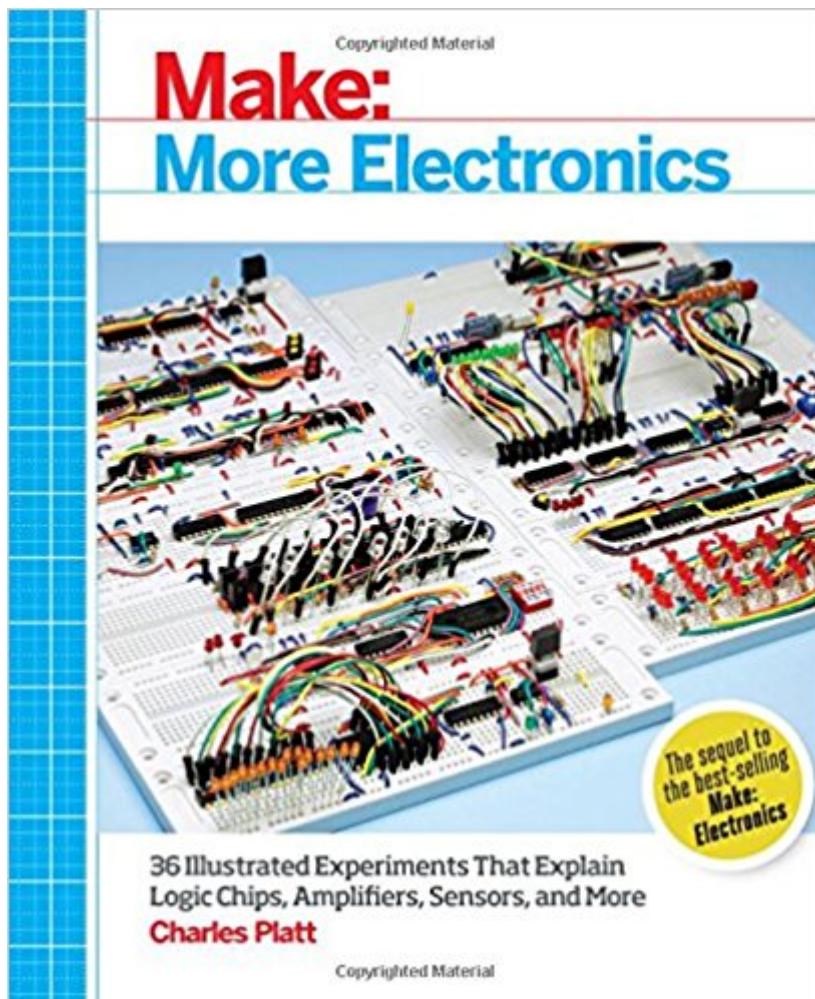


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# Make: More Electronics: Journey Deep Into The World Of Logic Chips, Amplifiers, Sensors, And Randomicity



## Synopsis

Want to learn even more about electronics in a fun, hands-on way? If you finished the projects in Make: Electronics, or if you're already familiar with the material in that book, you're ready for Make: More Electronics. Right away, you'll start working on real projects, and you'll explore all the key components and essential principles through the book's collection of experiments. You'll build the circuits first, then learn the theory behind them! This book picks up where Make: Electronics left off: you'll work with components like comparators, light sensors, higher-level logic chips, multiplexers, shift registers, encoders, decoders, and magnetic sensors. You'll also learn about topics like audio amplification, randomicity, as well as positive and negative feedback. With step-by-step instructions, and hundreds of color photographs and illustrations, this book will help you use -- and understand -- intermediate to advanced electronics concepts and techniques.

## Book Information

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## Customer Reviews

Better than the first Make Electronics book. Better detail of parts in the index was a big help over the first book and the projects are very interesting and helpful if you are trying to learn electronics. I'm retired and this is something I have been wanting to do for a long time and I'm really enjoying the book and the projects along with my Arduino programming that I am doing parallel with this book.

This book is a great addition to the original Make Electronics book. The author made the format

work well in the Kindle format, which is great. The experiments start basic and quickly move on, so you should definitely read the first book if you are new to electronics. The only thing that is inconvenient is that the kit with all of the components for the experiments is not available yet, so you have to find the components yourself.

As I've mentioned in other reviews, I'm diving head-first into this Maker movement. I've purchased the Arduino microcontrollers, bought the shields, hooked up a Raspberry Pi and Beaglebone mini server, made some LEDs flash with complicated coding... and after the solder-smoke induced haze departs, I realize... "I've already got a degree in Electronics!" (earned decades ago, mind you.) Mr. Platt's "Make: More Electronics" takes the basics learned in his previous book and expands upon them one thousand-fold. From complex logic games, to a 386-based amplifier, Platt takes you through theory and application behind these electronics, and walks you through the construction phase. While other books show simple schematics that translate into complicated projects, Platt outlines how the parts line up on the breadboard - easy, peasy. It took me \$20K to get a college education that I'm pretty sure this book would have given (covering the first three years, anyway...) One word of advice: purchase the pre-collated kits with the materials. Platt mentions the places to purchase the items; but kits are available with all of the needed pieces. It will save you time, money and a significant headache (from all of the soldering, de-soldering and flux smoke from re-doing projects with the "right" parts).

I would recommend this book for purchase. I have read the entire book, understood much of it, but haven't done many of the projects as I am ordering the parts. I also would require you to read the Make: Electronics book by Platt first, as I did. I did not like this as much as his first book, as I think it goes too many different directions on silly projects. Yes, that is one way to teach the additional logic and special sensor information, but in a silly game way that I did not enjoy as much. But, in both books, he teaches / refreshes hobbyist electronics in a very clear and interesting manner. He does not plug any company and urges you to use eBay for bulk buys. He is honest and refreshing. I'm not going to do some of the projects, but I still learned and found the book to be worth every penny.

A good addition to a library for the novice moving toward intermediate level in basic electronics. Easy to understand with sufficient detail that any interested person can learn the what and whys of fundamental electronic circuits and their applications.

Great book. Takes you the next step after Make: Electronics, itself a great book for people who don't already know a lot about electronics. This book focuses more on sensors and digital electronics components, like gates, registers, multiplexers, counters and how to integrate them to create different projects. They are mostly little game devices that he gets into quite some detail, revisiting and making them better as you progress through the book. I didn't feel compelled to build many of the later projects, and I think I would've benefitted more from learning more about the basics of computers, how to build and put its basic elements together on a simple level, and how they interact. He does do that to a limited extent, which was very helpful, learning about half/full adders, registers, shifting bits, multiplexers, flip flops; so I was very excited for those, if he had gone a little farther in this direction instead of focusing on upgrading the game projects, I would've liked it more. Either way, great book, I recommend both.

This book continues the really nice work started by the first book. One improvement is organizing project supplies by minimal (reuse all parts), medium (make some of the projects permanent) or really well stocked. More on chips and less on transistors and diodes. Really glad I got this book to work on projects with my 10 year old grandson.

Second book by Platt and I have been happy with both writing style and content. This is perfect for working through material with younger students and a great starter or refresher for adult students. I wouldn't hesitate to pick up any of the electronic books written by Platt.

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