
Gnu Linux Application Programming Second Edition

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Pro Bash Programming

GNU/Linux Application Programming

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Mastering Embedded Linux Programming

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Advanced Linux Programming

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Linux Device Drivers

Linux Programming Bible

A Complete Introduction

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The Linux Command Line
Handbook of Open Source Tools

*Gnu Linux Application
Programming Second
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Media Programming*

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VANESSA HAMILTON

Pro Bash Programming Packt Publishing
Ltd

Written by a bestselling and well-known author, this is the only book on programming for Linux using GNU C++, covering all aspects of Linux including

fundamentals, object-oriented programming, advanced techniques, X Windows, and more. CD contains Red Hat Linux source code and all the code from the text.

GNU/Linux Application Programming
Apress

Write software that draws directly on services offered by the Linux kernel and core system libraries. With this comprehensive book, Linux kernel

contributor Robert Love provides you with a tutorial on Linux system programming, a reference manual on Linux system calls, and an insider's guide to writing smarter, faster code. Love clearly distinguishes between POSIX standard functions and special services offered only by Linux. With a new chapter on multithreading, this updated and expanded edition provides an in-depth look at Linux from both a theoretical and applied perspective over a

wide range of programming topics, including: A Linux kernel, C library, and C compiler overview Basic I/O operations, such as reading from and writing to files Advanced I/O interfaces, memory mappings, and optimization techniques The family of system calls for basic process management Advanced process management, including real-time processes Thread concepts, multithreaded programming, and Pthreads File and directory management Interfaces for allocating memory and optimizing memory access Basic and advanced signal interfaces, and their role on the system Clock management, including POSIX clocks and high-resolution timers [Scripting the Linux Shell](#) Springer Science & Business Media Pro Bash Programming teaches you how to effectively utilize the Bash shell in your programming. The Bash shell is a complete programming language, not merely a glue to combine external Linux commands. By taking full advantage of Shell internals, Shell programs can perform as snappily as utilities written in C or other compiled languages. And you will see how, without assuming Unix lore, you

can write professional Bash 4.3 programs through standard programming techniques. This second edition has updated for Bash 4.3, and many scripts have been rewritten to make them more idiomatically Bash, taking better advantage of features specific to Bash. It is easy to read, understand, and will teach you how to get to grips with Bash programming without drowning you in pages and pages of syntax. Using this book you will be able to use the shell efficiently, make scripts run faster using expansion and external commands, and understand how to overcome many common mistakes that cause scripts to fail. This book is perfect for all beginning Linux and Unix system administrators who want to be in full control of their systems, and really get to grips with Bash programming.

Mastering Embedded Linux Programming "O'Reilly Media, Inc." Implement a SOHO or SMB Linux infrastructure to expand your business and associated IT capabilities. Backed by the expertise and experienced guidance of the authors, this book provides everything you need to move your business forward. Pro

Linux System Administration makes it easy for small- to medium-sized businesses to enter the world of zero-cost software running on Linux and covers all the distros you might want to use, including Red Hat, Ubuntu, Debian, and CentOS. Pro Linux System Administration takes a layered, component-based approach to open source business systems, while training system administrators as the builders of business infrastructure. Completely updated for this second edition, Dennis Matotek takes you through an infrastructure-as-code approach, seamlessly taking you through steps along the journey of Linux administration with all you need to master complex systems. This edition now includes Jenkins, Ansible, Logstash and more. What You'll Learn: Understand Linux architecture Build, back up, and recover Linux servers Create basic networks and network services with Linux Build and implement Linux infrastructure and services including mail, web, databases, and file and print Implement Linux security Resolve Linux performance and capacity planning issues Who This Book Is For: Small to medium-sized business owners looking to run their own

IT, system administrators considering migrating to Linux, and IT systems integrators looking for an extensible Linux infrastructure management approach.

Programming Embedded Systems

Course Technology PTR

Open source provides the competitive advantage in the Internet Age. According to the August Forrester Report, 56 percent of IT managers interviewed at Global 2,500 companies are already using some type of open source software in their infrastructure and another 6 percent will install it in the next two years. This revolutionary model for collaborative software development is being embraced and studied by many of the biggest players in the high-tech industry, from Sun Microsystems to IBM to Intel. *The Cathedral & the Bazaar* is a must for anyone who cares about the future of the computer industry or the dynamics of the information economy. Already, billions of dollars have been made and lost based on the ideas in this book. Its conclusions will be studied, debated, and implemented for years to come. According to Bob Young, "This is Eric Raymond's great contribution to the success of the open source

revolution, to the adoption of Linux-based operating systems, and to the success of open source users and the companies that supply them." The interest in open source software development has grown enormously in the past year. This revised and expanded paperback edition includes new material on open source developments in 1999 and 2000.

Raymond's clear and effective writing style accurately describing the benefits of open source software has been key to its success. With major vendors creating acceptance for open source within companies, independent vendors will become the open source story in 2001.

Linux Programming By Example: The Fundamentals "O'Reilly Media, Inc."

Describes the concepts of programming with Linux, covering such topics as shell programming, file structure, managing memory, using MySQL, debugging, processes and signals, and GNOME.

Build nine projects by working with widgets, geometry management, event handling, and more, 2nd Edition Prentice Hall

Linux® is being adopted by an increasing number of embedded systems developers,

who have been won over by its sophisticated scheduling and networking, its cost-free license, its open development model, and the support offered by rich and powerful programming tools. While there is a great deal of hype surrounding the use of Linux in embedded systems, there is not a lot of practical information. *Building Embedded Linux Systems* is the first in-depth, hard-core guide to putting together an embedded system based on the Linux kernel. This indispensable book features arcane and previously undocumented procedures for: Building your own GNU development toolchain Using an efficient embedded development framework Selecting, configuring, building, and installing a target-specific kernel Creating a complete target root filesystem Setting up, manipulating, and using solid-state storage devices Installing and configuring a bootloader for the target Cross-compiling a slew of utilities and packages Debugging your embedded system using a plethora of tools and techniques Details are provided for various target architectures and hardware configurations, including a thorough review of Linux's support for embedded hardware. All

explanations rely on the use of open source and free software packages. By presenting how to build the operating system components from pristine sources and how to find more documentation or help, this book greatly simplifies the task of keeping complete control over one's embedded operating system, whether it be for technical or sound financial reasons. Author Karim Yaghmour, a well-known designer and speaker who is responsible for the Linux Trace Toolkit, starts by discussing the strengths and weaknesses of Linux as an embedded operating system. Licensing issues are included, followed by a discussion of the basics of building embedded Linux systems. The configuration, setup, and use of over forty different open source and free software packages commonly used in embedded Linux systems are also covered. uClibc, BusyBox, U-Boot, OpenSSH, tftpd, tftp, strace, and gdb are among the packages discussed.

Linux Application Development Packt Publishing Ltd

This book is great for developers who are new to Qt and Qt Creator and who are interested in harnessing the power of Qt

for cross-platform development. If you have basic experience programming in C++, you have what it takes to create engaging cross-platform applications using Qt and Qt Creator!

Advanced Linux Programming GNU/Linux Application Programming

Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

Talking Directly to the Kernel and C Library Addison-Wesley Professional

An accessible, yet comprehensive text that clearly explains Unix programming and structuring by addressing the fundamentals of Unix and providing alternative solutions to problems in concrete terms.

CakePHP 1.3 Application Development Cookbook Lulu.com

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. *Advanced Linux Programming* is divided into two parts. The first covers generic UNIX system services, but with a particular eye towards Linux

specific information. This portion of the book will be of use even to advanced programmers who have worked with other Linux systems since it will cover Linux specific details and differences. For programmers without UNIX experience, it will be even more valuable. The second section covers material that is entirely Linux specific. These are truly advanced topics, and are the techniques that the gurus use to build great applications. While this book will focus mostly on the Application Programming Interface (API) provided by the Linux kernel and the C library, a preliminary introduction to the development tools available will allow all who purchase the book to make immediate use of Linux.

Invoke TDD principles for end-to-end application development, 2nd Edition Pearson Education India

An annotated guide to program and develop GNU/Linux Embedded systems quickly About This Book Rapidly design and build powerful prototypes for GNU/Linux Embedded systems Become familiar with the workings of GNU/Linux Embedded systems and how to manage its peripherals Write, monitor, and configure

applications quickly and effectively, manage an external micro-controller, and use it as co-processor for real-time tasks

Who This Book Is For This book targets Embedded System developers and GNU/Linux programmers who would like to program Embedded Systems and perform Embedded development. The book focuses on quick and efficient prototype building. Some experience with hardware and Embedded Systems is assumed, as is having done some previous work on GNU/Linux systems. Knowledge of scripting on GNU/Linux is expected as well.

What You Will Learn Use embedded systems to implement your projects

Access and manage peripherals for embedded systems Program embedded systems using languages such as C, Python, Bash, and PHP

Use a complete distribution, such as Debian or Ubuntu, or an embedded one, such as OpenWrt or Yocto Harness device driver capabilities to optimize device communications

Access data through several kinds of devices such as GPIO's, serial ports, PWM, ADC, Ethernet, WiFi, audio, video, I2C, SPI, One Wire, USB and CAN Practical example usage of several devices such as RFID

readers, Smart card readers, barcode readers, z-Wave devices, GSM/GPRS modems

Usage of several sensors such as light, pressure, moisture, temperature, infrared, power, motion In Detail

Embedded computers have become very complex in the last few years and developers need to easily manage them by focusing on how to solve a problem without wasting time in finding supported peripherals or learning how to manage them. The main challenge with experienced embedded programmers and engineers is really how long it takes to turn an idea into reality, and we show you exactly how to do it. This book shows how to interact with external environments through specific peripherals used in the industry. We will use the latest Linux kernel release 4.4.x and Debian/Ubuntu distributions (with embedded distributions like OpenWrt and Yocto). The book will present popular boards in the industry that are user-friendly to base the rest of the projects on - BeagleBone Black, SAMA5D3 Xplained, Wandboard and system-on-chip manufacturers. Readers will be able to take their first steps in programming the embedded platforms, using C, Bash, and

Python/PHP languages in order to get access to the external peripherals. More about using and programming device driver and accessing the peripherals will be covered to lay a strong foundation. The readers will learn how to read/write data from/to the external environment by using both C programs or a scripting language (Bash/PHP/Python) and how to configure a device driver for a specific hardware. After finishing this book, the readers will be able to gain a good knowledge level and understanding of writing, configuring, and managing drivers, controlling and monitoring applications with the help of efficient/quick programming and will be able to apply these skills into real-world projects. Style and approach This practical tutorial will get you quickly prototyping embedded systems on GNU/Linux. This book uses a variety of hardware to program the peripherals and build simple prototypes.

Linux Device Drivers Wiley

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software. *Linux Programming Bible* No Starch Press

Essay Collection covering the point where software, law and social justice meet.

A Complete Introduction Sams Publishing
The wide range of applications available in GNU/Linux includes not only pure applications, but also tools and utilities for the GNU/Linux environment. *GNU/Linux Application Programming, Second Edition* takes a holistic approach to teaching developers the ins-and-outs of GNU/Linux user-space programming using APIs, tools, communication, and scripting. The book is split into 5 parts, covering introduction/architecture, major tools (such as GCC, make, etc.), application development topics (such as important libraries and interfaces such as POSIX), shells and scripting, and testing, performance, and debugging. The book introduces programmers to the environment from the lowest layers (kernel, device drivers, modules) to the user layer (applications, libraries, tools), using an evolutionary approach that builds on knowledge to cover the more complex aspects of the operating system.

Official Ubuntu Book Pearson Education India

Provides information on writing a driver in

Linux, covering such topics as character devices, network interfaces, driver debugging, concurrency, and interrupts. *Linux System Programming* John Wiley & Sons

Describes Java application development on Linux, covering such topics as business-logic object analysis, Java servlet UIs, JSP, Swing GUIs, and database design.

Understanding Unix/Linux Programming Pearson Education

"The recipes in this book give you instant results and will help you develop web applications, leveraging the CakePHP features that allow you to build robust and complex applications"--p. [1].

Java Application Development on Linux Packt Publishing Ltd

Odoo is a full-featured open source ERP with a focus on extensibility. The flexibility and sustainability of open source is also a key selling point of Odoo. It is built on a powerful framework for rapid application development, both for back-end applications and front-end websites. The latest v10 has quite a few updates that will interest ...

Pro Bash Programming, Second Edition
Apress

This book will teach the concepts of test driven development in Java so you can build clean, maintainable and robust code
Key Features Explore the most popular TDD tools and frameworks and become more proficient in building applications
Create applications with better code design, fewer bugs, and higher test coverage, enabling you to get them to market quickly
Implement test-driven programming methods into your development workflows
Book Description
Test-driven development (TDD) is a development approach that relies on a test-first procedure that emphasizes writing a test before writing the necessary code, and then refactoring the code to optimize it. The value of performing TDD with Java, one of the longest established programming languages, is to improve the productivity of programmers and the maintainability and performance of code, and develop a deeper understanding of the language and how to employ it effectively. Starting with the basics of TDD and understanding why its adoption is beneficial, this book will take you from the first steps of TDD with Java until you are confident enough to embrace the practice

in your day-to-day routine. You'll be guided through setting up tools, frameworks, and the environment you need, and we will dive right into hands-on exercises with the goal of mastering one practice, tool, or framework at a time. You'll learn about the Red-Green-Refactor procedure, how to write unit tests, and how to use them as executable documentation. With this book, you'll also discover how to design simple and easily maintainable code, work with mocks, utilize behavior-driven development, refactor old legacy code,

and release a half-finished feature to production with feature toggles. You will finish this book with a deep understanding of the test-driven development methodology and the confidence to apply it to application programming with Java. What you will learn Explore the tools and frameworks required for effective TDD development Perform the Red-Green-Refactor process efficiently, the pillar around which all other TDD procedures are based Master effective unit testing in isolation from the rest of your code Design

simple and easily maintainable code by implementing different techniques Use mocking frameworks and techniques to easily write and quickly execute tests Develop an application to implement behavior-driven development in conjunction with unit testing Enable and disable features using feature toggles Who this book is for If you're an experienced Java developer and want to implement more effective methods of programming systems and applications, then this book is for you.

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