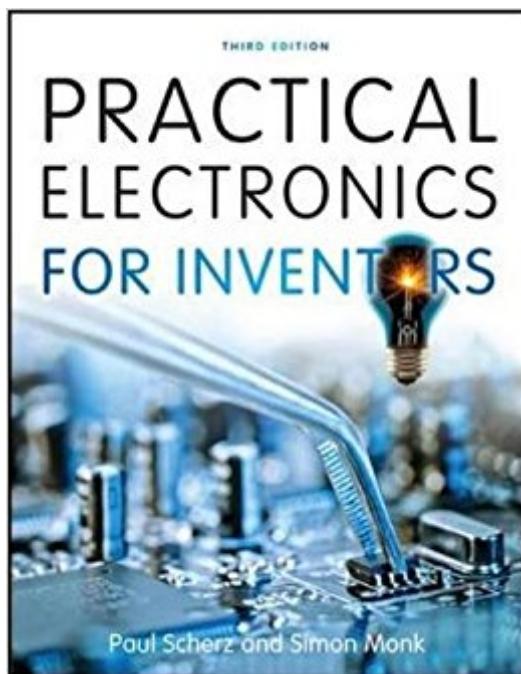


The book was found

# Practical Electronics For Inventors, Third Edition



## **Synopsis**

THE ELECTRONICS KNOW-HOW YOU NEED TO BECOME A SUCCESSFUL INVENTOR "If there is a successor to Make: Electronics, then I believe it would have to be Practical Electronics for Inventors....perfect for an electrical engineering student or maybe a high school student with a strong aptitude for electronics....I've been anxiously awaiting this update, and it was well worth the wait."--GeekDad (Wired.com) Spark your creativity and gain the electronics skills required to transform your innovative ideas into functioning gadgets. This hands-on, updated guide outlines electrical principles and provides thorough, easy-to-follow instructions, schematics, and illustrations. Find out how to select components, safely assemble circuits, perform error tests, and build plug-and-play prototypes. Practical Electronics for Inventors, Third Edition, features all-new chapters on sensors, microcontrollers, modular electronics, and the latest software tools. Coverage includes: Resistors, capacitors, inductors, and transformers Diodes, transistors, and integrated circuits Optoelectronics, solar cells, and phototransistors Sensors, GPS modules, and touch screens Op amps, regulators, and power supplies Digital electronics, LCD displays, and logic gates Microcontrollers and prototyping platforms, including Arduino DC motors, RC servos, and stepper motors Microphones, audio amps, and speakers Modular electronics and prototyping

## **Book Information**

Paperback: 1040 pages

Publisher: McGraw-Hill Education TAB; 3 edition (January 31, 2013)

Language: English

ISBN-10: 0071771336

ISBN-13: 978-0071771337

Product Dimensions: 1.5 x 8.2 x 10.5 inches

Shipping Weight: 4.6 pounds

Average Customer Review: 4.7 out of 5 stars 531 customer reviews

Best Sellers Rank: #45,144 in Books (See Top 100 in Books) #4 in Books > Engineering & Transportation > Engineering > Electrical & Electronics > Circuits > Logic #6 in Books > Engineering & Transportation > Engineering > Electrical & Electronics > Electronics > Semiconductors #6 in Books > Engineering & Transportation > Engineering > Electrical & Electronics > Circuits > Integrated

## **Customer Reviews**

Paul Scherz is a physicist/mechanical engineer who received his B.S. in physics from the University

of Wisconsin. He is an inventor/hobbyist in electronics, an area he grew to appreciate through his experience at the University's Department of Nuclear Engineering and Engineering Physics and the Department of Plasma Physics. Dr. Simon Monk has a degree in Cybernetics and Computer Science and a PhD in Software Engineering. Monk spent several years as an academic before he returned to industry, co-founding the mobile software company Momote Ltd. He has been an active electronics hobbyist since his early teens and is a full time writer on hobby electronics and open source hardware. Dr. Monk is the author of numerous electronics books, including 30 Arduino Projects for the Evil Genius and Arduino + Android Projects for the Evil Genius.

For a little background, I own a previous paperback edition of this book from years ago which is buried in storage. As I look into making several projects now that my 3D printer build is complete, I find myself in need of a refresher. I was overjoyed to see a new edition of this book had been released and was available on kindle. Now 20 minutes and 14 pages into the book I've given up and will be buying the paperback edition. In those first 14 pages I encountered 2 places where example calculations should have been displayed and an instance where the symbol for a battery was to be shown. All three situations just had a blank space with references in the text to the missing information the only indication that something was missing . As a result it's not worth my time to continue since I'm not willing to deal with the frustration of this which I assume will continue through out the text. It's a shame too, since I thought the index was well laid out, liked the hot links within the text that take you to other referenced sections of the book and know that the content of the paper edition is probably outstanding. Thank goodness that Prime will get the physical book to me quickly. 04/20/16 Edit: I've raised the rating of this book from 1 to 3 since I received the physical edition of the book which is awsome and I realize the 1 rating was a little harsh. That being said, I firmly believe that if you are going to publish a kindle edition of a nonfiction book, it must be identical to the physical edition. Someone purchasing the kindle edition should be able to receive the exact same information in a kindle edition as in a physical edition. If you can't publish a book like that, I don't think it should be published as a kindle at all. I've also added a couple of images from the physical and the kindle edition of the book to illustrate the issue that I'm talking about.

I teach an introductory class in electronics at a small university. The class is intended for scientists, not electrical engineers; so the emphasis is on basic knowledge, practical troubleshooting skills, and design. I've used the Second Edition of this book a number of times with some satisfaction simply because the book covered most of what I needed. It was a great reference book for just about

anything someone would want to know about electronics. However, there were some notable gaps in the Second Edition that I typically teach in an electronics class; specifically, I teach a section on transducers and microcontrollers. With the Third Edition, there are new sections on sensors (transducers) and microcontrollers, and now this book has everything in it that I could possibly want to teach. I've been using the Arduino for class the last couple of years because most scientists would use a microcontroller to design a piece of equipment instead of discrete gates and logic chips. So with these new additions, I cannot imagine any other book that would be needed for a class. So from this point forward, I will be using this book for EVERY electronics class that I teach. The detail in the book is in-depth enough for folks who want to know how everything works, BUT the person who wants to skip past the theory can certainly do that and STILL learn a lot from this book. As I teach, I tend to skip around within the book to cover what is important to me. The chapters are designed to be somewhat modular; for instance, I can teach the basics of analog electronics and transistors and then move to microcontrollers without necessarily having to spend a lot of time on discrete logic chips. There are lots of illustrations and graphs; so those who need to see something to understand it will be pleased. There is also a lot of detail on practical things like motors that generally are NOT in an electronics book. The sections on household electricity are excellent and very useful, since some equipment/inventions would require mains power. So knowing how to be safe around it and how to use it properly is important. I haven't read every single page yet and marked it up. In a book this size, I am sure there will be some typographical errors along the way and maybe even a mistake or two in explaining something. But I would still say this book is the BEST practical book on electronics out there. Kudos to Mr Scherz and Dr. Monk. You've taken an excellent book and modernized it in a great way for the current day. In short, for a 1000 page book, anyone who buys this is getting a bargain. It's the BEST.

[Download to continue reading...](#)

5th Grade Us History: Famous US Inventors: Fifth Grade Books Inventors for Kids (Children's Inventors Books) Practical Electronics for Inventors, Third Edition Practical Electronics for Inventors, Fourth Edition The Wright Brothers: Inventors Whose Ideas Really Took Flight (Getting to Know the World's Greatest Inventors and Scientists) Ingenious Mechanisms for Designers and Inventors, 1930-67 (Volume 1) (Ingenious Mechanisms for Designers & Inventors) Third Eye: Third Eye Activation Mastery, Easy And Simple Guide To Activating Your Third Eye Within 24 Hours (Third Eye Awakening, Pineal Gland Activation, Opening the Third Eye) Making Things Move DIY Mechanisms for Inventors, Hobbyists, and Artists (Electronics) Fritzing for Inventors: Take Your Electronics Project from Prototype to Product Hacking Electronics: Learning Electronics with

Arduino and Raspberry Pi, Second Edition Internet Inventors (Cornerstones of Freedom, Third) Shocking! Where Does Electricity Come From? Electricity and Electronics for Kids - Children's Electricity & Electronics Digital Electronics: A Primer : Introductory Logic Circuit Design (Icp Primers in Electronics and Computer Science) Scaling and Integration of High-Speed Electronics and Optomechanical Systems (Selected Topics in Electronics and Systems) Science Fair Projects With Electricity & Electronics: Electricity & Electronics Bebop to the Boolean Boogie, Third Edition: An Unconventional Guide to Electronics Handbook of Optics, Third Edition Volume II: Design, Fabrication and Testing, Sources and Detectors, Radiometry and Photometry (Electronics) Electric Energy: An Introduction, Third Edition (Power Electronics and Applications Series) Digital Electronics: A Practical Approach with VHDL (9th Edition) Switch-Mode Power Supplies, Second Edition: SPICE Simulations and Practical Designs (Electronics) Microchip Fabrication: A Practical Guide to Semiconductor Processing, Sixth Edition (Electronics)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)