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Getting Started With The Photon: Making Things With The Affordable, Compact, Hackable WiFi Module





Synopsis

The Photon is an open source, inexpensive, programmable, WiFi-enabled module for building connected projects and prototypes. Powered by an ARM Cortex-M3 microcontroller and a Broadcom WiFi chip, the Photon is just as happy plugged into a hobbyist's breadboard as it is into a product rolling off of an assembly line. While the Photon--and its accompanying cloud platform--is designed as a ready-to-go foundation for product developers and manufacturers, it's great for Maker projects, as you'll see in this book. You'll learn how to get started with the free development tools, deploy your sketches over WiFi, and build electronic projects that take advantage of the Photon's processing power, cloud platform, and input/output pins. What's more, the Photon is backward-compatible with its predecessor, the Spark Core.

Book Information

Paperback: 204 pages Publisher: Maker Media, Inc; 1 edition (May 28, 2015) Language: English ISBN-10: 1457187019 ISBN-13: 978-1457187018 Product Dimensions: 5.5 x 0.4 x 8.5 inches Shipping Weight: 9.6 ounces (View shipping rates and policies) Average Customer Review: 4.4 out of 5 stars 17 customer reviews Best Sellers Rank: #458,341 in Books (See Top 100 in Books) #34 inà Â Books > Computers & Technology > Networking & Cloud Computing > Wireless Networks #51 inà Â Books > Engineering & Transportation > Engineering > Electrical & Electronics > Electronics > Sensors #294 inà Â Books > Computers & Technology > Programming > Languages & Tools > C & C++ > C++

Customer Reviews

Dr. Simon Monk has a degree in Cybernetics and Computer Science and a PhD in Software Engineering. Simon spent several years as an academic before he returned to industry, co-founding the mobile software company Momote Ltd. He has been an active electronics hobbyist since his early teens. Simon is now a full time author and his books include 'Getting Started with IOIO', '30 Arduino Projects for the Evil Genius', '15 Dangerously Mad Projects for the Evil Genius' and 'Arduino + Android Projects for the Evil Genius'. I had a project in mind when I bought a Photon, but I didn't know how to make it all work. The information in this book was exactly what I needed to get my project running. The examples were easy to follow, and I was able to reuse a lot of the code. Overall, I was very pleased with the book, and I'd recommend it to other people looking for a good guide to working with the Photon.

It's been a while since I did anything with my weather station. It has been running perfectly for quite some time. I had this book back when building the project and it helped me in some cases. I wanted to play around some more so I simply picked this book back up and perused through it to bring me back up to speed. Then I connected to MANFRED over the internet and added some functionality. The Photon is a really nice system to work with and this book should be by your side when doing so.

Was sold as used, but it seemed brand new to me. A better book than a competitor book, in that the author has the examples online.

Great book with very good examples. I would recommend this book to others.

Some have complained here that sections of Simon Monk is unnecessary but that depends on your individual knowledge gap. Simon did an excellent job of giving you everything you needed to know to get every sample working.

With never using a Photon before, this book was very helpful. I feel like some of the projects in the book were not very practical and needed a lot of extra parts. Fortunately for me I bought it with a specific interest, the "Spark.publish" function. I learned what I needed to and didn't do any of the projects.

Excellent! Allot of fun working with Particle Photon. I am mostly interested in redirecting my logging, and sending control messages from and to Bluemix. In this way, I can take advantage of the amazing middleware functionality in the IBM platform. Thomas

fine book, i dont finished to read it yet, include excercises with circuit and programming <u>Download to continue reading...</u>

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Module Soap Making: 365 Days of Soap Making: 365 Soap Making Recipes for 365 Days (Soap Making, Soap Making Books, Soap Making for Beginners, Soap Making Guide, ... Making, Soap Making Supplies, Crafting) Soap Making: 365 Days of Soap Making (Soap Making, Soap Making) Books, Soap Making for Beginners, Soap Making Guide, Soap Making Recipes, Soap Making Supplies): Soap Making Recipes for 365 Days Getting Started Knitting Socks (Getting Started series) Oil Spill!: An Event-Based Science Module - Oceanography Module The Ultimate Soap Making Guide: Unique Soap Making Recipes & Complete Soap Making Guide for Beginners (Soap Making at Home, Soapmaking Guide, Soap Making Recipes, Soap Making Book) Affordable Paradise: The Secrets of an Affordable Life in Hawaii ESP8266: Programming NodeMCU Using Arduino IDE - Get Started With ESP8266 (Internet Of Things, IOT, Projects In Internet Of Things, Internet Of Things for Beginners, NodeMCU Programming, ESP8266) How Does Wifi Work? (High-Tech Science) Memes: WorldA $\phi \hat{a} \neg \hat{a}_{,,\phi}$ s Funniest Wifi Network Names! (Memes, Tattoos, Pinterest, Selfies, Photobombs) Start Kicking Ass with Container Soy Candle Making: Tired of heat guns, sinkholes, wet spots, and other things that totally piss you off when making ... so you can get started with your own success! From Photon to Neuron: Light, Imaging, Vision Photon-Atom Interactions Atom-Photon Interactions: Basic Processes and Applications Photon Emission from Biological Systems-Theory and Practice: Theory and Practice : Proceedings of the 1st International Symposium, Wrocaw, Poland, January 24-26 1986 The Amazing Story of Kuton the Photon Beekeeping: An Easy Guide for Getting Started with Beekeeping and Valuable Things to Know When Producing Honey and Keeping Bees Getting Started with Adafruit FLORA: Making Wearables with an Arduino-Compatible Electronics Platform Getting Started with the micro:bit: Coding and Making with the BBC's Open Development Board (Make) Getting Started with Processing: A Hands-On Introduction to Making Interactive Graphics

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