



Getting Started with UDOO

By Emanuele Palazzetti

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Getting Started with UDOO By Emanuele Palazzetti

Become an efficient maker by designing and building amazing prototypes with the UDOO platform and Android

About This Book

- Create real-world applications and prototypes using all the features provided by the UDOO board
- Learn how to use the on-board Android operating system to control circuits and to provide new impressive interactions
- This is a concise guide with step-by-step instructions that will help you create real-world applications using UDOO

Who This Book Is For

If you are an Android developer who wants to learn how to use UDOO to build Android applications that are capable of interacting with their surrounding environment, then this book is ideal for you. Learning UDOO is the next great step to start building your first real-world prototypes powered by the Android operating system.

What You Will Learn

- Build working prototype circuits using breadboards
- Create real-world applications and prototypes using all the features provided by the UDOO board
- Control external circuits from Android applications with the Accessory Development Kit
- Listen to the environment and change the application behavior using external sensors
- Enhance user interaction with native Android APIs for voice recognition and synthesis
- Use the Android networking API to provide Internet data to UDOO-connected circuits
- Collect and publish sensor data from Android applications using MQTT

libraries

In Detail

UDOO is a new development platform that acts as a single board computer capable of running both Linux and Android operating systems. With the compatibility of Arduino devices together with the Android operating system, this board favors the rapid development of physical applications with a solid user interface, which contributes significantly to the success of your projects.

This book is a great tutorial if you are planning to integrate all the amazing capabilities offered by Android into your small or big prototypes and be productive as soon as possible.

This is a step-by-step tutorial that will help you to create amazing real-world applications using UDOO. In each chapter, a new capability provided by the UDOO board is explained and then used in a real-world context to create a new physical application.

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Editorial Review

About the Author

Emanuele Palazzetti

Emanuele Palazzetti is a software developer with strong JavaScript knowledge and a solid background in Python development. Part of his job entails taking care of backend web applications mostly built with the Django web framework. In the past few years, he has delved into many well-known frontend frameworks, such as AngularJS and EmberJS, to strengthen his JavaScript knowledge. Being a former Java developer, he leveraged his previous knowledge and started working on Android; by combining his interest on electronics and embedded devices with the well-known mobile platform, he managed to build several prototypes and small physical applications. He currently works at Evonove, a small company where he has been leading a number of frontend software projects mostly based on the AngularJS framework. He is also an open source advocate, active contributor, and speaker at Python and Android conferences. He writes about JavaScript and other development stuff at <http://palazzetti.me>.

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