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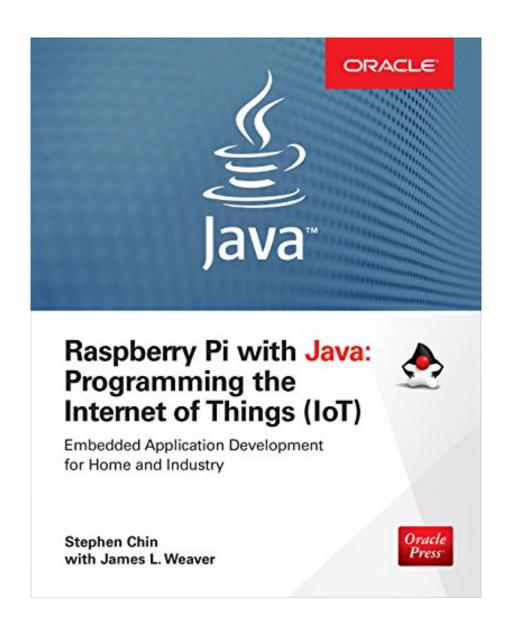

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About the Author

Stephen Chin is a Java Ambassador for Oracle specializing in embedded and UI technology, and the JavaOne Content Chair. He has been featured at Java conferences worldwide. When he is not traveling, Stephen enjoys teaching kids how to do embedded and robot programming together with his 11-year-old daughter.

James L. Weaver is a Java Ambassador for Oracle, developer, author, teacher, and international speaker focused on client-side Java, robotics, and the internet of things (IoT). He tweets at @JavaFXpert.

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RASPBERRY PI WITH JAVA: PROGRAMMING THE INTERNET OF THINGS (IOT) BY STEPHEN CHIN, JAMES WEAVER PDF

Use Raspberry Pi with Java to create innovative devices that power the internet of things!

Raspberry Pi with Java: Programming the Internet of Things (IoT) fills an important gap in knowledge between seasoned Java developers and embedded-hardware gurus, taking a project-based approach to skills development from which both hobbyists and professionals can learn. By starting with simple projects based on open-source libraries such as Pi4J, hobbyists can get immediate results without a significant investment in time or hardware.

Later projects target simplified industrial use cases where professionals can start to apply their skills to practical problems in the fields of home automation, healthcare, and robotics. This progression prepares you to be an active participant in the IoT revolution that is reshaping our lives.

For the hobbyist:

- Hardware used in projects is affordable and easily accessible
- Follows a project-based learning approach with a gradual learning curve
- Projects are based on open-source code repositories with commercial friendly licenses

For the professional computer engineer:

- Uses an industry-standard platform that allows for high performance, secure, production-ready applications
- Introduces Java SE Embedded for large devices and Java ME Embedded for small devices
- Code is portable to a wide variety of ARM and MIPS based platforms
- Provides practical skill development with advanced projects in the fields of home automation, healthcare, and robotics

- Sales Rank: #539001 in eBooks
- Published on: 2015-10-23
- Released on: 2015-10-23
- Format: Kindle eBook

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focused on client-side Java, robotics, and the internet of things (IoT). He tweets at @JavaFXpert.

Most helpful customer reviews

5 of 5 people found the following review helpful.
Excellent primer for beginning Java Programming on the Raspberry Pi!
By R. Savage
I had the opportunity to read this book cover to cover and can confidently say that it provides an excellent primer for any hobbyist or professional developer getting started with the Raspberry Pi with a focus on Java development. Fundamentally, this book is a compilation of projects that demonstrate various integrations where Java can be used with the Raspberry Pi to produce some functional "product". Along the way each project gets increasingly more complex thus exposing the reader to more sophisticated integration capabilities and techniques. While some projects seem daunting, the authors meticulously walk the reader through all the necessary environment configuration settings, development environment configuration, and build steps.

To clarify what this book is not ... This book is not a programmer's reference guide. It is not intended to provide a comprehensive reference for available APIs and libraries. It is not an exhaustive textbook covering every development pattern and/or capability of Java on the Raspberry Pi platform. This book does not teach you Java programming. If you are new to Java, I would suggest getting some other books or online introductory courses to learn the basics of Java programming and then use this book to to get started with Java on the Raspberry Pi.

The book takes a fun and sometimes whimsical approach while sneaking in some educational instruction along the way. Personally, I prefer this type of example-based learning approach. I find that engaging in sample projects with concrete goals helps me better understand the subject at hand and seeing a completed project provides a more comprehensive end-to-end understanding.

I think this is a great book for any Java programmer just getting started on the Raspberry Pi platform. The book does a good job of providing detailed and comprehensive instructions, wiring diagrams, and illustrations for each project. The only technical area that I wish the book took a deeper dive would be more details instruction and demonstration on using the SPI and I2C data bus communications from a Java program. This is a slightly more advanced topic but it does add a lot more extensibility for the would-be maker.

[MY FULL REVIEW IS AVAILABLE ON MY SITE AT http://www.savagehomeautomation.com/rpijp]

FOLLW UP: Recent Updates to Pi4J

The Pi4J project, like any open source project, continues to march forward with new features and improvements. Since the time of this book's writing there are a few noteworthy updates to Pi4J to point out:

-GPIO Performance -

We have significantly optimized the GPIO performance when using the standard Pi4J GPIO interfaces. It's still slower than using the WiringPi wrapper API directly because there is still a fair bit of software validation and error handling logic behind the scenes in the Pi4J implementation but it is much improved

over the 0.751 kHz benchmark using Pi4J and the 3.048 kHz benchmark using Device I/O (DIO) discussed on page 96. Using the same test code as the author with the same platform, a Raspberry Pi B+, we now achieve a benchmark of ~500 kHz using the normal Pi4J interfaces. That's a whopping 665% performance gain! Note, I did have to up the number of iterations in the test program to lengthen the sample time. I also independently validated the result using an Oscilloscope to measure the frequency generated on the GPIO pin. If you upgrade to the newer Raspberry Pi 2B you can get further improved benchmark of ~1000 kHz (1 MHz).

-Pin Numbering Schemes -

While the Pi4J/WiringPi numbering scheme is the default and most commonly used numbering scheme used in conjunction with Pi4J, the library also supports the Broadcom pin numbering scheme. An example program is included in the Pi4J Examples project that demonstrates how to use the Broadcom pin numbering scheme.

-Platform Support -

Chapter 3 mentions that Pi4J is exclusive to the Raspberry Pi and while that was true at the time of writing, we recently added support for additional platforms including the BananaPi and BananaPro platforms. We are also actively working to support the Odroid platform as well as the OrangePi platforms. Pi4J does depend on a WiringPi port for each of these platforms, so the platform support is still specialized for each platform and not a universal or generic platform implementation. A sample program demonstrating usage on the BananaPi platform is included in the Pi4J examples.

Serial (UART) Support - Pi4J now includes the full complement of serial configuration options for parity, stop bits, data bits. Please note that there unfortunately is a breaking API change in the new serial implementation starting with version 1.1-SNAPSHOT. The original serial API was just far too over-simplified for some of the real world needs of serial communications. We have updated the entire serial interface and underlying serial implementation to provide a much improved and more sophisticated serial communications support.

Disclaimer:

This book was provided to me at no cost for peer review purposes.
This book includes topics on the Pi4J Project which is an open-source project that I founded and an actively engaged.

4 of 4 people found the following review helpful.
Finally a book that covers Java on the Raspberry Pi
By hansolo
Finally there is a book that covers Java on the Raspberry Pi and it's a great book. Java is mainly used in the enterprise area of software development which means the typical buyer of this book might not have a background in electronics or IoT. Therefor you will find a nice introduction on how to setup your Raspberry Pi to tinker around with hardware and Java in the beginning of this book.
So even if you never have touched some electronics hardware you will find everything you need to get started in this book.
There is also source code in the book but only to explain important parts, the complete source code of all the examples is available on the internet which makes sense because you won't really type in all the code from the book.

The authors take you from simple things like switching LED's to measuring data by using different technologies like I2C, UART and more. The projects are getting more complex to the end of the book and they cover most of the principles of hardware io that you need to build your own things. One thing that I really like is the fact that the authors always put a list with all the things you need for each project in the beginning of the chapter. You will also find links to the stores where you can buy those hardware. The last chapter of the book covers the so called Retro-Pi which is a gaming console that is based on the Raspberry Pi. It uses Java to run a lot of retro games and you can also assemble it by yourself if you have a 3D printer. There are good instructions on how to built this Retro-Pi and let me tell you it's not so easy to build.

If you don't have a 3D printer you will find services on the internet that offer 3D prints of your designs. So could download the 3D files for the Retro-Pi also from the internet and let them print by one of those 3D printing services on the web.

Another interesting project of the book let you create some kind of a tea maker. The Raspberry Pi will help you to brew the perfect tea for you which is fun because it covers again ways on how to access standard hardware with the Raspberry Pi.

What I like about this book is the fact that it not only covers the basics but also takes it one step further. There is one example that covers GPIO access using Java with different approaches. It will show how to make use of the great Pi4J library, Oracles DIO project and a JNI approach for really fast GPIO access (like for BitBanging etc.).

Overall this is a great book for people that would like to start building their own IoT projects using Java and the Raspberry Pi.

1 of 1 people found the following review helpful.
great hands-on book for IoT development
By A Customer
There are many articles and books on IoT and how it is influencing our daily lives. This book is different as it focuses on you, the reader, the developer.
You get a hands-on introduction into a number of target areas for IoT development.
You don't need to hold a PhD in electrical engineering to execute the samples illustrated in the book.
The average software developer will be easily capable of running the examples.

The authors refer to a wide variety of sources, and leverage many relevant IoT projects which make it also interesting for seasoned developers to
go beyond the samples shown in the book.

See all 7 customer reviews...

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