Programming the BeagleBone Black

Getting Started with JavaScript and BoneScript

Simon Monk

TAB

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Programming the BeagleBone Black: Getting Started with JavaScript and BoneScript Simon Monk,2014-05-06 Program your own BeagleBone Black projects Build creative BeagleBone Black devices no prior programming or electronics experience required In Programming the BeagleBone Black electronics guru Simon Monk explains essential application development methods through straightforward directions and cool downloadable examples Discover how to navigate the board write and debug code use expansion capes and control external hardware Easy to follow plans show you how to wire up and program a Web controlled roving robot and an e mail notifier that lights an incandescent lamp Set up the BeagleBone Black and explore its features Connect to your computer via USB or Ethernet Use the BeagleBone Black as a stand alone PC Write and execute BoneScript code Use JavaScript functions and timers Perform analog and digital I O Work with expansion capes and modules Design Web interfaces that control electronics Assemble and program a robot and an e mail notifier

BeagleBone For Dummies Rui Santos,Luís Miguel Costa Perestrelo,2015-02-23 The definitive easy to use guide to the popular BeagleBone board BeagleBone For Dummies is the definitive beginner s guide to using the popular BeagleBone board to learn electronics and programming Unlike other books that require previous knowledge of electronics Linux and Python this one assumes you know nothing at all and guides you step by step throughout the process of getting acquainted with your BeagleBone Original or BeagleBone Black You ll learn how to get set up use the software build the hardware and code your projects with plenty of examples to walk you through the process You ll move carefully through your first BeagleBone project then get ideas for branching out from there to create even better more advanced programs The BeagleBone is a tiny computer board about the size of a credit card that has all the capability of a desktop Its affordability and ease of use has made it popular among hobbyists hardware enthusiasts and programmers alike and it s time for you to join their ranks as you officially dive into the world of microcomputers This book removes the guesswork from using the popular BeagleBone board and shows you how to get up and running in no time Download the operating system and connect your BeagleBone Learn to navigate the desktop environment Start programming with Python and Bonescript Build your first project and find plans for many more To learn BeagleBone you could spend hours on the Internet and still never find the information you need or you can get everything you need here This book appeals to all new and inexperienced hobbyists tinkerers electronics gurus hackers budding programmers engineers and hardware geeks who want to learn how to get the most out of their powerful BeagleBone **Bad to the Bone** Steven Barrett,Jason Kridner,2022-06-01 BeagleBone Black is a low cost open hardware computer uniquely suited to interact with sensors and actuators directly and over the Web Introduced in April 2013 by BeagleBoard org a community of developers first established in early 2008 BeagleBone Black is used frequently to build vision enabled robots home automation systems artistic lighting systems and countless other do it yourself and professional projects BeagleBone variants include the original BeagleBone and the newer BeagleBone Black

both hosting a powerful 32 bit super scalar ARM Cortex A8 processor capable of running numerous mobile and desktop capable operating systems typically variants of Linux including Debian Android and Ubuntu Yet BeagleBone is small enough to fit in a small mint tin box The Bone may be used in a wide variety of projects from middle school science fair projects to senior design projects to first prototypes of very complex systems Novice users may access the power of the Bone throughthe user friendly BoneScript software experienced through a Web browser in most major operating systems including Microsoft Windows Apple Mac OS X or the Linux operating systems Seasoned users may take full advantage of the Bone s power using the underlying Linux based operating system a host of feature extension boards Capes and a wide variety of Linux community open source libraries This book provides an introduction to this powerful computer and has been designed for a wide variety of users including the first time novice through the seasoned embedded system design professional The book contains background theory on system operation coupled with many well documented illustrative examples Examples for novice users are centered on motivational fun robot projects while advanced projects follow the theme of assistive technology and image processing applications Programming the BeagleBone Yogesh Chavan,2016-01-28 Master BeagleBone programming by doing simple electronics and Internet of Things projects About This Book Quickly develop electronics projects that interact with Internet applications using JavaScript and Python Learn about electronics components such as sensors and motors and how to communicate with them by writing programs A step by step guide to explore the exciting world of BeagleBone from connecting BeagleBone to doing electronics projects and creating IoT applications Who This Book Is For If you want to learn programming on embedded systems with BeagleBone by doing simple electronics projects this book is for you This book is also helpful to BeagleBone owners who want to quickly implement small scale home automation solutions It is assumed that you have familiarity with C and Python programming Some familiarity with electronics is helpful but not essential What You Will Learn Connect your BeagleBone to a computer in different ways and get the Cloud9 IDE running to quick start programming on the BeagleBone Get to know about BeagleBone extension pins such as GPIO and how to connect various electronics components with BeagleBone Read and write to various electronics components such as LED Push button sensors and motors Grasp in depth theory on Analog PWM and BUS programming and the electronics components used in programs Handle data to and from various BUS supporting modules such as UART I2C and SPI using the Adafruit BBIO Python library Write real life IoT applications in JavaScript and Python such as shooting an e mail on overheat and controlling a servo motor remotely Make use of online free cloud services to store and analyze sensor data collected on the BeagleBone Discover what else can be done using the BeagleBone Get to grips with embedded system BUS communication In Detail The whole world is moving from desktop computers to smartphones and embedded systems We are moving towards utilizing Internet of Things IoT An exponential rise in the demand for embedded systems and programming in the last few years is driving programmers to use embedded development boards such as Beaglebone BeagleBone is an ultra small cost effective computer that comes

with a powerful hardware It runs a full fledged Debian Linux OS and provides numerous electronics solutions BeagleBone is open source and comes with an Ethernet port which allows you to deploy IoT projects without any additions to the board It provides plenty of GPIO Anlaog pins and UART I2C SPI pins which makes it the right choice to perform electronics projects This gives you all the benefits of Linux kernel such as multitasking multiusers and extensive device driver support This allows you to do programming in many languages including high level languages such as JavaScript and Python This book aims to exploit the hardware and software capabilities of BeagleBone to create real life electronics and IoT applications quickly It is divided into two parts The first part covers JavaScript programs The second part provides electronics projects and IoT applications in Python First you will learn to use BeagleBone as tool to write useful applications on embedded systems Starting with the basics needed to set up BeagleBone and the Cloud9 IDE this book covers interfacing with various electronics components via simple programs The electronics theory related to these components is then explained in depth before you use them in a program Finally the book helps you create some real life IoT applications Style and approach An easy to follow guide full of real world electronics programs and quick troubleshooting tips using BeagleBone All the required electronics concepts are explained in detail before using them in a program and all programs are explained in depth Most of the theory is covered in the first part while the second part gives you some quick programs **Bad to the Bone** Steven F. Barrett,Jason Kridner,2022-11-10 This comprehensive book provides detailed materials for both novice and experienced programmers using all BeagleBone variants which host a powerful 32 bit super scalar TI Sitara ARM Cortex A8 processor Authored by Steven F Barrett and Jason Kridner a seasoned ECE educator along with the founder of Beagleboard org respectively the work may be used in a wide variety of projects from science fair projects to university courses and senior design projects to first prototypes of very complex systems Beginners may access the power of the Bone through the user friendly Bonescript examples Seasoned users may take full advantage of the Bone s power using the underlying Linux based operating system a host of feature extension boards Capes and a wide variety of Linux community open source libraries The book contains background theory on system operation coupled with many well documented illustrative examples Examples for novice users are centered on motivational fun robot projectswhile advanced projects follow the theme of assistive technology and image processing applications **TAB Project eSampler** Simon Monk,Matthew Monk,Donald Norris,Bryan Bergeron,Thomas B. Talbot,2014-08-22 FREE download Preview five exclusive projects from brand new TAB Electronics books Make great stuff with TAB Electronics books TAB Electronics an imprint of McGraw Hill Education is a leading publisher of do it yourself technology books for makers electronics hobbyists students and inventors Our mission is to combine fun and education with hands on learn by doing projects in each book Covering everything from Arduino to steampunk to 3D printing these DIY guides tap into the booming maker movement coaching hobbyists of all levels how to make great stuff Enjoy the fun projects in this FREE download compliments of TAB Electronics Here s what you ll get From

Programming the BeagleBone Black by Simon Monk Chapter 7 Hardware Interfacing From Minecraft Mastery by Matthew Monk and Simon Monk Chapter 2 Basic Redstone From Build Your Own Quadcopter by Donald Norris Chapter 3 Building the Elev 8 From Androids by Bryan Bergeron and Thomas B Talbot Chapter 9 Affect and Expression From Raspberry Pi Projects for the Evil Genius by Donald Norris Chapter 10 1 Wire Weather Station 30 BeagleBone Black Projects for the Evil Genius Christopher Rush,2014-09-26 Fiendishly Fun Ways to Use the BeagleBone Black This wickedly inventive guide shows you how to program and build fun and fascinating projects with the BeagleBone Black You ll learn how to connect the BeagleBone Black to your computer and program it quickly mastering BoneScript and other programming tools so you can get started right away 30 BeagleBone Black Projects for the Evil Genius is filled with a wide variety of do it yourself LED sensor robotics display audio and spy gadgets You ll also get tips and techniques that will help you design your own ingenious devices Features step by step instructions and helpful illustrations Provides full schematic and breadboard layout diagrams for the projects Includes detailed programming code Removes the frustration factor all required parts are listed along with sources Build these and other clever creations High powered LED Morse code sender RGB LED fader GPS tracker Temperature sensor Light level indicator Web controlled rover Plant hydration system Sentinel turret 7 segment clock Display for sensor information Internet radio Imperial march indicator Intruder alert using Twitter API Lie detector Auto dog barker Building the Web of Things Dominique Dom Guinard,Vlad M. Trifa,2016-06-06 Summary A hands on guide that will teach how to design and implement scalable flexible and open IoT solutions using web technologies This book focuses on providing the right balance of theory code samples and practical examples to enable you to successfully connect all sorts of devices to the web and to expose their services and data over REST APIs Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Because the Internet of Things is still new there is no universal application protocol Fortunately the IoT can take advantage of the web where IoT protocols connect applications thanks to universal and open APIs About the Book Building the Web of Things is a guide to using cutting edge web technologies to build the IoT This step by step book teaches you how to use web protocols to connect real world devices to the web including the Semantic and Social Webs Along the way you ll gain vital concepts as you follow instructions for making Web of Things devices By the end you ll have the practical skills you need to implement your own web connected products and services What s Inside Introduction to IoT protocols and devices Connect electronic actuators and sensors GPIO to a Raspberry Pi Implement standard REST and Pub Sub APIs with Node js on embedded systems Learn about IoT protocols like MQTT and CoAP and integrate them to the Web of Things Use the Semantic Web JSON LD RDFa etc to discover and find Web Things Share Things via Social Networks to create the Social Web of Things Build a web based smart home with HTTP and WebSocket Compose physical mashups with EVRYTHNG Node RED and IFTTT About the Reader For both seasoned programmers and those with only basic programming skills About the Authors Dominique Guinard and Vlad Trifa pioneered

the Web of Things and cofounded EVRYTHNG a large scale IoT cloud powering billions of Web Things Table of Contents PART 1 BASICS OF THE IOT AND THE WOT From the Internet of Things to the Web of Things Hello World Wide Web of Things Node js for the Web of Things Getting started with embedded systems Building networks of Things PART 2 BUILDING THE WOT Access Web APIs for Things Implementing Web Things Find Describe and discover Web Things Share Securing and sharing Web Things **Getting Started with BeagleBone** Matt Richardson,2013-10-04 Many people think of Linux as a computer operating system running on users desktops and powering servers But Linux can also be found inside many consumer electronics devices Whether they re the brains of a cell phone cable box or exercise bike embedded Linux systems blur the distinction between computer and device Many makers love microcontroller platforms such as Arduino but as the complexity increases in their projects they need more power for applications such as computer vision The BeagleBone is an embedded Linux board for makers It s got built in networking many inputs and outputs and a fast processor to handle demanding tasks This book introduces you to both the original BeagleBone and the new BeagleBone Black and gets you started with projects that take advantage of the board s processing power and its ability to interface with the outside world

JavaScript Rheinwerk Publishing, Inc,Philip Ackermann,2024-09-18 Master JavaScript with this comprehensive guide covering everything from basics to advanced programming topics like asynchronous programming Node js and server side development Key Features Complete coverage of JavaScript from basics to advanced features Hands on web development and server side programming with Node js Specific focus on practical examples and asynchronous programming Book DescriptionThis book provides a comprehensive introduction to JavaScript and web development starting with the basics of programming and progressing through advanced topics The initial chapters introduce JavaScript exploring its history its relationship with HTML and CSS and how to integrate it into web pages Readers will learn to create and manipulate variables data types and operators while controlling the flow of programs using loops and functions As the book advances it covers more complex concepts like working with objects arrays and strings and introduces modern web APIs such as Ajax Fetch API and browser storage methods Additional chapters focus on object oriented and functional programming emphasizing JavaScript s versatile capabilities Later sections explore asynchronous programming server based applications with Node js and creating mobile and desktop applications using frameworks like React Native and Electron There is also a focus on controlling microcontrollers using JavaScript automating tasks with Grunt and Gulp and managing source code through Git providing a full stack development approach with JavaScript at its core What you will learn Understand JavaScript basics Build dynamic web pages Use asynchronous programming Master object oriented programming Develop server side applications Create mobile and desktop apps Who this book is for This book is ideal for aspiring web developers software engineers and professionals looking to deepen their JavaScript knowledge Basic programming knowledge is helpful but the guide is also suitable for beginners eager to learn JavaScript and its practical applications **BeagleBone**

Cookbook Mark A. Yoder,Jason Kridner,2015-04-03 BeagleBone is an inexpensive web server Linux desktop and electronics hub that includes all the tools you need to create your own projects whether it s robotics gaming drones or software defined radio If you re new to BeagleBone Black or want to explore more of its capabilities this cookbook provides scores of recipes for connecting and talking to the physical world with this credit card sized computer All you need is minimal familiarity with computer programming and electronics Each recipe includes clear and simple wiring diagrams and example code to get you started If you don t know what BeagleBone Black is you might decide to get one after scanning these recipes Learn how to use BeagleBone to interact with the physical world Connect force light and distance sensors Spin servo motors stepper motors and DC motors Flash single LEDs strings of LEDs and matrices of LEDs Manage real time input output I O Work at the Linux I O level with shell commands Python and C Compile and install Linux kernels Work at a high level with JavaScript and the BoneScript library Expand BeagleBone s functionality by adding capes Explore the Internet of Things

BeagleBone Black Programming by Example Agus Kurniawan, BeagleBone Black is a low cost community supported development platform for developers and hobbyists This book helps you to get started with BeagleBone Black development using Python and Node js with Debian Linux platform Several demo samples are be provided to accelerate your learning The following is highlight topics in this book Preparing Development Environment Basic Configuration Serial Debugging BeagleBone Black Programming Language BeagleBone Black I O Programming GPIO Analog I O PWM UART SPI I2C TWI Arduino Development Working with XBee IEEE 802 15 4 OpenCV Development *Beaglebone Black* UpSkill Learning,Createspace Independent Pub,2016-10-17 Learn BeagleBone Black in 24 Hours This guide book will ensure you are equipped with the complete know how of BeagleBone Black programming the BeagleBone Black with Python Get started with learning BeagleBone Black right away What You ll Learn From This Book Chapter 1 Introduction to Beaglebone Black Chapter 2 Products and Variants Chapter 3 Features of Beaglebone Black Chapter 4 Debian Chapter 5 Ways of interacting with Beaglebone Chapter 6 Connecting and controlling GPIO Chapter 7 Python Programming for BeagleBone Black Chapter 8 Project using BeagleBone Black Use this book to get ahead in the world of Internet Of Things Elevate your skill levels in using and programming the BeagleBone Black **BeagleBone: Creative Projects for Hobbyists** Charles Hamilton,Rodolfo Giometti,Richard Grimmett,2017-07-20 Learn to build amazing robotic projects using the powerful BeagleBone Black About This Book Push your creativity to the limit through complex diverse and fascinating projects Develop applications with the BeagleBone Black and open source Linux software Sharpen your expertise in making sophisticated electronic devices Who This Book Is For This Learning Path is aimed at hobbyists who want to do creative projects that make their life easier and also push the boundaries of what can be done with the BeagleBone Black This Learning Path s projects are for the aspiring maker casual programmer and budding engineer or tinkerer You ll need some programming knowledge and experience of working with mechanical systems to get the complete experience from this Learning Path What You Will

Learn Set up and run the BeagleBone Black for the first time Get to know the basics of microcomputing and Linux using the command line and easy kernel mods Develop a simple web interface with a LAMP platform Prepare complex web interfaces in JavaScript and get to know how to stream video data from a webcam Find out how to use a GPS to determine where your sailboat is and then get the bearing and distance to a new waypoint Use a wind sensor to sail your boat effectively both with and against the wind Build an underwater ROV to explore the underwater world See how to build an autonomous Quadcopter In Detail BeagleBone is a microboard PC that runs Linux It can connect to the Internet and run OSes such as Android and Ubuntu You can transform this tiny device into a brain for an embedded application or an endless variety of electronic inventions and prototypes This Learning Path starts off by teaching you how to program the BeagleBone You will create introductory projects to get yourselves acquainted with all the nitty gritty Then we ll focus on a series of projects that are aimed at hobbyists like you and encompass the areas of home automation and robotics With each project we ll teach you how to connect several sensors and an actuator to the BeagleBone Black We ll also create robots for land sea and water Yes really The books used in this Learning Path are BeagleBone Black Cookbook BeagleBone Home Automation Blueprints Mastering BeagleBone Robotics Style and approach This practical guide transforms complex and confusing pieces of technology to become accessible with easy to succeed instructions Through clear concise examples you will quickly get to grips with the core concepts needed to develop home automation applications with the BeagleBone Black *Getting Started with BeagleBone* Matt Richardson (technicien), **Programming the Intel Galileo: Getting Started with the Arduino -Compatible Development Board** Christopher Rush,2016-11-29 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 Write powerful programs for your Intel Galileo no experience required This hands on guide offers a step by step introduction to programming the Intel Galileo using ArduinoTM software Written by an experienced electronics hobbyist Programming the Intel Galileo Getting Started with the ArduinoTM Compatible Development Board shows how to set up your board configure the software and quickly start writing sketches You will discover how to work with the Galileo s inputs and outputs use libraries interface with the Web and control external hardware From there you will learn to engineer and program your own useful and fun Galileo gadgets Explore the features and capabilities of the Intel Galileo Power up your board and install the Arduino IDE Learn C programming basics and start writing sketches Control LEDs LCD and servo motors Process input from temperature and light sensors Connect to the Internet through Ethernet and WiFi Share sensor readings and other data via the cloud Go further and design build and test your own projects **JavaScript on Things** Lyza Gardner,2018-02-22 Summary JavaScript on Things is your first step into the exciting and downright entertaining world of programming for small electronics If you know enough JavaScript to hack a website together you ll be making things go bleep blink and spin faster than you can say nodebot Purchase of the print book includes a free eBook in PDF Kindle and

ePub formats from Manning Publications About the Technology Are you ready to make things move If you can build a web app you can create robots weather stations and other funky gadgets In this incredibly fun project based guide JavaScript hardware hacker Lyza Danger Gardner takes you on an incredible journey from your first flashing LED through atmospheric sensors motorized rovers Bluetooth doorbells and more With JavaScript some easy to get hardware and a bit of creativity you ll be beeping spinning and glowing in no time About the Book JavaScript on Things introduces the exciting world of programming small electronics You ll start building things immediately beginning with basic blinking on Arduino This fully illustrated hands on book surveys JavaScript toolkits like Johnny Five along with platforms including Raspberry Pi Tessel and BeagleBone As you build project after interesting project you ll learn to wire in sensors hook up motors transmit data and handle user input So be warned once you start you won t want to stop What s Inside Controlling hardware with JavaScripti Designing and assembling robots and gadgets A crash course in electronics Over a dozen hands on projects About the Reader Written for readers with intermediate JavaScript and Node js skills No experience with electronics required About the Author Lyza Danger Gardner has been a web developer for over 20 years She s part of the NodeBots community and a contributor to the Johnny Five Node js library Table of Contents PART 1 A JAVASCRIPTER S INTRODUCTION TO HARDWARE Bringing JavaScript and hardware together Embarking on hardware with Arduino How to build circuits PART 2 PROJECT BASICS INPUT AND OUTPUT WITH JOHNNY FIVE Sensors and input Output making things happen Output making things move PART 3 MORE SOPHISTICATED PROJECTS Serial communication Projects without wires Building your own thing PART 4 USING JAVASCRIPT WITH HARDWARE IN OTHER ENVIRONMENTS JavaScript and constrained hardware Building with Node js and tiny computers In the cloud in the browser and beyond **Learn JavaScript Programming** Hacktech Academy,2021-03-25 55% OFF for Bookstores NOW at 53 95 instead of 83 62 Go from beginner to builder quickly with this hands on JavaScript guide No experience No problem This friendly guide starts from the very beginning and walks you through the basics then shows you how to apply what you ve learned to real projects You ll start building right away including web page elements and simple applications so you can immediately see how JavaScript is used in the real world Your Customers will never stop to use this book In Manuscripts 1 Learn JavaScript Programming A Complete Beginner s Guide to Learn JavaScript and Master the World s Most Used Programming Language you will discover A full beginner s guide on programming including the simplest most basic things all newbies should know before getting started with JavaScript The best techniques and tools to supplement your JavaScript knowledge allowing for frustration free learning How to create complex websites in record time simply by following the straightforward instructions provided inside And much more In Manuscripts 2 Learn JavaScript Programming The Perfect Beginner s Guide to Master Front End Programming you will Learn how to set up your React JS environment Discover what ReactJS is all about Read in depth about the React JS components Find out about the React JS props state and lifecycle And so much more In Manuscripts 3 Learn JavaScript

Programming The Definitive Guide to Be a Back End Developers you will Learn how to set up your Node js environment Explore everything about the REPL Terminal Read about the Node js package manager Discover Node js callbacks and asynchronous JS And so much more Buy it NOW and let your customers get addicted to this amazing book **Javascript Programming** Preston Prescott,2015-01-17 Tired of trying to learn how to program Ready to ACTUALLY learn how to program If you ve attempted to learn how to program in the past but hadn t had much success then give JavaScript Programming a try It will teach you exactly what you need to know about programmingin the world s most widely used scripting language in existence today It will start you at the beginning and allow you to build upon what you ve learned along the way Learn JavaScript Once Use it Over and Over Again Even though JavaScript is by far the most popular client side programming language in use today it can and is used on the server side as well Node js Meteor Wakanda CouchDB and MongoDB are just a few examples of where you ll find and be able to use JavaScript on the server side The time you invest in learning JavaScript can be doubly rewarding as JavaScript keeps moving into more and more areas of computing If you re looking to level up your career JavaScript is an invaluable skill to to have JavaScript skills are in high demand and they need for people who can program JavaScript will only increase If you re looking to break into a tech job what better skill to have on your resume than something that can be used practically anywhere Want to work on the front end of websites Learn JavaScript Ready to tackle back end programming for network intensive web apps Learn JavaScript Want to work on the latest database technologies available today Then learn JavaScript Learn JavaScript the right way once and for all No matter if you plan to use JavaScript on the client side in a web browser on the server side or both you will need to learn the fundamentals of the language That s what this book will give you When you finish reading this book you will feel comfortable and confident programming in the JavaScript language Here is just some of what you ll learn when you read JavaScript Programming How to setup your computer including the exact tools and software you ll need to start programming in JavaScript today What HTML is and why you should care All about JavaScript variables Math is fun Or even if it isn t you ll learn how to perform mathematical operations and put them to use in your programs How and when to use conditionals How to handle code that you want to run multiple times Hint You re going to learn all about functions Object Oriented programming fundamentals Much more Scroll up and buy now so you can get started learning JavaScript today

JavaScript Dominic Harris,2021-06-18 A hands on practical Introduction to coding Do you want to learn to code Perhaps you want to learn how to build the next social media sensation or blockbuster game Or perhaps you just want to get some valuable coding experience under your belt This easy to follow practical and fun guide is the perfect place to start on your coding journey You ll be learning to program with JavaScript the most popular programming language on Earth And it runs in web browsers making it particularly suited to creating web based apps and games But the principles and techniques that you ll learn will provide you with a foundation to go on and learn many other languages too You ll learn Programming basics

including data types variables and more How to use logic to control the flow of a program How to use loops to repeat code over and over again How to write functions that can be used to store code in reusable blocks How to store data in collections such as arrays sets and maps How to create objects that store properties and actions And much more Along the way you ll build a collection of fun applications including games and interactive web pages Start learning to code today

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Programming The Beaglebone Black Getting Started With Javascript And Bonescript Introduction

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