Embedded Linux Development With Yocto Project

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a practical tutorial guide which introduces you to the basics of yocto project and also helps you with its real hardware use to boost your embedded linux based project if you are an embedded systems enthusiast and willing to learn about compelling features offered by the yocto project then this book is for you with prior experience in the embedded linux domain you can make the most of this book to efficiently create custom linux based systems

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two leading linux developers show how to choose the best tools for your specific needs and integrate them into a complete development environment that maximizes your effectiveness in any project no matter how large or complex includes research requirements coding debugging deployment maintenance and beyond choosing and implementing editors compilers assemblers debuggers version control systems utilities using linux standard base to deliver applications that run reliably on a wide range of linux systems comparing java development options for linux platforms using linux in cross platform and embedded development environments

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to achieve particular development goals how to set up and install the development environment the very basics of embedded linux starting with toggling i o pins how to use the linux command line to perform basic tasks how to debug code profiling and performance tuning how to use tcp ip and usb interfaces in linux go from basic set up to developing complete applications with examples throughout the only book to approach embedded linux with a particular development focus the ds 5 ide speeds up the learning process v requirements of embedded applications such as low level hardware access tcp ip socket communication companion website includes a demo version of the keil ds 5 tools including a full ide cross compiler debugger profiler hardware simulator and example applications enabling you to get started immediately

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memory and management signaling timers pthreads and file io this book goes beyond the use api x to do y approach it explains the concepts and theories required to understand programming interfaces and design decisions the tradeoffs made by experienced developers when using them and the rationale behind them troubleshooting tips and techniques are included in the concluding chapter by the end of this book you will have gained essential conceptual design knowledge and hands on experience working with linux system programming interfaces what you will learnexplore the theoretical underpinnings of linux system architectureunderstand why modern oses use virtual memory and dynamic memory apisget to grips with dynamic memory issues and effectively debug themlearn key concepts and powerful system apis related to process managementeffectively perform file io and use signaling and timersdeeply understand multithreading concepts pthreads apis synchronization and schedulingwho this book is for hands on system programming with linux is for linux system engineers programmers or anyone who wants to go beyond using an api set to understanding the theoretical underpinnings and concepts behind powerful linux system programming apis to get the most out of this book you should be familiar with linux at the user level logging in using shell via the command line interface the ability to use tools such as find grep and sort working knowledge of the c programming language is required no prior experience with linux systems programming is assumed

program the bash and tcsh shells learn perl tcl tk and gawk fundamentals handle gnome and kde gui programming

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based upon the authors experience in designing and deploying an embedded linux system with a variety of applications embedded linux system design and development contains a full embedded linux system development roadmap for systems architects and software

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