

Controller Area Network Projects

Industrial Communication Technology Handbook
Multiplexed Networks for Embedded Systems
Intelligent Systems in Cybernetics and Automation Theory
Linux Network Administrator's Guide
Handbook of Networked and Embedded Control Systems
Exploring BeagleBone
Fundamentals of Wireless Sensor Networks
ARM-Based Microcontroller Multitasking Projects
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CAN System Engineering
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Understanding and Using the Controller Area Network Communication Protocol
Advanced PIC Microcontroller Projects in C
A Guide to the Project Management Body of Knowledge (PMBOK(R) Guide-Sixth Edition / Agile Practice Guide Bundle (HINDI)
Conference Proceeding. New Perspectives in Scienze Education
The Car Hacker's Handbook
A Comprehensive Guide to J1939
Computer Science Advances
Hacking Connected Cars
SDN: Software Defined Networks
Programming Embedded Systems

Industrial Communication Technology Handbook

The vast majority of control systems built today are embedded; that is, they rely on built-in, special-purpose digital computers to close their feedback loops. Embedded systems are common in aircraft, factories, chemical processing plants, and even in cars—a single high-end automobile may contain over eighty different computers. The design of embedded controllers and of the intricate, automated communication networks that support them raises many new questions—practical, as well as theoretical—about network protocols, compatibility of operating systems, and ways to maximize the effectiveness of the embedded hardware. This handbook, the first of its kind, provides engineers, computer scientists, mathematicians, and students a broad, comprehensive source of information and technology to address many questions and aspects of embedded and networked control. Separated into six main sections—Fundamentals, Hardware, Software, Theory, Networking, and Applications—this work unifies into a single reference many scattered articles, websites, and specification sheets. Also included are case studies, experiments, and examples that give a multifaceted view of the subject, encompassing computation and communication considerations.

Multiplexed Networks for Embedded Systems

PIC Microcontrollers are a favorite in industry and with hobbyists. These microcontrollers are versatile, simple, and low cost making them perfect for many different applications. The 8-bit PIC is widely used in consumer electronic goods, office automation, and personal projects. Author, Dogan Ibrahim, author of several PIC books has now written a book using the PIC18 family of microcontrollers to create projects with SD cards. This book is ideal for those practicing engineers, advanced students, and PIC enthusiasts that want to incorporate SD Cards into their devices. SD cards are cheap, fast, and small, used in many MP3 players, digital and video cameras, and perfect for microcontroller applications. Complete with Microchip's C18 student compiler and using the C language this book brings the reader up to speed on the PIC 18 and SD cards, knowledge which can then be harnessed for hands-on work with the eighteen projects included within. Two great technologies are brought together in this one practical, real-world, hands-on cookbook perfect for a wide range of PIC fans. Eighteen fully worked SD projects in the C programming language Details memory cards usage with the PIC18 family

Intelligent Systems in Cybernetics and Automation Theory

Multiplexed networks are essential for the unified, efficient and cost-effective exchange of electronic information within embedded component systems. This is especially important in automotive manufacturing as vehicles become increasingly reliant on robust electronic networks and systems for improved reliability, anti-lock brake systems (ABS), steering, on-board navigation systems, and much more. The latest systems such as X-by-Wire and FlexRay aim to produce faster, fault-tolerant network component interconnects, for state-of-the-art network implementation and safer, more reliable engineering of vehicular systems. This book provides a thorough and comprehensive introduction to automotive multiplexed network buses, covering the technical principles, components, implementation issues and applications. Key features: Presents a thorough coverage of the controller area network (CAN) protocol, including information on physical layers, conformity problems, hardware and software tools, and application layers. Gives a detailed description of the new local interconnect network (LIN) bus, setting out its developments, properties, problems and ways to overcome these. Examines the existing and emerging network buses such as time-triggered CAN (TTCAN), FlexRay and X-by-Wire. Explores the possibilities for linking the various buses that are discussed, explaining how the Fail-Safe-System basis chip (SBC) and other gateways are designed and constructed. Analyses wired and wireless internal and external serial links, including Safe-by-Wire plus, I2C, Media Oriented Systems Transport (MOST), remote keyless entry, tyre pressure monitoring systems (TPMS) and Bluetooth. A valuable guide to embedded systems for a range of applications, Multiplexed Networks for Embedded Systems: CAN, LIN, FlexRay, Safe-by-Wire is essential reading for electronics engineers and researchers developing electronics for the automotive industry. It is also useful for practising aerospace engineers and other practitioners interested in the application of network technologies, and advanced students taking courses on automotive and embedded system design.

Linux Network Administrator's Guide

To support the broadening spectrum of project delivery approaches, PMI is offering A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Sixth Edition as a bundle with its latest, the Agile Practice Guide. The PMBOK® Guide – Sixth Edition now contains detailed information about agile; while the Agile Practice Guide, created in partnership with Agile Alliance®, serves as a bridge to connect waterfall and agile. Together they are a powerful tool for project managers. The PMBOK® Guide – Sixth Edition – PMI's flagship publication has been updated to reflect the latest good practices in project management. New to the Sixth Edition, each knowledge area will contain a section entitled Approaches for Agile, Iterative and Adaptive Environments, describing how these practices integrate in project settings. It will also contain more emphasis on strategic and business knowledge—including discussion of project management business documents—and information on the PMI Talent Triangle™ and the essential skills for success in today's market. Agile Practice Guide has been developed as a resource to understand, evaluate, and use agile and hybrid agile approaches. This practice guide provides guidance on when, where, and how to apply agile approaches and provides practical tools for practitioners and organizations wanting to increase agility. This practice guide is aligned with other PMI standards, including A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Sixth Edition, and was developed as the result of collaboration between the Project Management Institute and the Agile Alliance.

Handbook of Networked and Embedded Control Systems

Explore the emerging definitions, protocols, and standards for SDN—software-defined, software-driven, programmable networks—with this comprehensive guide. Two senior network engineers show you what's required for building networks that use software for bi-directional communication between applications and the underlying network infrastructure. This vendor-agnostic book also presents several SDN use cases, including bandwidth scheduling and manipulation, input traffic and triggered actions, as well as some interesting use cases around big data, data center overlays, and network-function virtualization. Discover how enterprises and service providers alike are pursuing SDN as it continues to evolve. Explore the current state of the OpenFlow model and centralized network control Delve into distributed and central control, including data plane generation Examine the structure and capabilities of commercial and open source controllers Survey the available technologies for network programmability Trace the modern data center from desktop-centric to highly distributed models Discover new ways to connect instances of network-function virtualization and service chaining Get detailed information on constructing and maintaining an SDN network topology Examine an idealized SDN framework for controllers, applications, and ecosystems

Exploring BeagleBone

Get Free Controller Area Network Projects

This book is a thoroughly practical way to explore the 8051 and discover C programming through project work. Through graded projects, Dogan Ibrahim introduces the reader to the fundamentals of microelectronics, the 8051 family, programming in C, and the use of a C compiler. The specific device used for examples is the AT89C2051 - a small, economical chip with re-writable memory, readily available from the major component suppliers. A working knowledge of microcontrollers, and how to program them, is essential for all students of electronics. In this rapidly expanding field many students and professionals at all levels need to get up to speed with practical microcontroller applications. Their rapid fall in price has made microcontrollers the most exciting and accessible new development in electronics for years - rendering them equally popular with engineers, electronics hobbyists and teachers looking for a fresh range of projects. Microcontroller Projects in C for the 8051 is an ideal resource for self-study as well as providing an interesting, enjoyable and easily mastered alternative to more theoretical textbooks. Practical projects that enable students and practitioners to get up and running straight away with 8051 microcontrollers A hands-on introduction to practical C programming A wealth of project ideas for students and enthusiasts

Fundamentals of Wireless Sensor Networks

Covering the PIC BASIC and PIC BASIC PRO compilers, PIC Basic Projects provides an easy-to-use toolkit for developing applications with PIC BASIC. Numerous simple projects give clear and concrete examples of how PIC BASIC can be used to develop electronics applications, while larger and more advanced projects describe program operation in detail and give useful insights into developing more involved microcontroller applications. Including new and dynamic models of the PIC microcontroller, such as the PIC16F627, PIC16F628, PIC16F629 and PIC12F627, PIC Basic Projects is a thoroughly practical, hands-on introduction to PIC BASIC for the hobbyist, student and electronics design engineer. Packed with simple and advanced projects which show how to program a variety of interesting electronic applications using PIC BASIC Covers the new and powerful PIC16F627, 16F628, PIC16F629 and the PIC12F627 models

ARM-Based Microcontroller Multitasking Projects

Handbook of Networked and Embedded Control Systems

Embedded Systems

For the first time in a single reference, this book provides the beginner with a coherent and logical introduction to the

hardware and software of the PIC32, bringing together key material from the PIC32 Reference Manual, Data Sheets, XC32 C Compiler User's Guide, Assembler and Linker Guide, MIPS32 CPU manuals, and Harmony documentation. This book also trains you to use the Microchip documentation, allowing better life-long learning of the PIC32. The philosophy is to get you started quickly, but to emphasize fundamentals and to eliminate "magic steps" that prevent a deep understanding of how the software you write connects to the hardware. Applications focus on mechatronics: microcontroller-controlled electromechanical systems incorporating sensors and actuators. To support a learn-by-doing approach, you can follow the examples throughout the book using the sample code and your PIC32 development board. The exercises at the end of each chapter help you put your new skills to practice. Coverage includes: A practical introduction to the C programming language Getting up and running quickly with the PIC32 An exploration of the hardware architecture of the PIC32 and differences among PIC32 families Fundamentals of embedded computing with the PIC32, including the build process, time- and memory-efficient programming, and interrupts A peripheral reference, with extensive sample code covering digital input and output, counter/timers, PWM, analog input, input capture, watchdog timer, and communication by the parallel master port, SPI, I2C, CAN, USB, and UART An introduction to the Microchip Harmony programming framework Essential topics in mechatronics, including interfacing sensors to the PIC32, digital signal processing, theory of operation and control of brushed DC motors, motor sizing and gearing, and other actuators such as stepper motors, RC servos, and brushless DC motors For more information on the book, and to download free sample code, please visit <http://www.nu32.org> Extensive, freely downloadable sample code for the NU32 development board incorporating the PIC32MX795F512H microcontroller Free online instructional videos to support many of the chapters

Practical Microcontroller Engineering with ARM Technology

Day One

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

ARM-based Microcontroller Projects Using mbed

ARM-based Microcontroller Projects Using mbed gives readers a good understanding of the basic architecture and programming of ARM-based microcontrollers using ARM's mbed software. The book presents the technology through a project-based approach with clearly structured sections that enable readers to use or modify them for their application. Sections include: Project title, Description of the project, Aim of the project, Block diagram of the project, Circuit diagram of the project, Construction of the project, Program listing, and a Suggestions for expansion. This book will be a valuable resource for professional engineers, students and researchers in computer engineering, computer science, automatic control engineering and mechatronics. Includes a wide variety of projects, such as digital/analog inputs and outputs (GPIO, ADC, DAC), serial communications (UART, I2C, SPI), WIFI, Bluetooth, DC and servo motors Based on the popular Nucleo-L476RG development board, but can be easily modified to any ARM compatible processor Shows how to develop robotic applications for a mobile robot Contains complete mbed program listings for all the projects in the book

AUTOMOTIVE CYBER SECURITY CHALLENGES A Beginner's Guide

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.

Mastering Visual Studio .NET

The Controller Area Network (CAN) was originally developed to be used as a vehicle data bus system in passenger cars. Today, CAN controllers are available from over 20 manufacturers, and CAN is finding applications in other fields, such as medical, aerospace, process control, automation, and so on. This book is written for students, for practising engineers, for hobbyists, and for everyone else who may be interested to learn more about the CAN bus and its applications. The aim of this book is to teach you the basic principles of CAN networks and in addition the development of microcontroller based projects using the CAN bus. In summary, this book enables the reader to: Learn the theory of the CAN bus used in automotive industry; Learn the principles, operation, and programming of microcontrollers; Design complete microcontroller based projects using the C language; Develop complete real CAN bus projects using microcontrollers; Learn the principles of OBD systems used to debug vehicle electronics. You will learn how to design microcontroller based CAN bus nodes, build a CAN bus, develop high-level programs, and then exchange data in real-time over the bus. You will also learn how to build microcontroller hardware and interface it to LEDs, LCDs, and A/D converters. The book assumes that the reader has some knowledge on basic electronics. Knowledge of the C programming language will be useful in later chapters of the book, and familiarity with at least one member of the PIC series of microcontrollers will be an advantage, especially if the reader intends to develop microcontroller based projects using the CAN bus. The CD contains a special demo version of the mikroC compiler which supports the key microcontrollers including: PIC, dsPIC, PIC24, PIC32 and AVR. This special version additionally features an advanced CAN library of intuitive and simple-to-use functions to encourage programming with easy and comfortable development of CAN networks.

REST: Advanced Research Topics and Practical Applications

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.

Get Free Controller Area Network Projects

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.

Controller Area Network

The vast majority of control systems built today are embedded; that is, they rely on built-in, special-purpose digital computers to close their feedback loops. Embedded systems are common in aircraft, factories, chemical processing plants, and even in cars—a single high-end automobile may contain over eighty different computers. The design of embedded controllers and of the intricate, automated communication networks that support them raises many new questions—practical, as well as theoretical—about network protocols, compatibility of operating systems, and ways to maximize the effectiveness of the embedded hardware. This handbook, the first of its kind, provides engineers, computer scientists, mathematicians, and students a broad, comprehensive source of information and technology to address many questions and aspects of embedded and networked control. Separated into six main sections—Fundamentals, Hardware, Software, Theory, Networking, and Applications—this work unifies into a single reference many scattered articles, websites, and specification sheets. Also included are case studies, experiments, and examples that give a multifaceted view of the subject, encompassing computation and communication considerations.

SD Card Projects Using the PIC Microcontroller

This book is ideal for the engineer, technician, hobbyist and student who have knowledge of the basic principles of PIC microcontrollers and want to develop more advanced applications using the 18F series. The architecture of the PIC 18FXXX series as well as typical oscillator, reset, memory, and input-output circuits is completely detailed. After giving an introduction to programming in C, the book describes the project development cycle in full, giving details of the process of editing, compilation, error handling, programming and the use of specific development tools. The bulk of the book gives full details of tried and tested hands-on projects, such as the I2C BUS, USB BUS, CAN BUS, SPI BUS and real-time operating systems. A clear introduction to the PIC 18FXXX microcontroller's architecture 20 projects, including developing wireless and sensor network applications, using I2C BUS, USB BUS, CAN BUS and the SPI BUS, which give the block and circuit diagram, program description in PDL, program listing and program description Numerous examples of using developmental

tools: simulators, in-circuit debuggers (especially ICD2) and emulators

Real-Time Systems

Extensively revised and updated to encompass the latest developments in the PIC 18FXXX series, this book demonstrates how to develop a range of microcontroller applications through a project-based approach. After giving an introduction to programming in C using the popular mikroC Pro for PIC and MPLAB XC8 languages, this book describes the project development cycle in full. The book walks you through fully tried and tested hands-on projects, including many new, advanced topics such as Ethernet programming, digital signal processing, and Rfid technology. This book is ideal for engineers, technicians, hobbyists and students who have knowledge of the basic principles of PIC microcontrollers and want to develop more advanced applications using the PIC18F series. This book Includes over fifty projects which are divided into three categories: Basic, Intermediate, and Advanced. New projects in this edition: Logic probe Custom LCD font design Hi/Lo game Generating various waveforms in real-time Ultrasonic height measurement Frequency counter Reaction timer GPS projects Closed-loop ON/OFF temperature control Bluetooth projects (master and slave) Rfid projects Clock using Real-time-clock (RTC) chip RTC alarm project Graphics LCD (GLCD) projects Barometer+thermometer+altimeter project Plotting temperature on GLCD Ethernet web browser based control Ethernet UDP based control Digital signal processing (Low Pass Filter design) Automotive LIN bus project Automotive CAN bus project Multitasking projects (using both cooperative and Round-robin scheduling) Unipolar stepper motor projects Bipolar stepper motor projects Closed-loop ON/OFF DC motor control A clear introduction to the PIC 18FXXX microcontroller's architecture Covers developing wireless and sensor network applications, SD card projects, and multi-tasking; all demonstrated with the block and circuit diagram, program description in PDL, program listing, and program description Includes more than 50 basic, intermediate, and advanced projects

Project Management Case Studies

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

Controller Area Network Prototyping With Arduino

In this book, the authors describe the fundamental concepts and practical aspects of wireless sensor networks. The book provides a comprehensive view to this rapidly evolving field, including its many novel applications, ranging from protecting civil infrastructure to pervasive health monitoring. Using detailed examples and illustrations, this book provides an inside track on the current state of the technology. The book is divided into three parts. In Part I, several node architectures,

applications and operating systems are discussed. In Part II, the basic architectural frameworks, including the key building blocks required for constructing large-scale, energy-efficient sensor networks are presented. In Part III, the challenges and approaches pertaining to local and global management strategies are presented – this includes topics on power management, sensor node localization, time synchronization, and security. At the end of each chapter, the authors provide practical exercises to help students strengthen their grip on the subject. There are more than 200 exercises altogether. Key Features: Offers a comprehensive introduction to the theoretical and practical concepts pertaining to wireless sensor networks Explains the constraints and challenges of wireless sensor network design; and discusses the most promising solutions Provides an in-depth treatment of the most critical technologies for sensor network communications, power management, security, and programming Reviews the latest research results in sensor network design, and demonstrates how the individual components fit together to build complex sensing systems for a variety of application scenarios Includes an accompanying website containing solutions to exercises (http://www.wiley.com/go/dargie_fundamentals) This book serves as an introductory text to the field of wireless sensor networks at both graduate and advanced undergraduate level, but it will also appeal to researchers and practitioners wishing to learn about sensor network technologies and their application areas, including environmental monitoring, protection of civil infrastructure, health care, precision agriculture, traffic control, and homeland security.

Embedded Computing and Mechatronics with the PIC32 Microcontroller

The first microcontroller textbook to provide complete and systemic introductions to all components and materials related to the ARM® Cortex®-M4 microcontroller system, including hardware and software as well as practical applications with real examples. This book covers both the fundamentals, as well as practical techniques in designing and building microcontrollers in industrial and commercial applications. Examples included in this book have been compiled, built, and tested Includes Both ARM® assembly and C codes Direct Register Access (DRA) model and the Software Driver (SD) model programming techniques and discussed If you are an instructor and adopted this book for your course, please email ieeeproposals@wiley.com to get access to the instructor files for this book.

Controller Area Network Projects

SAE J1939 has become the accepted industry standard and the vehicle network technology of choice for off-highway machines. This resource provides profound information on the J1939 message format and network management.

Embedded Networking with CAN and CANopen

Get Free Controller Area Network Projects

A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated development environment, start-up templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)

Controller Area Network

Modern cars are more computerized than ever. Infotainment and navigation systems, Wi-Fi, automatic software updates, and other innovations aim to make driving more convenient. But vehicle technologies haven't kept pace with today's more hostile security environment, leaving millions vulnerable to attack. The Car Hacker's Handbook will give you a deeper understanding of the computer systems and embedded software in modern vehicles. It begins by examining vulnerabilities and providing detailed explanations of communications over the CAN bus and between devices and systems. Then, once you have an understanding of a vehicle's communication network, you'll learn how to intercept data and perform specific hacks to track vehicles, unlock doors, glitch engines, flood communication, and more. With a focus on low-cost, open source hacking tools such as Metasploit, Wireshark, Kayak, can-utils, and ChipWhisperer, The Car Hacker's Handbook will show you how to:

- Build an accurate threat model for your vehicle
- Reverse engineer the CAN bus to fake engine signals
- Exploit vulnerabilities in diagnostic and data-logging systems
- Hack the ECU and other firmware and embedded systems
- Feed exploits through infotainment and vehicle-to-vehicle communication systems
- Override factory settings with performance-tuning techniques
- Build physical and virtual test benches to try out exploits safely

If you're curious about automotive security and have the urge to hack a two-ton computer, make The Car Hacker's Handbook your first stop.

Microcontroller Projects in C for the 8051

PIC Basic Projects

This book serves as a starting point for people looking for a deeper principled understanding of REST, its applications, its limitations, and current research work in the area and as an architectural style. The authors focus on applying REST beyond Web applications (i.e., in enterprise environments), and in reusing established and well-understood design patterns. The book examines how RESTful systems can be designed and deployed, and what the results are in terms of benefits and challenges encountered in the process. This book is intended for information and service architects and designers who are interested in learning about REST, how it is applied, and how it is being advanced.

Programming the Raspberry Pi: Getting Started with Python

This book addresses the various challenges and open questions relating to CAN communication networks. Opening with a short introduction into the fundamentals of CAN, the book then examines the problems and solutions for the physical layout of networks, including EMC issues and topology layout. Additionally, a discussion of quality issues with a particular focus on test techniques is presented. Each chapter features a collection of illuminating insights and detailed technical information supplied by a selection of internationally-regarded experts from industry and academia. Features: presents thorough coverage of architectures, implementations and application of CAN transceiver, data link layer and so-called higher layer software; explains CAN EMC characteristics and countermeasures, as well as how to design CAN networks; demonstrates how to practically apply and test CAN systems; includes examples of real networks from diverse applications in automotive engineering, avionics, and home heating technology.

CAN System Engineering

THE #1 PROJECT MANAGEMENT CASE STUDIES BOOK NOW FEATURING NEW CASES FROM DISNEY, THE OLYMPICS, AIRBUS, BOEING, AND MORE After on-the-job experience, case studies are the most important part of every project manager's training. This Fifth Edition of Project Management Case Studies features more than one hundred case studies that detail projects at high-profile companies around the world. These cases offer you a unique opportunity to experience, first-hand, project management in action within a variety of contexts and up against some of the most challenging conditions any project manager will likely face. New to this edition are case studies focusing on agile and scrum methodologies. Contains 100-plus case studies from companies that illustrate both successful and not-so-successful project management Represents an array of industries, including medical and pharmaceutical, aerospace, entertainment, sports, manufacturing, finance, telecommunications, and more Features 18 new case studies, including high-profile cases from Disney, the Olympics, Boeing 787 Dreamliner, and Airbus 380 Follows and supports preparation for the Project Management Professional (PMP)® Certification Exam Experienced PMs, project managers in training, and students alike will find this book to be an indispensable resource whether used as a standalone or combined with the bestselling Project Management: A Systems Approach to Planning, Scheduling, and Controlling, 12th Edition. PMI, CAPM, PMBOK, PMP and Project Management Professional are registered marks of the Project Management Institute, Inc.

PIC Microcontroller Projects in C

This volume is based on the research papers presented in the 4th Computer Science On-line Conference. The volume Intelligent Systems in Cybernetics and Automation Control Theory presents new approaches and methods to real-world problems, and in particular, exploratory research that describes novel approaches in the field of cybernetics and automation control theory. Particular emphasis is laid on modern trends in selected fields of interest. New algorithms or

methods in a variety of fields are also presented. The Computer Science On-line Conference (CSOC2015) is intended to provide an international forum for discussions on the latest high-quality research results in all areas related to Computer Science. The addressed topics are the theoretical aspects and applications of Computer Science, Artificial Intelligences, Cybernetics, Automation Control Theory and Software Engineering.

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Advanced PIC Microcontroller Projects in C

CAN (Controller Area Network) is a serial communication protocol that was originally developed for the automobile industry. CAN is far superior to conventional serial technologies such as RS232 in regards to functionality and reliability and yet CAN implementations are more cost effective. CANopen, a higher layer protocol based on CAN, provides the means to apply the ingenious CAN features to a variety of industrial-strength applications. Many users, for example in the field of medical engineering, opted for CANopen because they have to meet particularly stringent safety requirements. Similar requirements had to be considered by manufacturers of other equipment with very high safety or reliability requirements (e.g. robots, lifts and transportation systems). Providing a detailed look at both CAN and CANopen, this book examines those technologies in the context of embedded networks. There is an overview of general embedded networking and an introduction to the primary functionality provided by CANopen. Everything one needs to know to configure and operate a CANopen network using off-the-shelf components is described, along with details for those designers who want to build their own CANopen nodes. The wide variety of applications for CAN and CANopen is discussed, and instructions in

developing embedded networks based on the protocol are included. In addition, references and examples using MicroCANopen, PCANopen Magic, and Vector's high-end development tools are provided.

A Guide to the Project Management Body of Knowledge (PMBOK(R) Guide-Sixth Edition / Agile Practice Guide Bundle (HINDI)

This book to offers a hands-on guide to designing, analyzing and debugging a communication infrastructure based on the Controller Area Network (CAN) bus. Although the CAN bus standard is well established and currently used in most automotive systems, as well as avionics, medical systems and other devices, its features are not fully understood by most developers, who tend to misuse the network. This results in lost opportunities for better efficiency and performance. These authors offer a comprehensive range of architectural solutions and domains of analysis. It also provides formal models and analytical results, with thorough discussion of their applicability, so that it serves as an invaluable reference for researchers and students, as well as practicing engineers.

Conference Proceeding. New Perspectives in Scienze Education

While the Arduino is not widely considered an industrial-strength solution, it provides, due to its low price and ease of programming, the perfect prototyping platform for all kinds of Controller Area Network (CAN) applications. This book, written by a leading expert on CAN technologies, guides the reader through the process of acquiring all necessary hardware and software components, the implementation of the CAN driver, and the implementation of programs (Arduino Sketches) to read, send, process, and display data from and to a CAN network. The collection of programming examples cumulates into a full-fledged USB-to-CAN Gateway communicating with a Windows/Linux PC. This book will enable you to achieve CAN functionality literally within only a few hours.

The Car Hacker's Handbook

This book is one of four books that teach the fundamentals of embedded systems as applied to the Texas Instruments MSP432 microcontroller. An embedded system is a system that performs a specific task and has a computer embedded inside. A system is comprised of components and interfaces connected together for a common purpose. This book teaches the fundamentals of microcontroller interfacing and real-time programming in the context of robotics. There is a chapter on assembly language to expose important concepts of the microcontroller architecture. However, most of the software development occurs in C. This book can be used with Texas Instruments Robot Systems Learning Kit (TI-RSLK). This book provides an introduction to robots that could be used at the college level with little or no prerequisites. Specific topics

include microcontrollers, fixed-point numbers, the design of software in C, elementary data structures, programming input/output including interrupts, analog to digital conversion, digital to analog conversion, power, sensor interfacing, motor interfacing, an introduction to digital signal processing, control systems, and communication systems. The book shows how you deploy both Bluetooth Low Energy, and wifi onto the robot, creating an internet of things. This book employs a bottom-up approach to learning. It will not include an exhaustive recapitulation of the information in data sheets. First, it begins with basic fundamentals, which allows the reader to solve new problems with new technology. Second, the book presents many detailed design examples. These examples illustrate the process of design. There are multiple structural components that assist learning. Checkpoints, with answers in the back, are short easy to answer questions providing immediate feedback while reading. The book includes an index and a glossary so that information can be searched. The most important learning experiences in a class like this are of course the laboratories. Specifically for this volume, look at the lab assignments for TI-RSLK curriculum. There is a web site accompanying this book: <http://users.ece.utexas.edu/valvano/arm/robotics.ht>

A Comprehensible Guide to J1939

Most microcontroller-based applications nowadays are large, complex, and may require several tasks to share the MCU in multitasking applications. Most modern high-speed microcontrollers support multitasking kernels with sophisticated scheduling algorithms so that many complex tasks can be executed on a priority basis. ARM-based Microcontroller Multitasking Projects: Using the FreeRTOS Multitasking Kernel explains how to multithread ARM Cortex microcontrollers using the FreeRTOS multitasking kernel. The book describes in detail the features of multitasking operating systems such as scheduling, priorities, mailboxes, event flags, semaphores etc. before going onto present the highly popular FreeRTOS multitasking kernel. Practical working real-time projects using the highly popular Clicker 2 for STM32 development board (which can easily be transferred to other boards) together with FreeRTOS are an essential feature of this book. Projects include: LEDs flashing at different rates; Refreshing of 7-segment LEDs; Mobile robot where different sensors are controlled by different tasks; Multiple servo motors being controlled independently; Multitasking IoT project; Temperature controller with independent keyboard entry; Random number generator with 3 tasks: live, generator, display; home alarm system; car park management system, and many more. Explains the basic concepts of multitasking Demonstrates how to create small multitasking programs Explains how to install and use the FreeRTOS on an ARM Cortex processor Presents structured real-world projects that enables the reader to create their own

Computer Science Advances

This introduction to networking on Linux now covers firewalls, including the use of ipchains and Netfilter, masquerading,

and accounting. Other new topics in this second edition include Novell (NCP/IPX) support and INN (news administration).

Hacking Connected Cars

Featuring contributions from major technology vendors, industry consortia, and government and private research establishments, the Industrial Communication Technology Handbook, Second Edition provides comprehensive and authoritative coverage of wire- and wireless-based specialized communication networks used in plant and factory automation, automotive applications, avionics, building automation, energy and power systems, train applications, and more. New to the Second Edition: 46 brand-new chapters and 21 substantially revised chapters Inclusion of the latest, most significant developments in specialized communication technologies and systems Addition of new application domains for specialized networks The Industrial Communication Technology Handbook, Second Edition supplies readers with a thorough understanding of the application-specific requirements for communication services and their supporting technologies. It is useful to a broad spectrum of professionals involved in the conception, design, development, standardization, and use of specialized communication networks as well as academic institutions engaged in engineering education and vocational training.

SDN: Software Defined Networks

This book explores the need for cyber security in automotive and what all the stakeholderse.g., Original Equipment Manufacturers (OEMs), users, security experts could do to fillthe cyber security gaps. In particular, it looks at the security domain changes and howthreat modelling and ethical hacking can help to secure modern vehicles. Furthermore, itexamines the skills and tools that everyone who wants to work as automotive cyber securitypersonal needs to be aware of, as well as how to think like an attacker and explore someadvanced security methodologies.This book could serve very well as a text book for undergraduate (year 3) and postgraduatemodules for automotive cyber security.

Programming Embedded Systems

This book is comprised of eleven chapters about computer application and research areas to discuss the latest issues and technologies. Interesting and important topics like fuzzy and cognitive applications, fuzzy classifiers, neural network, data analytics, clustering and classification models, artificial intelligence, controller area network, digital technology industry 4.0, etc. are included in this book. The first chapter presents neuro-fuzzy and cognitive researches for the development of objects on the basis of location and territory. The second chapter is about the method of parametric identification using a neuro-fuzzy classifier. The third chapter describes the research on the internet of things enabled smart campus for effectual

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data transit from one entity to another for classroom notes. Chapters Four and Five are dedicated to the use of advanced computer science of the medical applications. Chapter Six presents the detection and estimation of obstacle position for imminent crash prediction to enhance the driver and vehicle interface using the controller area network. Chapter Seven presents the development of accurate models for estimation of pure CO₂-oil minimum miscibility pressure based on artificial intelligence methods. Chapter Eight addresses dynamic, massive data handling with swarm intelligence based algorithms for finding the solution of a difficult problem. The next chapter proposes an encryption model which focuses on bit-level confusion and bit-level diffusion followed by block-level diffusion by using 1-D chaotic maps. Chapter Ten is dedicated to digital technologies of the industry 4.0. The last chapter compares the pattern sequence based forecasting method with ARIMA in univariate time series forecasting.

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