

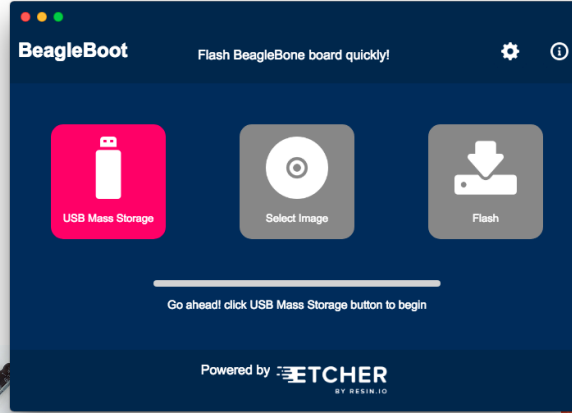
BeagleBoard.org Foundation is a non-profit beagleboard.org[®]

- US-based (Michigan) 501c3 tax-exempt non-profit
 - Will accept donations
- Educational mission - Kindergarten to Kickstarter
 - Design and use of open source hardware and software
 - Foster collaboration within our community

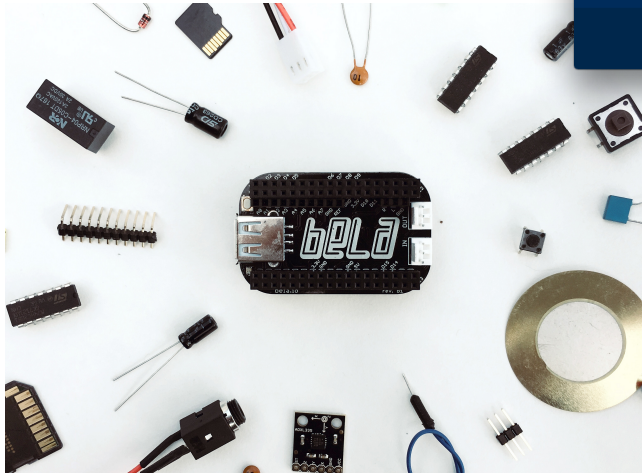
Why use PocketBeagle in STEM education?



Programming is a human endeavor where we learn from history



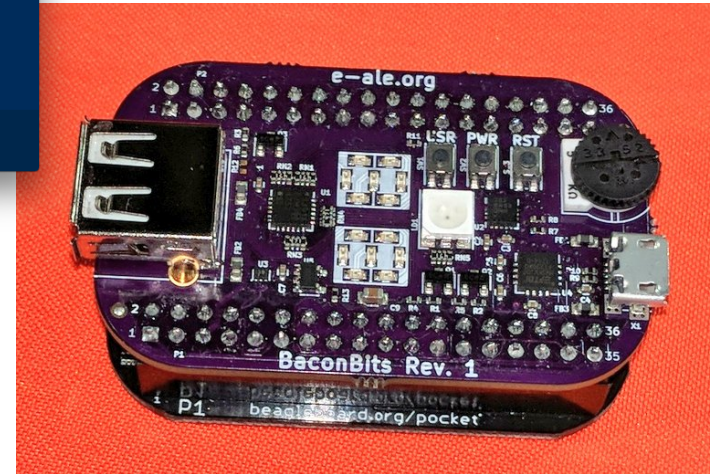
Predictable and low-cost



Unique real-time capabilities



Collaboration, not cut-and-paste

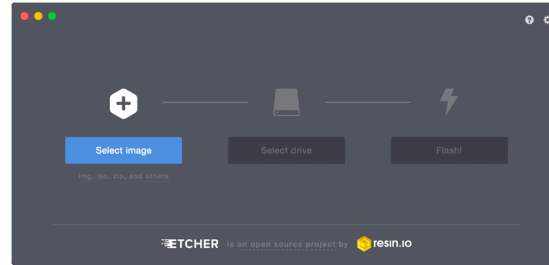
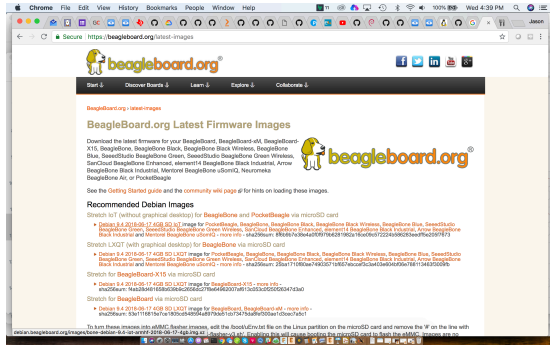


Same tools as the pros

How to start teaching with PocketBeagle



1) Boot the board



bbb.io/pb-start

How to start teaching with PocketBeagle



2) Get to the editor and command line

Getting started with Beagle

192.168.2.3000

Step 2: Enable a network connection

If connected via USB, a network adapter should show up on your computer. Your Beagle should be running a DHCP server that will provide your computer with an IP address of either 192.168.7.1 or 192.168.6.1, depending on the type of USB network adapter supported by your computer's operating system. Your Beagle will reserve 192.168.7.2 or 192.168.6.2 for itself.

If your Beagle includes WiFi, an access point called "BeagleBone-XXXX" where "XXXX" varies between boards. The access point password defaults to "BeagleBone". Your Beagle should be running a DHCP server that will provide your computer with an IP address in the 192.168.x range and reserve 192.168.1 for itself.

If your Beagle is connected to your local area network (LAN) via either Ethernet or WiFi, it will utilize mDNS `ip` to broadcast itself to your computer. If your computer supports mDNS, you should see your Beagle as `beaglebone.local`. Non-BeagleBone boards will utilize alternate names. Multiple BeagleBone boards on the same network will add a suffix such as `beaglebone-2.local`.

The below table summarizes the typical addresses and should dynamically update to indicate an active connection. Note that you must load [this page](#) without HTTPS security for the automatic detection to work.

IP Address	Connection Type	Operating System(s)	Status
192.168.7.2	USB	Windows	Inactive
192.168.6.2	USB	Mac OS X, Linux	Active <code>ip</code>
192.168.1	WiFi	all	Inactive
beaglebone.local	all	mDNS enabled	Active <code>ip</code>
beaglebone-2.local	all	mDNS enabled	Inactive

<http://192.168.7.2>

cloud9 - Cloud9

192.168.7.2:3000/ide.html

Welcome

debLang@beaglebone:~/ver/1lib/Cloud9\$

linuxcommand.org

3) Blink an LED

```
1. var b = require('bonescript');
2. var state = b.LOW;
3. b.pinMode("USR3", b.OUTPUT);
4. setInterval(toggle, 250); // toggle 4 times a second, every 250ms
5. function toggle() {
6.     if(state == b.LOW) state = b.HIGH;
7.     else state = b.LOW;
8.     b.digitalWrite("USR3", state);
9. }
```

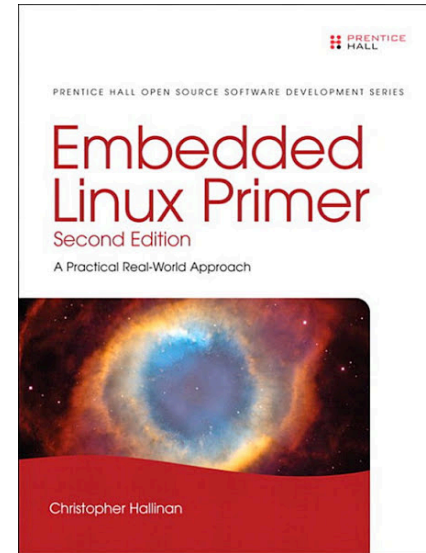
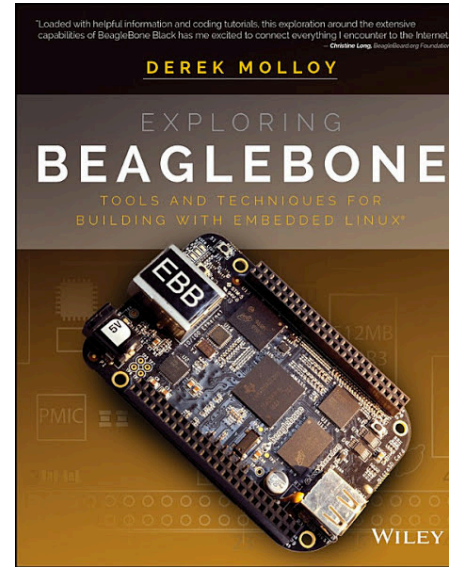
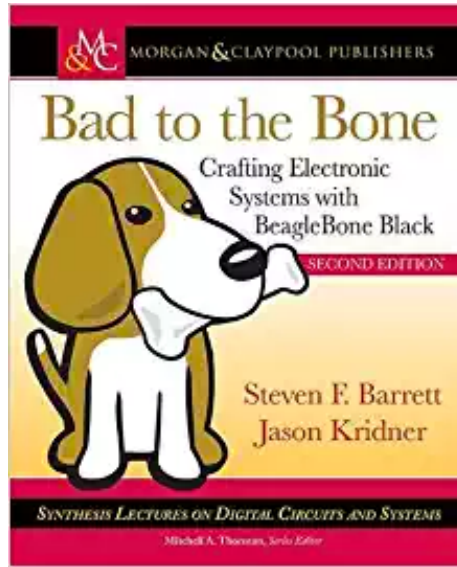
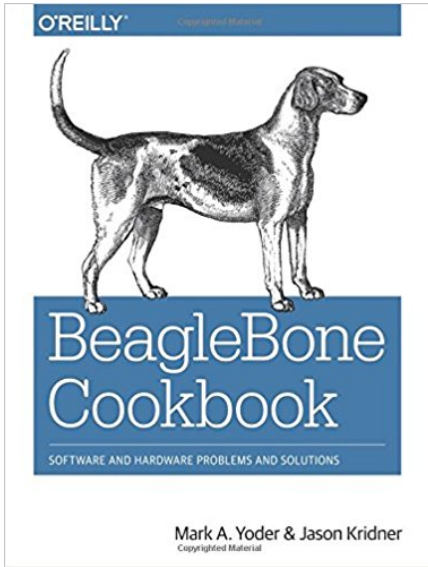
-

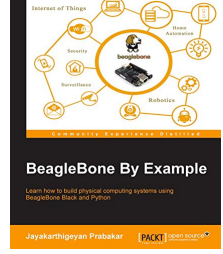
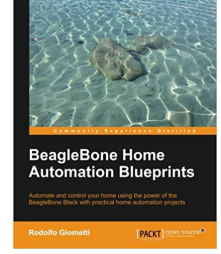
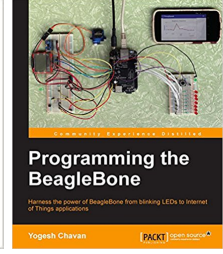
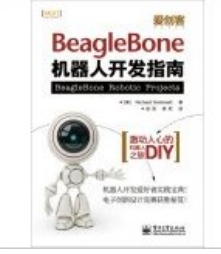
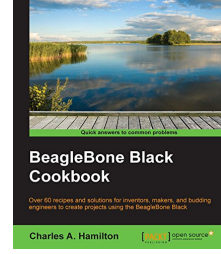
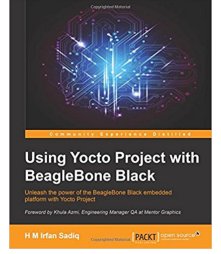
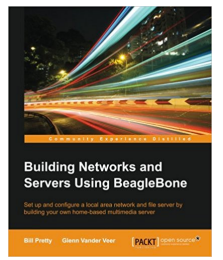
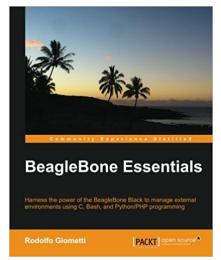
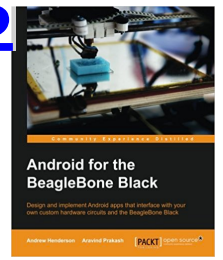
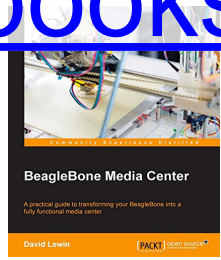
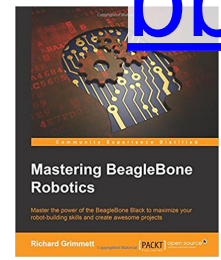
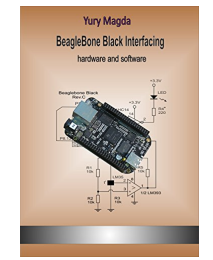
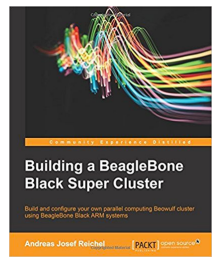
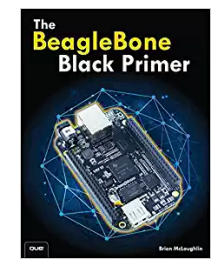
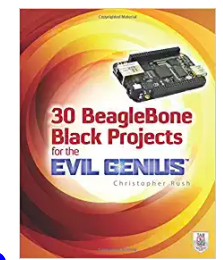
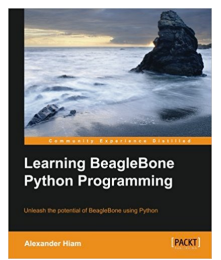
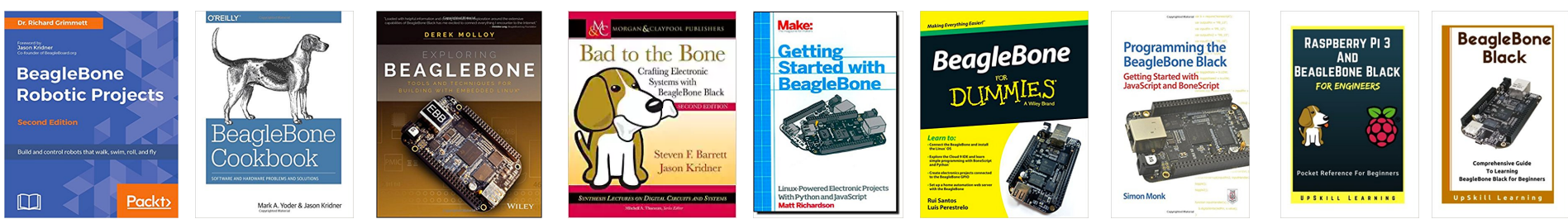
How to start teaching with PocketBeagle



beagleboard.org®

4) Explore some books



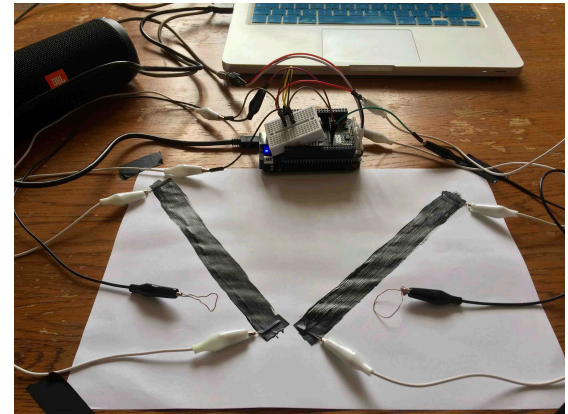
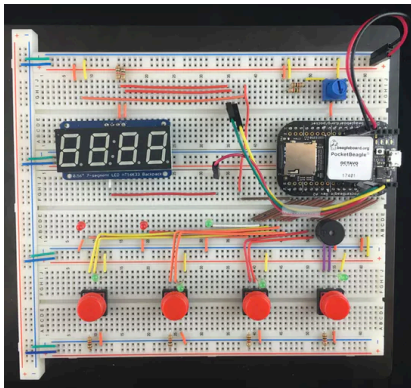
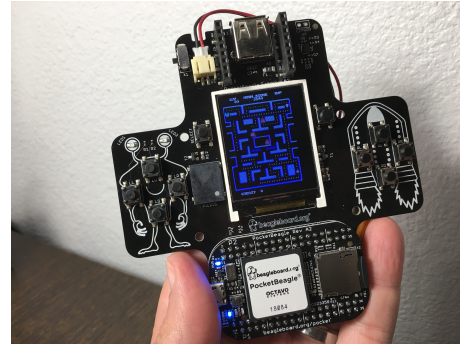
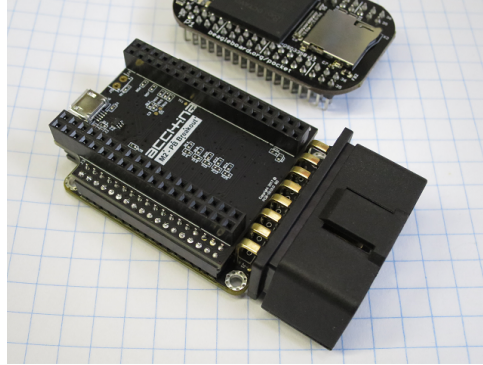
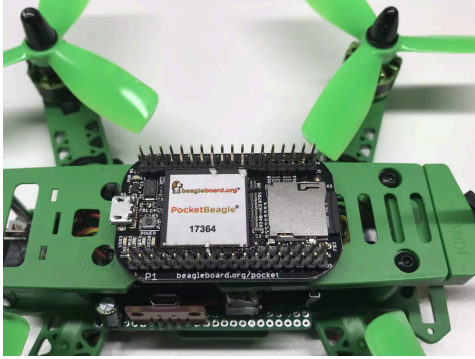


bbb.io/books

How to start teaching with PocketBeagle

5) Build a project

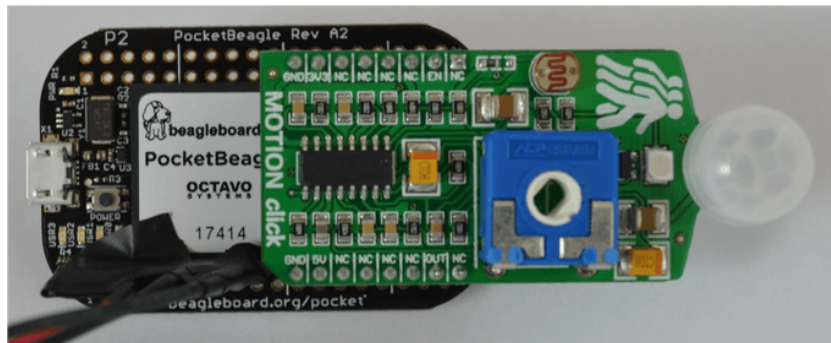
bbb.io/p-pocket



How to introduce Physical Computing



- Breadboarding an LED or a button can build a good intuition
- mikroElectronica Click Boards™ boards can connect directly to PocketBeagle and provide hundreds of sensors and actuators
- Getting to more interesting sensors quickly builds motivation
- Linux drivers provide a better opportunity to learn the “right” way to do things from the community
- Abstractions make the software easy



bbb.io/click

https://elinux.org/ECE497_Instructor%27s_Guide

Embedded Electronics

General purpose I/O
Analog sensors (V = IR, series/parallel)
Pulse width modulation
Standard busses (I2C, SPI, USB)

Networking

Configuration
Sockets
Transports and services

Software Applications

Languages (Python, JavaScript, C)
Revision control (git)
Debugging (gdb)
Project development (make)
Graphical Interfaces (qt, electron)

Device Drivers

Device abstraction
Kernel configuration
Subsystem APIs

Signal Processing

Audio (alsa, bela.io, gstreamer)
Video (opencv, v4l2, frame buffer)
Threads

System Integration

Boot sequence and boot-loaders
Package management

Apply for up to 30 PocketBeagle boards for your classroom or makerspace by contributing a project

- Must submit a repeatable project for your students on beagleboard.org/p
- Document your procedures, learning outcomes & advice on how to integrate into a bigger classroom/course experience
- Projects must be well-documented, open source and available for reuse by the BeagleBoard.org Foundation
- Projects evaluated on:
 - Documentation quality in both appearance and understanding
 - Personal and educational value of lessons learned by students
 - Applicability across broad age range and skill levels
- Planned evaluation dates: Nov 29, 2018 & Feb 28, 2019



Get started today! Contact us at bbb.io/classroom



bbb.io/prucookbook

PRU Cookbook

Table of Contents

Mark A. Yoder

1. Case Studies - Introduction	1
1.1. Robotics Control Library	1
1.2. BeagleLogic - a 14-channel Logic Analyzer	6
1.3. NeoPixels - 5050 RGB LEDs with Integrated Drivers (LEDScape)	8
1.4. RGB LED Matrix - No Integrated Drivers (Falcon Christmas)	14
1.5. MachineKit	31
1.6. ArduPilot	32
2. Getting Started	33
2.1. Selecting a Beagle	33
2.2. Installing the Latest OS on Your Bone	36
2.3. Flashing a Micro SD Card	40
2.4. Cloud9 IDE	41
2.5. Getting Example Code	42
2.6. Blinking an LED	43