

Smart Home Automation With Linux And Raspberry Pi

This book is a collection of research papers and articles presented at the 3rd International Conference on Communications and Cyber-Physical Engineering (ICCCE 2020), held on 1-2 February 2020 at CMR Engineering College, Hyderabad, Telangana, India. Discussing the latest developments in voice and data communication engineering, cyber-physical systems, network science, communication software, image and multimedia processing research and applications, as well as communication technologies and other related technologies, it includes contributions from both academia and industry. This book is a valuable resource for scientists, research scholars and PG students working to formulate their research ideas and find the future directions in these areas. Further, it may serve as a reference work to understand the latest engineering and technologies used by practicing engineers in the field of communication engineering.

This book is divided into projects that are explained in a step-by-step format, with practical instructions that are easy to follow. If you want to build your own home automation systems wirelessly using the Arduino platform, this is the book for you. You will need to have some basic experience in Arduino and general programming languages, such as C and C++ to understand the projects in this book.

This document provides info. to organizations on the security capabilities of Bluetooth and provide recommendations to organizations employing Bluetooth technologies on securing them effectively. It discusses Bluetooth technologies and security capabilities in technical detail. This document assumes that the readers have at least some operating system, wireless networking, and security knowledge. Because of the constantly changing nature of the wireless security industry and the threats and vulnerabilities to the technologies, readers are strongly encouraged to take advantage of other resources (including those listed in this document) for more current and detailed information. Illustrations.

An easy-to-follow guide full of hands-on examples to help transform your house into a standalone home automation solution. If you are looking for ways to create a highly capable home automation system that is easily extendable and highly configurable, then this book is for you. Basic knowledge of electronics and programming in Python and/or Java languages will be helpful, but not mandatory.

An annotated guide to program and develop GNU/Linux Embedded systems quickly About This Book Rapidly design and build powerful prototypes for GNU/Linux Embedded systems Become familiar with the workings of GNU/Linux Embedded systems and how to manage its peripherals Write, monitor, and configure applications quickly and effectively, manage an external micro-controller, and use it as co-processor for real-time tasks Who This Book Is For This book targets Embedded System developers and GNU/Linux programmers who would like to program Embedded Systems and perform Embedded development. The book focuses on quick and efficient prototype building. Some experience with hardware and Embedded Systems is assumed, as is having done some previous work on GNU/Linux systems. Knowledge of scripting on GNU/Linux is expected as well. What You Will Learn Use embedded systems to implement your projects Access and manage peripherals for embedded systems Program embedded systems using languages such as C, Python, Bash, and PHP Use a complete distribution, such as Debian or Ubuntu, or an embedded one, such as OpenWrt or Yocto Harness device driver capabilities to optimize device communications Access data through several kinds of devices such as GPIO's, serial ports, PWM, ADC, Ethernet, WiFi, audio, video, I2C, SPI, One Wire, USB and CAN Practical example usage of several devices such as RFID readers, Smart card readers, barcode readers, z-Wave devices, GSM/GPRS modems Usage of several sensors such as light, pressure, moisture, temperature, infrared, power, motion In Detail Embedded computers have become very complex in the last few years and developers need to easily manage them by focusing on how to solve a problem without wasting time in finding supported peripherals or learning how to manage them. The main challenge with experienced embedded programmers and engineers is really how long it takes to turn an idea into reality, and we show you exactly how to do it. This book shows how to interact with external environments through specific peripherals used in the industry. We will use the latest Linux kernel release 4.4.x and Debian/Ubuntu distributions (with embedded distributions like OpenWrt and Yocto). The book will present popular boards in the industry that are user-friendly to base the rest of the projects on - BeagleBone Black, SAMA5D3 Xplained, Wandboard and system-on-chip manufacturers. Readers will be able to take their first steps in programming the embedded platforms, using C, Bash, and Python/PHP languages in order to get access to the external peripherals. More about using and programming device driver and accessing the peripherals will be covered to lay a strong foundation. The readers will learn how to read/write data from/to the external environment by using both C programs or a scripting language (Bash/PHP/Python) and how to configure a device driver for a specific hardware. After finishing this book, the readers will be able to gain a good knowledge level and understanding of writing, configuring, and managing drivers, controlling and monitoring applications with the help of efficient/quick programming and will be able to apply these skills into real-world projects. Style and approach This practical tutorial will get you quickly prototyping embedded systems on GNU/Linux. This book uses a variety of hardware to program the peripherals and build simple prototypes.

Build revolutionary and incredibly useful home automation projects with the all-new Pi Zero About This Book Create and program home automation projects using the Raspberry Pi Zero board Connect your Raspberry Pi Zero to a cloud API, and then build a cloud dashboard to control your devices Integrate all the projects into a complex project to automate key aspects of your home: data monitoring, devices control, and security Who This Book Is For This book is for enthusiasts and programmers who want to build powerful and inexpensive home automation projects using the Raspberry Pi zero, and to transform their home into a smart home. It is for those who are new to the field of home automation, or who already have experience with other platforms such as Arduino. What You Will Learn Learn how to measure and store data using the Raspberry Pi Zero board Control LED lights, lamps, and other electrical applications Send automated notifications by e-mail, SMS, or push notifications Connect motion detectors, cameras, and alarms Create automated alerts using Raspberry Pi Zero boards Control devices using cloud-based services Build a complete home automation system using Pi Zero In Detail The release of the Raspberry Pi Zero has completely amazed the tech community. With the price, form factor, and being high on utility—the Raspberry Pi Zero is the perfect companion to support home automation projects and makes IoT even more accessible. With this book, you will be able to create and program home automation projects using the Raspberry Pi Zero board. The book will teach you how to build a thermostat that will automatically regulate the temperature in your home. Another important topic in home automation is controlling electrical appliances, and you will learn how to control LED Lights, lamps, and other electrical applications. Moving on, we will

build a smart energy meter that can measure the power of the appliance, and you'll learn how to switch it on and off. You'll also see how to build simple security system, composed of alarms, a security camera, and motion detectors. At the end, you will integrate everything what you learned so far into a more complex project to automate the key aspects of your home. By the end, you will have deepened your knowledge of the Raspberry Pi Zero, and will know how to build autonomous home automation projects. Style and approach This book takes a step-by-step approach to automate your home like never before!

The world of Raspberry Pi is evolving quickly, with many new interface boards and software libraries becoming available all the time. In this cookbook, prolific hacker and author Simon Monk provides more than 200 practical recipes for running this tiny low-cost computer with Linux, programming it with Python, and hooking up sensors, motors, and other hardware—including Arduino. You'll also learn basic principles to help you use new technologies with Raspberry Pi as its ecosystem develops. Python and other code examples from the book are available on GitHub. This cookbook is ideal for programmers and hobbyists familiar with the Pi through resources such as *Getting Started with Raspberry Pi* (O'Reilly). Set up and manage your Raspberry Pi Connect the Pi to a network Work with its Linux-based operating system Use the Pi's ready-made software Program Raspberry Pi with Python Control hardware through the GPIO connector Use Raspberry Pi to run different types of motors Work with switches, keypads, and other digital inputs Hook up sensors for taking various measurements Attach different displays, such as an LED matrix Create dynamic projects with Raspberry Pi and Arduino Make sure to check out 10 of the over 60 video recipes for this book at: <http://razzpisampler.oreilly.com/> You can purchase all recipes at:

Like sysadmins before them, network engineers are finding that they cannot do their work manually anymore. As the field faces new protocols, technologies, delivery models, and a pressing need for businesses to be more agile and flexible, network automation is becoming essential. This practical guide shows network engineers how to use a range of technologies and tools—including Linux, Python, JSON, and XML—to automate their systems through code. Network programming and automation will help you simplify tasks involved in configuring, managing, and operating network equipment, topologies, services, and connectivity. Through the course of the book, you'll learn the basic skills and tools you need to make this critical transition. This book covers: Python programming basics: data types, conditionals, loops, functions, classes, and modules Linux fundamentals to provide the foundation you need on your network automation journey Data formats and models: JSON, XML, YAML, and YANG for networking Jinja templating and its applicability for creating network device configurations The role of application programming interfaces (APIs) in network automation Source control with Git to manage code changes during the automation process How Ansible, Salt, and StackStorm open source automation tools can be used to automate network devices Key tools and technologies required for a Continuous Integration (CI) pipeline in network operations

So much of what is commonplace today was once considered impossible, or at least wishful thinking. Laser beams in the operating room, cars with built-in guidance systems, cell phones with email access. There's just no getting around the fact that technology always has, and always will be, very cool. But technology isn't only cool; it's also very smart. That's why one of the hottest technological trends nowadays is the creation of smart homes. At an increasing rate, people are turning their homes into state-of-the-art machines, complete with more switches, sensors, and actuators than you can shake a stick at. Whether you want to equip your home with motion detectors for added security, install computer-controlled lights for optimum convenience, or even mount an in-home web cam or two purely for entertainment, the world is now your oyster. Ah, but like anything highly technical, creating a smart home is typically easier said than done. Thankfully, *Smart Home Hacks* takes the guesswork out of the process. Through a seemingly unending array of valuable tips, tools, and techniques, *Smart Home Hacks* explains in clear detail how to use Mac, Windows, or Linux to achieve the automated home of your dreams. In no time, you'll learn how to turn a loose collection of sensors and switches into a well-automated and well-functioning home no matter what your technical level may be. *Smart Home Hacks* covers a litany of stand-alone and integrated smart home solutions designed to enhance safety, comfort, and convenience in new and existing homes. Kitchens, bedrooms, home offices, living rooms, and even bathrooms are all candidates for smart automation and therefore are all addressed in *Smart Home Hacks*. Intelligently written by engineering guru and George Jetson wannabe, Gordon Meyer, *Smart Home Hacks* leaves no stone unturned. From what to purchase to how to use your remote control, it's the ultimate guide to understanding and implementing complete or partial home automation.

The *Future Home in the 5G Era* looks at new hyper-connected home environments in which devices and apps will work together seamlessly to respond to and anticipate customers' needs, all with maximum security and privacy. Enabled by 5G, AI, and other new technologies such as eSim and edge computing, the *Future Home's* powerful service ecosystems will be a quantum leap from today's fragmented smart home technology, effectively extending the boundaries of the home even beyond the traditional bounds of the physical, to ultimately make consumers feel 'at home' anywhere. This will create tremendous opportunities for businesses including communication service providers (CSPs), device manufacturers and app developers, as well as those providing services in diverse sectors such as entertainment, health and social care, education, retail, and more. The *Future Home in the 5G Era* combines original research from Accenture with practical insights and examples, showing how intelligently orchestrated *Future Homes* can yield economic success for businesses. Written by leaders of strategy and technology consultancy at Accenture, the authors have vast industry experience leading major units of Fortune 500 companies and start-ups. This book looks at how businesses, especially CSPs, can overcome the challenges and capture the multi-billion-dollar *Future Home* market by putting strategic emphasis on excellent customer experiences, developing new business models, and turning their organizations into competitively agile platform-based innovators. For business leaders in any sector relevant to the *Future Home*, this book is an indispensable and value-creating guide.

This book shows you how to build your own Linux Web server with Ubuntu Linux and host your own website at home for free without having to pay a web hosting company like GoDaddy or Web.com. Whether you are ten years old or 80, even if you have never worked with Linux before and you are not that good with computers, you can setup a Linux

Web Server by following the simple, easy-to-follow steps in this book. Setup an Ubuntu Linux Server from scratch. Create your own domain name. Make a simple web page. Get your server to be seen by the Internet. Use FTP to edit your web pages. Process HTML form submissions. Program a MySQL database to store a guest book. Use PHP to integrate your web page with MySQL. Add a visitor counter to your web page. Setup Free Dynamic DNS Forwarding Backup your MySQL Databases Use Linux, MySQL and PHP security features. Accept payment with PayPal buttons.

The easy way to control your home appliances Do you want to control common household appliances and amenities from your smartphone or tablet, wherever you happen to be? Home Automation For Dummies guides you through installing and setting up app-controlled devices in your home, such as heating and air conditioning, lighting, multimedia systems, game consoles, and security and monitoring devices—and even suggests popular products to consider. The saturation of the mobile market with smart devices has led to an upsurge in domestic devices, such as thermostats, refrigerators, smoke detectors, security systems, among others, that can be controlled by those devices. Both Google and Apple offer fully-integrated solutions for connecting mobile devices to home theater and audio systems, and now Google has branched out into smart thermostats and smoke detectors. If you've caught the bug and want to get your feet wet in this cool new phenomenon, Home Automation For Dummies gives you plain-English, step-by-step instructions for tech-ifying your home without breaking a sweat. Provides clear instructions on remotely controlling your home appliances Shows you how to set preferences to automatically adjust lighting or temperature Explores digital "life hacks" that explain how non-app-ready appliances can be controlled via smart phones using third-party go-betweens Covers an emerging segment of the industry that was one of the primary focuses of this year's Consumer Electronic Show If you're looking to find new ways to simplify and better control your home environment using app-driven devices, your phone, or tablet, Home Automation For Dummies makes it easier.

Ready to control you house with your smartphone or tablet? Spivey shows you how to control thermostats, home security systems, and much more! Best of all, with these plain-English instructions, you can do it yourself!

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. Gain the skills needed to create a hi-tech home?affordably and easily This hands-on guide shows, step by step, how to use the powerful Raspberry Pi for home automation. Written in an easy-to-follow style, the book features DIY projects for Amazon Echo, Google Home, smart lightbulbs and thermostats, and more. Home Automation with Raspberry Pi: Projects Using Google Home, Amazon Echo, and Other Intelligent Personal Assistants lays out essential skills for hobbyists and makers of all ages and experience levels. You will discover how to build gadgets that can work in conjunction with?or in some cases replace?commercially available smart home products. Inside, you'll learn how to:

- Design and build custom home automation devices
- Interface a Google Home device to your Raspberry Pi
- Connect Google Voice Assistant to RasPi
- Incorporate GPIO control using the Amazon Echo
- Navigate home automation operating systems
- Use Z-Wave in your RasPi HA projects
- Apply fuzzy logic techniques to your projects
- Work with sensors and develop home security systems
- Utilize two open-source AI applications, Mycroft and Picroft
- Tie your projects together to create an integrated home automation system

A Linux smart home is about controlling and monitoring devices and information around your home using a standard personal computer, Linux, and its vast array of open source tools. You don't have to be a master programmer to create one. If you like to tinker with Linux, Linux Smart Homes For Dummies will guide you through cool home automation projects that are as much fun to work on as they are to use. Home automation used to be limited to turning on lights and appliances, and maybe controlling your thermostat and lawn sprinkler, from your computer. While you still might not be able to create all the Jetsons' toys, today you can also Build a wireless network Create and set up a weather station Automate your TV and sound system Spy on your pets when you're not home Set up an answering system that knows what to do with calls Increase your home's security If you know how to use Linux and a few basic development tools — Perl, the BASH shell, development libraries, and the GNU C compiler—Linux Smart Homes For Dummies will help you do all these tricks and more. For example, you can Discover the best sources for Linux-based home automation devices Set up a wireless network, create a wireless access point, build a bridge between wired and wireless networks, and route your own network traffic Build a personal video recorder with MythTV that will record to DVD, or set up a wireless streaming music system Create a smart phone system that takes messages and forwards them to your fax, modem, or answering machine Build a weather station that notifies you of severe weather alerts Control and secure your home automation network, and even check on your house when you're away The bonus CD-ROM includes all kinds of cool open source software for your home automation projects. Linux Smart Homes For Dummies even includes lists of cool gadgets to check out and great ways to automate those boring household chores. A smart home's a happy home!

Unleash the power of the ESP8266 and build a complete home automation system with it. About This Book Harness the power of the ESP8266 Wi-Fi chip to build an effective Home Automation System Learn about the various ESP8266 modules Configuring the ESP8266 and making interesting home automation projects A step-by-step guide on the ESP8266 chip and how to convert your home into a smart home. Who This Book Is For This book is targeted at people who want to build connected and inexpensive home automation projects using the ESP8266 Wi-Fi chip, and to completely automate their homes. A basic understanding of the board would be an added advantage What You Will Learn Get, compile, install, and configure an MQTT server Use the Wi-Fi connectivity feature to control appliances remotely Control several home appliances using the ESP8266 Wi-Fi chip Control and monitor your home from the cloud using ESP8266 modules Stream real-time data from the ESP8266 to a server over WebSockets Create an Android

mobile application for your project In Detail The ESP8266 is a low-cost yet powerful Wi-Fi chip that is becoming more popular at an alarming rate, and people have adopted it to create interesting projects. With this book, you will learn to create and program home automation projects using the ESP8266 Wi-Fi chip. You will learn how to build a thermostat to measure and adjust the temperature accordingly and how to build a security system using the ESP8266. Furthermore, you will design a complete home automation system from sensor to your own cloud. You will touch base on data monitoring, controlling appliances, and security aspects. By the end of the book, you will understand how to completely control and monitor your home from the cloud and from a mobile application. You will be familiar with the capabilities of the ESP8266 and will have successfully designed a complete ready-to-sell home automated system. Style and approach A practical book that will cover independent home automation projects.

Provides directions for installing and setting up a home automation system, allowing users to control appliances, lighting, devices, home security, and other household systems from anywhere. "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. Achieve enterprise automation in your Linux environment with this comprehensive guide Key Features Automate your Linux infrastructure with the help of practical use cases and real-world scenarios Learn to plan, build, manage, and customize OS releases in your environment Enhance the scalability and efficiency of your infrastructure with advanced Linux system administration concepts Book Description Automation is paramount if you want to run Linux in your enterprise effectively. It helps you minimize costs by reducing manual operations, ensuring compliance across data centers, and accelerating deployments for your cloud infrastructures. Complete with detailed explanations, practical examples, and self-assessment questions, this book will teach you how to manage your Linux estate and leverage Ansible to achieve effective levels of automation. You'll learn important concepts on standard operating environments that lend themselves to automation, and then build on this knowledge by applying Ansible to achieve standardization throughout your Linux environments. By the end of this Linux automation book, you'll be able to build, deploy, and manage an entire estate of Linux servers with higher reliability and lower overheads than ever before. What you will learn Perform large-scale automation of Linux environments in an enterprise Overcome the common challenges and pitfalls of extensive automation Define the business processes needed to support a large-scale Linux environment Get well-versed with the most effective and reliable patch management strategies Automate a range of tasks from simple user account changes to complex security policy enforcement Learn best practices and procedures to make your Linux environment automatable Who this book is for This book is for anyone who has a Linux environment to design, implement, and maintain. Open source professionals including infrastructure architects and system administrators will find this book useful. You're expected to have experience in implementing and maintaining Linux servers along with knowledge of building, patching, and maintaining server infrastructure. Although not necessary, knowledge of Ansible or other automation technologies will be beneficial. This book is for anyone who wants to learn Intel Galileo for home automation and cross-platform software development. No knowledge of programming with Intel Galileo is assumed, but knowledge of the C programming language is essential.

Ten Strategies of a World-Class Cyber Security Operations Center conveys MITRE's accumulated expertise on enterprise-grade computer network defense. It covers ten key qualities of leading Cyber Security Operations Centers (CSOCs), ranging from their structure and organization, to processes that best enable smooth operations, to approaches that extract maximum value from key CSOC technology investments. This book offers perspective and context for key decision points in structuring a CSOC, such as what capabilities to offer, how to architect large-scale data collection and analysis, and how to prepare the CSOC team for agile, threat-based response. If you manage, work in, or are standing up a CSOC, this book is for you. It is also available on MITRE's website, www.mitre.org.

The author focuses solely on how UNIX and Linux system administrators can use well-known tools to automate tasks, even across multiple systems.

PowerShell Core for Linux Administrators Cookbook will take you through a complete tour of understanding .NET Core, PowerShell in general, PowerShell on Linux for management and automation. This book will also cover advanced concepts on how to use PowerShell and manage Docker containers, Cloud, VMware and SQL databases.

If you are new to the Raspberry Pi, the Arduino, or home automation and wish to develop some amazing projects using these tools, then this book is for you. Any experience in using the

Raspberry Pi would be an added advantage.

"It is stunningly thorough and takes readers meticulously through the design, configuration and operation of IPv6-based, low-power, potentially mobile radio-based networking." Vint Cerf, Vice President and Chief Internet Evangelist, Google This book provides a complete overview of IPv6 over Low Power Wireless Area Network (6LoWPAN) technology In this book, the authors provide an overview of the 6LoWPAN family of standards, architecture, and related wireless and Internet technology. Starting with an overview of the IPv6 'Internet of Things', readers are offered an insight into how these technologies fit together into a complete architecture. The 6LoWPAN format and related standards are then covered in detail. In addition, the authors discuss the building and operation of 6LoWPAN networks, including bootstrapping, routing, security, Internet integration, mobility and application protocols. Furthermore, implementation aspects of 6LoWPAN are covered. Key Features: Demonstrates how the 6LoWPAN standard makes the latest Internet protocols available to even the most minimal embedded devices over low-rate wireless networks Provides an overview of the 6LoWPAN standard, architecture and related wireless and Internet technology, and explains the 6LoWPAN protocol format in detail Details operational topics such as bootstrapping, routing, security, Internet integration, mobility and application protocols Written by expert authors with vast experience in the field (industrial and academic) Includes an accompanying website containing tutorial slides, course material and open-source code with examples (<http://6lowpan.net>) 6LoWPAN: The Wireless Embedded Internet is an invaluable reference for professionals working in fields such as telecommunications, control, and embedded systems. Advanced students and teachers in electrical engineering, information technology and computer science will also find this book useful.

The First Practical Guide to Advanced Wireless Development with ZigBee Technologies Supported by more than a hundred companies, the new ZigBee standard enables powerful new wireless applications for safety, security, and control, ranging from smart energy to home automation and medical care to advanced remote control. ZigBee Wireless Sensor and Control Network brings together all the knowledge professionals need to start building effective ZigBee solutions. The only simple, concise guide to ZigBee architecture, concepts, networking, and applications, this book thoroughly explains the entire ZigBee protocol stack and covers issues ranging from routing to security. It also presents detailed, practical coverage of ZigBee features for home automation, smart energy networking, and consumer electronics. Topics include • Fundamental wireless concepts: OSI Model, error detection, the ISM Band, modulation, WLAN, FHSS, DSSS, Wireless MANs, Bluetooth, and more • ZigBee essentials: applications, characteristics, device types, topologies, protocol architecture, and expanded ZigBee PRO features • Physical layer: includes frequency bands, data rate, channels, data/management services, transmitter power, and receiver sensitivity • MAC layer: data/management services, MAC layer information base, access methods, and frames • Network layer: data entities, NIB, device configuration, starting network, addressing, discovery, channel scanning, and more • Application support sublayer and application layer: includes profiles, cluster format, attributes, device discovery, and binding • ZigBee network security: includes encryption, trust center, security modes, and security management primitives • Address assignment and routing techniques • Alternative technologies: 6lowpan, WirelessHART, and Z-wave

This book constitutes the refereed proceedings of the 12th Colombian Conference on Computing, CCC 2017, held in Cali, Colombia, in September 2017. The 56 revised full papers presented were carefully reviewed and selected from 186 submissions. The papers are organized in topical sections on information and knowledge management, software engineering and IT architectures, educational informatics, intelligent systems and robotics, human-computer interaction, distributed systems and large-scale architectures, image processing, computer vision and multimedia, security of the information, formal methods, computational logic and theory of computation.

Shows you how to automate your lights, curtains, music, and more, and control everything via a laptop or mobile phone.

Do you long to listen to your favorite CD from anywhere in your house? To set up a wireless network so you can access the Internet in any room? To install an iron-clad security system? To fire up the coffee pot while you're still asleep and wake up with automated lighting? Smart home technology can help you do just that! Smart Homes For Dummies, Third Edition, shows you how easy it can be to create and live in a cutting-edge, fully connected home—without breaking your bank account. With this user-friendly guide, you'll discover all the latest trends and gadgets in home networking, automation, and control that will help you make life more enjoyable and comfortable for your entire family. We help you plan for things such as flat-screen TVs, intercom systems, whole-home audio systems, gaming consoles, and satellite systems. We talk about your wiring (and wireless) options and introduce you to the latest technologies, such as VoIP and Bluetooth. You'll see how to: Build your home network on a budget Turn your home into an entertainment center Access the Internet from any room Get VoIP on your phone network Boost in-home wireless and cell phone signals Connect your computer to your TV Secure your home and property Increase your home's resale value Avoid common networking pitfalls And much, much more Complete with a resource list for more information and neat toys of the future, Smart Homes For Dummies is your plain-English, twenty-first century guide to a fully wired home!

Advance your understanding of the Linux command line with this invaluable resource Linux Command Line and Shell Scripting Bible, 4th Edition is the newest installment in the indispensable series known to Linux developers all over the world. Packed with concrete strategies and practical tips, the latest edition includes brand-new content covering: Understanding the Shell Writing Simple Script Utilities Producing Database, Web & Email Scripts Creating Fun Little Shell Scripts Written by accomplished Linux professionals Christine Bresnahan and Richard Blum, Linux Command Line and Shell Scripting Bible, 4th Edition teaches readers the fundamentals and advanced topics necessary for a comprehensive understanding of shell scripting in Linux. The book is filled with real-world examples and usable scripts, helping readers navigate the challenging Linux

environment with ease and convenience. The book is perfect for anyone who uses Linux at home or in the office and will quickly find a place on every Linux enthusiast's bookshelf.

The Handbook of Clean Energy Systems brings together an international team of experts to present a comprehensive overview of the latest research, developments and practical applications throughout all areas of clean energy systems. Consolidating information which is currently scattered across a wide variety of literature sources, the handbook covers a broad range of topics in this interdisciplinary research field including both fossil and renewable energy systems. The development of intelligent energy systems for efficient energy processes and mitigation technologies for the reduction of environmental pollutants is explored in depth, and environmental, social and economic impacts are also addressed. Topics covered include: Volume 1 - Renewable Energy: Biomass resources and biofuel production; Bioenergy Utilization; Solar Energy; Wind Energy; Geothermal Energy; Tidal Energy. Volume 2 - Clean Energy Conversion Technologies: Steam/Vapor Power Generation; Gas Turbines Power Generation; Reciprocating Engines; Fuel Cells; Cogeneration and Polygeneration. Volume 3 - Mitigation Technologies: Carbon Capture; Negative Emissions System; Carbon Transportation; Carbon Storage; Emission Mitigation Technologies; Efficiency Improvements and Waste Management; Waste to Energy. Volume 4 - Intelligent Energy Systems: Future Electricity Markets; Diagnostic and Control of Energy Systems; New Electric Transmission Systems; Smart Grid and Modern Electrical Systems; Energy Efficiency of Municipal Energy Systems; Energy Efficiency of Industrial Energy Systems; Consumer Behaviors; Load Control and Management; Electric Car and Hybrid Car; Energy Efficiency Improvement. Volume 5 - Energy Storage: Thermal Energy Storage; Chemical Storage; Mechanical Storage; Electrochemical Storage; Integrated Storage Systems. Volume 6 - Sustainability of Energy Systems: Sustainability Indicators, Evaluation Criteria, and Reporting; Regulation and Policy; Finance and Investment; Emission Trading; Modeling and Analysis of Energy Systems; Energy vs. Development; Low Carbon Economy; Energy Efficiencies and Emission Reduction. Key features: Comprising over 3,500 pages in 6 volumes, HCES presents a comprehensive overview of the latest research, developments and practical applications throughout all areas of clean energy systems, consolidating a wealth of information which is currently scattered across a wide variety of literature sources. In addition to renewable energy systems, HCES also covers processes for the efficient and clean conversion of traditional fuels such as coal, oil and gas, energy storage systems, mitigation technologies for the reduction of environmental pollutants, and the development of intelligent energy systems. Environmental, social and economic impacts of energy systems are also addressed in depth. Published in full colour throughout. Fully indexed with cross referencing within and between all six volumes. Edited by leading researchers from academia and industry who are internationally renowned and active in their respective fields. Published in print and online. The online version is a single publication (i.e. no updates), available for one-time purchase or through annual subscription.

The old Internet typically connected personal computers. But a radically new Internet is emerging. Some call it an "Internet of Things" (IoT) or "Internet of Everything" (IoE). The IoT won't just connect people: it'll connect "smart" homes, appliances, cars, aircraft (a.k.a. drones)... offices, factories, cities... the world. By some estimates, the IoE will explode into a \$19 trillion market in just a few years. If that happens... when that happens... it will transform your life. ¿ You need to know what's coming. But, until now, most guides to the Internet of Everything have been written for technical experts. Now, the world's #1 author of beginning technology books has written the perfect introduction for every consumer and citizen. In *The Internet of Things*, Michael Miller reveals how a new generation of autonomously connected smart devices is emerging, and how it will enable people and devices to do more things, more intelligently, and more rapidly. ¿ Miller demystifies every type of smart device, both current and future. Each chapter ends with a special "...and You" section, offering up-to-the-minute advice for using today's IoE technologies or preparing for tomorrow's. ¿ You'll also discover the potential downsides and risks associated with intelligent, automatic interaction. When all your devices can communicate with each other (and with the companies that sell and monitor them), how private is your private life? Do the benefits outweigh the risks? And what does a connected world do when the connections suddenly go down? Packed with scenarios and insider interviews, *The Internet of Things* makes our future utterly, vividly real.

With the cost of games development continuously increasing, studios are looking for innovative ways to reduce their budgets without compromising quality. At the same time, developers are looking toward more complex and customisable software, tools, and libraries to build truly next generation games. These two goals have traditionally been mutually exclusive. Open Source Software can solve both problems by providing game developers with free, high-quality, tools and libraries for every aspect of the development process. Graphics, audio, physics, networking and movie playback code are all available for the taking, written, tested, and ready to use. These are supplemented by a wide range of free tools for programmers and artists, including graphics editors, IDEs, MIDI sequencers, and 3D editors. This free and Open Source Software can increase the scope of the technology available, and reduce the financial burden for any studio. *The Game Developer's Open Source Handbook* uncovers this world of Open Source software and teaches developers what code is available, where to get it, how to incorporate it into existing processes, and, most important, how to adhere to the license agreements for redistribution. The book is for all game developers, especially the ?indies,? who want to apply the wealth of free software to their own game. Members of the Linux fraternity will also find it a useful insight into the methods by which these libraries can be applied into constructing a game. And it will be required reading for the producers and systems analysts of game studios who want to see the big picture. The book introduces a new world of software, and a new way of developing games for the 21st Century. With the cost of games development continuously increasing, studios are looking for innovative ways to reduce their budgets without compromising quality. At the same time, developers are looking toward more complex and customisable software, tools, and libraries to build truly next generation games. These two goals have traditionally been mutually exclusive. Open Source Software can solve both problems by providing game developers with free, high-quality, tools and libraries for every aspect of the development process. Graphics, audio, physics, networking and movie playback code are all available for the taking, written, tested, and ready to use. These are supplemented by a wide range of free tools for programmers and artists, including graphics editors, IDEs, MIDI sequencers, and 3D editors. This free and Open Source Software can increase the scope of the technology available, and reduce the financial burden for any studio. *The Game Developer's Open Source Handbook* uncovers this world of Open Source software and teaches developers what code is available, where to get it, how to incorporate it into existing

processes, and, most important, how to adhere to the license agreements for redistribution. The book is for all game developers, especially the ?indies,? who want to apply the wealth of free software to their own game. Members of the Linux fraternity will also find it a useful insight into the methods by which these libraries can be applied into constructing a game. And it will be required reading for the producers and systems analysts of game studios who want to see the big picture. The book introduces a new world of software, and a new way of developing games for the 21st Century.

Linux users can now control their homes remotely! Are you a Linux user who has ever wanted to turn on the lights in your house, or open and close the curtains, while away on holiday? Want to be able to play the same music in every room, controlled from your laptop or mobile phone? Do you want to do these things without an expensive off-the-shelf kit? In Smart Home Automation with Linux, Steven Goodwin will show you how a house can be fully controlled by its occupants, all using open source software. From appliances to kettles to curtains, control your home remotely!

Provides instructions on utilising the X10 technology to automate the areas of your home, with components found at your local home improvement centre. This book addresses the interfacing of your personal computer, wireless controls, and voice controls. Topics addressed include: Lights; Security Systems; HVAC; Voice Control Systems; and more.

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 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!

What You'll Learn

- Create a user interface using openHAB
- Implement the MQTT protocol
- Install Alexa and Google Home API to control appliances wirelessly

Who This Book Is For

Enthusiasts with a working knowledge of the Raspberry Pi, electronic engineering, and Python programming. This book will also interest hobbyists and students from Computer Science or related disciplines.

What others in the trenches say about The Pragmatic Programmer... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." —Kent Beck, author of Extreme Programming Explained: Embrace Change "I found this book to be a great mix of solid advice and wonderful analogies!" —Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." —Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." —John Lakos, author of Large-Scale C++ Software Design "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." —Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book." —Pete McBreen, Independent Consultant "Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living." —Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company..." —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. "If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." —Ward Cunningham

Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process—taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

This book gathers selected papers presented at the 2nd International Conference on Computing, Communications and Data Engineering, held at Sri Padmavati Mahila Visvavidyalayam, Tirupati, India from 1 to 2 Feb 2019. Chiefly discussing major issues and challenges in data engineering systems and computer communications, the topics covered include wireless systems and IoT, machine learning, optimization, control, statistics, and social computing.

Expert solutions to automate routine IT tasks using Ansible. KEY FEATURES ? Single handy guide for all IT teams to bring automation throughout the enterprise. ? In-depth practical demonstration of various automation use-cases on the IT infrastructure. ? Expert-led guidelines and best practices to write Ansible playbooks without any errors. DESCRIPTION This book deals with all aspects of Ansible IT infrastructure automation. While reading this book, you should look for automation opportunities in your current role and automate time-consuming and repetitive tasks using Ansible. This book contains Ansible fundamentals assuming you are totally new to Ansible. Proper instructions for setting up the laboratory environment to implement each concept are explained and covered in detail. This book is equipped with practical examples, use-cases and modules on the network. The system and cloud management are practically demonstrated in the book. You will learn to automate all the common administrative tasks throughout the entire IT infrastructure. This book will help establish and build the proficiency of your automation skills, and you can start making the best use of Ansible in enterprise automation. WHAT WILL YOU LEARN ? Install Ansible and learn the fundamentals. ? Use practical examples and learn about the loop, conditional statements, and variables. ? Understand the Ansible network modules and how to apply them in our day-to-day network management. ? Learn to automate the Windows and Linux infrastructure using Ansible. ? Automate routine administrative tasks for AWS, Azure, Google Cloud. ? Explore how to use Ansible for Docker and Kubernetes. WHO THIS BOOK IS FOR This book is for all IT students and professionals who want to manage or plan to administer the IT infrastructure. Knowing the basic Linux command-line would be good although not mandatory. TABLE OF CONTENTS 1. Up and Running with Ansible 2. Ansible Basics 3. Ansible Advance Concepts 4.

Ansible for Network Administration 5. Ansible for System Administration 6. Ansible for Cloud Administration 7. Ansible Tips and Tricks
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