasking and do some calculations on the data The Raspberry displays the results and writes them in text files for their analysis The Dongle is programmed using C language and with the help of the Segger Embeded Studio software and the nRF Connect for Desktop application The applications that the Dongle runs are a modification of one of the examples that are included in the nRF5 Software Development Kit which can be downloaded directly from Nordic Semiconductor s webpage This example is a heart rate application that sends data via BLE The programming on the Raspberry has been made using Python To test the applications simulated data has been used in order to control if the data that the Dongle sent was the same that the Raspberry Pi received When the applications passed the tests with the simulated data the Dongle was connected to a power source that created a wave whose parameters were known Using the analogical to digital converter the Dongle acquired data from the wave and calculated its parameters The results that the Raspberry Pi showed were not exactly the same as the expected ones but the error was small enough to consider them a good approximation *Projects of wireless technology networks* Pablo Corral González,José Ramón García Valdés,2018-02-15 El curso de Tecnolog a de Redes Inal mbricas presenta al estudiante las diferentes t cnicas y est ndares actualmente utilizados para la transmisi n de datos a trav s del aire usando est ndares como 802 11 Bluetooth Zigbee Infrarrojo etc Frente a tal variedad de posibilidades para la organizaci n de las pr cticas de la asignatura hemos considerado el uso de un sistema de Desarrollo Abierto que sea lo suficientemente vers til como para adaptar m dulos que permitan la prueba de las diferentes tecnolog as de redes inal mbricas existentes por esta raz n ha sido elegido la plataforma Arduino lo que nos permitir agregar m dulos adicionales Shield con suficiente adaptaci n al tiempo de pr ctica Arduino es una familia de microcontroladores y un entorno de creaci n de software que facilita la creaci n de programas llamados bocetos que pueden interactuar con el mundo f sico En el caso de este libro la idea es usar Arduino con diferentes versiones del est ndar Bluetooth El libro est dividido en diez proyectos y al final del libro en el Anexo I aparece el c digo fuente de la mayor a de estos proyectos **Programming Arduino with LabVIEW** Marco Schwartz,Oliver Manickum,2015-01-27 If you already have some experience with LabVIEW and want to apply your skills to control physical objects and make measurements using the Arduino sensor this book is for you Prior knowledge of Arduino and LabVIEW is essential to fully understand the projects detailed in this book **Advanced Home Automation Using Raspberry Pi** Rishabh Jain,2021 Build a versatile home automation system from scratch There are many ways of controlling home appliances with your smartphones voice gestures etc This book dives into the many options for for communicating with appliances wirelessly and we ll discuss and implement the leading protocols in the field In first few chapters you will develop a basic understanding of the Raspberry Pi and how one can control it wirelessly from anywhere in the world Then you ll get to know about the local server for your home automation projects and control the Raspberry Pi GPIOs using smartphone and web apps Every appliance will be able to talk to each other as well with the help of mesh networking which you ll learn to

implement The user interface is also an important aspect of handling all the appliances so you ll create your own user dashboard using OpenHAB From there you can monitor all the appliances and sensor data in one environment Next implement your own custom voice assistant to control your appliances and perform basic tasks like playing music checking weather etc You ll also integrate a smart door bell into your system using image processing so that you can restrict an unknown person s entry Finally we ll combine all the knowledge that we have learned to make a fully versatile home automation project controlled using voice gestures and image processing Throughout this whole project Raspberry Pi will be your master server or node and other devices will be connected wirelessly using wi fi Bluetooth modules Create a smart home with fully custom interfaces to do exactly what you need You will Create a user interface using openHAB Implement the MQTT protocol Install Alexa and Google Home API to control appliances wirelessly

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Make Bluetooth Bluetooth Le Projects With Arduino Raspberry Pi And Smartphones Introduction

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