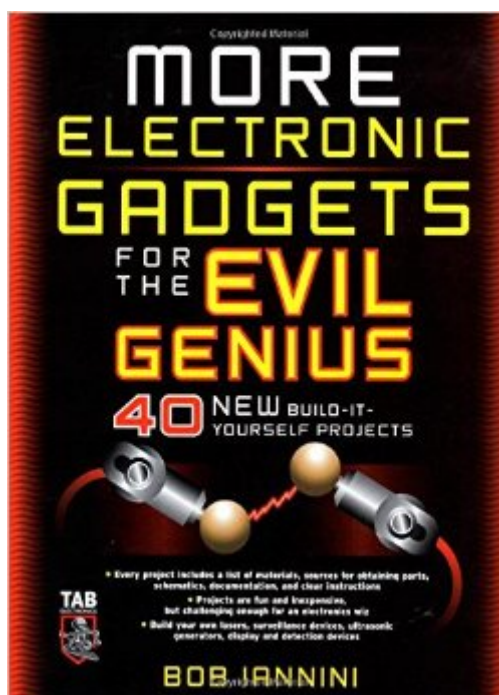


The book was found

MORE Electronic Gadgets For The Evil Genius: 40 NEW Build-it-Yourself Projects



Synopsis

This much anticipated follow-up to the wildly popular cultclassic *Electronic Gadgets for the Evil Genius* gives basement experimenters 40 all-new projects to tinker with. Following the tried-and-true *Evil Genius Series* format, each project includes a detailed list of materials, sources for parts, schematics, documentation, and lots of clear, well-illustrated instructions for easy assembly. The convenient two-column format makes following step-by-step instructions a breeze. Readers will also get a quick briefing on mathematical theory and a simple explanation of operation along with enjoyable descriptions of key electronics topics such as various methods of acceleration, power conditioning, energy storage, magnetism, and kinetics.

Book Information

Series: *Evil Genius*

Paperback: 322 pages

Publisher: McGraw-Hill Education TAB; 1 edition (January 10, 2006)

Language: English

ISBN-10: 0071459057

ISBN-13: 978-0071459051

Product Dimensions: 8.5 x 0.5 x 10.9 inches

Shipping Weight: 1.5 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars [See all reviews](#) (24 customer reviews)

Best Sellers Rank: #446,512 in Books (See Top 100 in Books) #139 in [Books > Engineering & Transportation > Engineering > Electrical & Electronics > Circuits > Design](#) #872 in [Books > Engineering & Transportation > Engineering > Electrical & Electronics > Electronics](#) #86924 in [Books > Textbooks](#)

Customer Reviews

Mr. Iannini continues the tradition he began in his first "Electronic Gadgets" book by offering up more than a fair share of laser devices. For this reason alone I don't think it is a good idea for your high schooler to play around with building the devices in this book unsupervised. Then there are the devices such as the "Marx Generator", which is a clever way of charging a number of capacitors in parallel, then discharging them in series. Originally described by E. Marx in 1924, Marx generators are probably the most common way of generating high voltage impulses for testing when the voltage level required is higher than available charging supply voltages. Again, this is another high voltage device which along with the Tesla coil and 400K volt DC generator can be potentially

dangerous. The third category of projects that require adult supervision are those that invade the personal space/privacy of others - i.e. adults should always be on hand to explain why it is not OK to nouseate, confuse, and snoop on others for the purpose of learning electronics. The projects are interesting, but the reader/hobbyist should be an adult who is already knowledgeable of electronics and electronic construction techniques. The instructions in this book are not detailed enough for the novice. Also, the price tag on most of the devices is greater than \$100, so they are not cheap either. Finally, and most importantly, the reader should have a penchant for safety. Thus if you want to get your teenager interested in electronics via interesting "cool" projects, and you are already knowledgeable yourself and willing to do full-time supervision of the construction, this is probably a good book over which the two of you can both learn and bond.

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

MORE Electronic Gadgets for the Evil Genius: 40 NEW Build-it-Yourself Projects Electronic Gadgets for the Evil Genius, Second Edition Electronic Circuits for the Evil Genius 2/E DIY Woodworking Projects: 20 Easy Woodworking Projects For Beginners: (Woodworking Projects to Make with Your Family, Making Fun and Creative Projects, ... projects, wooden toy plans, wooden ships) Arduino + Android Projects for the Evil Genius: Control Arduino with Your Smartphone or Tablet 30 Arduino Projects for the Evil Genius PICAXE Microcontroller Projects for the Evil Genius Raspberry Pi Electronics Projects for the Evil Genius (Tab) 30 Arduino Projects for the Evil Genius, Second Edition Bike, Scooter, and Chopper Projects for the Evil Genius 125 Physics Projects for the Evil Genius Make: Arduino Bots and Gadgets: Six Embedded Projects with Open Source Hardware and Software (Learning by Discovery) Making Marble-Action Games, Gadgets, Mazes & Contraptions: Designs for 10 Outlandish, Ingenious and Intricate Woodworking Projects Whirligigs and Weather Vanes: A Celebration of Wind Gadgets With Dozens of Creative Projects to Make Prepper's Survival Hacks: 50 DIY Projects for Lifesaving Gear, Gadgets and Kits 123 PIC Microcontroller Experiments for the Evil Genius The Internet is a Playground: Irreverent Correspondences of an Evil Online Genius Red Dog: An Evil Dead MC Story (The Evil Dead MC Series Book 6) Alfred's Teach Yourself to Play Electronic Keyboard: Everything You Need to Know to Start Playing Now! (Teach Yourself Series) Broken Genius: The Rise and Fall of William Shockley, Creator of the Electronic Age (Macmillan Science)

[Dmca](#)