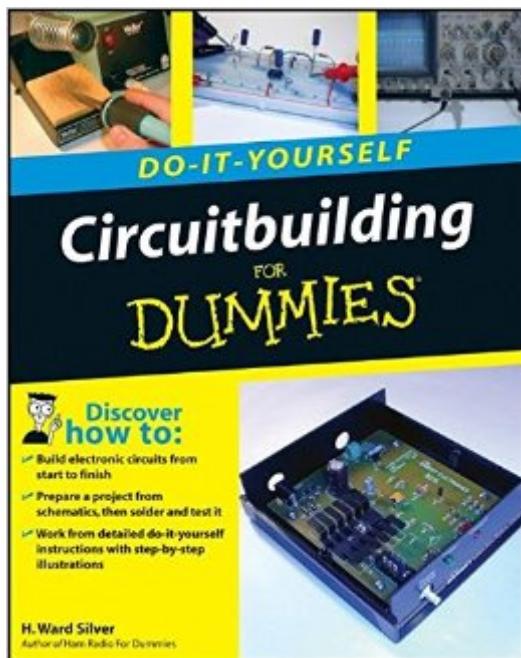


The book was found

Circuitbuilding Do-It-Yourself For Dummies



Synopsis

DO-IT-YOURSELF Here's the fun and easy way to start building circuits for your projects Have you ever wanted to build your own electronic device? Put together a thermostat or an in-line fuse, or repair a microphone cable? This is the book for you! Inside you'll find the tools and techniques you need to build circuits, with illustrated, step-by-step directions to help accomplish tasks and complete projects. As you accomplish the tasks throughout the book, you'll construct many projects while learning the key circuitbuilding principles and techniques. Find out about measuring and testing, maintenance and troubleshooting, cables, connectors, how to test your stuff, and more. Stuff You Need to Know * The tools you need and how to use them * How to make sense of schematics and printed circuit boards * Basic techniques for creating any circuit * How to make and repair cables and connectors * Testing and maintenance procedures

Book Information

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Customer Reviews

You will be interested in this book if youo Are a beginner in electronics looking to learn some skills;o Want an entry-level text on this topic;o Are looking for something to interest and motivate students at high school or polytechnic level (eg: TAFE);o Are running a hobbyist's class.Electronics is a "technic"; it is as much an art as a science. By that I mean that there are certain skills that you must acquire if you are to be truly competent and these are skills that are not related to the theory or underlying physics. Sadly, there is an increasing tendency for universities and trade schools to teach electronics using computer simulations. In some places it is possible to graduate without ever having built a physical circuit, no matter how simple, and in most universities student projects use

solderless breadboards and there is no training in PCB layout and assembly. This also affects hobbyists. If you are starting out in electronics or ham radio, or you want to hack the hardware of your computer, you need a mentor to teach you techniques such as soldering, taking measurements and trouble-shooting, as well as selecting the right materials and how to store and maintain components and equipment. If you don't know anyone who can help, you can easily become discouraged and give up. This book attempts to fill the gap by providing a visual guide to some basic techniques and knowledge. The book covers:

- o The minimum tools that you will need and basic metalworking
- o Software packages
- o Reading schematics
- o Soldering
- o Solderless breadboards (with some simple projects)
- o Building from kits using through-hole and surface-mount boards already prepared.

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