

# Linux Kernel Development

## Second Edition

NOVELL PRESS



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**Novell.**

# Linux Kernel Development 2nd Edition

**S Ashworth**



## **Linux Kernel Development 2nd Edition:**

**Linux Kernel Development** Robert Love, 2010 This practical guide helps programmers better understand the Linux kernel and to write and develop kernel code It provides in depth coverage of all the major subsystems and features of the Linux 2.6 kernel [Linux Kernel Programming](#) Kaiwan N. Billimoria, 2024-02-29 Gain a solid practical understanding and sufficient theoretical insight into Linux kernel internals while learning to write high quality kernel module code and understanding the complexities of kernel synchronization Purchase of the print or Kindle book includes a free eBook in PDF format Key Features Discover how to write Linux kernel and module code for real world products on the 6.1 LTS kernel Implement industry grade techniques in real world scenarios for fast efficient memory allocation and data synchronization Understand and exploit kernel architecture CPU scheduling and kernel synchronization techniques Book Description The 2nd Edition of Linux Kernel Programming is an updated comprehensive guide for those new to Linux kernel development Built around the latest 6.1 Long Term Support LTS Linux kernel which is maintained until December 2026 this edition explores its key features and enhancements Additionally with the Civil Infrastructure Project extending support for the 6.1 Super LTS SLTS kernel until August 2033 this book will remain relevant for years to come You'll begin this exciting journey by learning how to build the kernel from source Step by step you will then learn how to write your first kernel module by leveraging the kernel's powerful Loadable Kernel Module LKM framework With this foundation you will delve into key kernel internals topics including Linux kernel architecture memory management and CPU task scheduling You'll finish with understanding the deep issues of concurrency and gain insight into how they can be addressed with various synchronization locking technologies for example mutexes spinlocks atomic refcount operators rw spinlocks and even lock free technologies such as per CPU and RCU By the end of this book you'll build a strong understanding of the fundamentals to writing the Linux kernel and kernel module code that can straight away be used in real world projects and products What you will learn Configure and build the 6.1 LTS kernel from source Write high quality modular kernel code LKM framework for 6.x kernels Explore modern Linux kernel architecture Get to grips with key internals details regarding memory management within the kernel Understand and work with various dynamic kernel memory alloc/dealloc APIs Discover key internals aspects regarding CPU scheduling within the kernel including cgroups v2 Gain a deeper understanding of kernel concurrency issues Learn how to work with key kernel synchronization primitives Who this book is for This book is for beginner Linux programmers and developers looking to get started with the Linux kernel providing a knowledge base to understand required kernel internal topics and overcome frequent and common development issues A basic understanding of Linux CLI and C programming is assumed [Linux Kernel Development, Second Edition](#) Robert Love, 2005 The Linux kernel is one of the most important and far reaching open source projects That is why Novell Press is excited to bring you the second edition of Linux Kernel Development Robert Love's widely acclaimed insider's look at the Linux kernel This authoritative practical guide helps

developers better understand the Linux kernel through updated coverage of all the major subsystems as well as new features associated with the Linux 2.6 kernel. You'll be able to take an in-depth look at Linux kernel from both a theoretical and an applied perspective as you cover a wide range of topics including algorithms, system call interface, paging strategies, and kernel synchronization. Get the top information right from the source in [Linux Kernel Development](#) [Linux Kernel Programming](#) Kaiwan N Billimoria, 2021-03-19. Learn how to write high-quality kernel module code, solve common Linux kernel programming issues, and understand the fundamentals of Linux kernel internals. Key Features: Discover how to write kernel code using the Loadable Kernel Module framework. Explore industry-grade techniques to perform efficient memory allocation and data synchronization within the kernel. Understand the essentials of key internal topics such as kernel architecture, memory management, CPU scheduling, and kernel synchronization. Book Description: [Linux Kernel Programming](#) is a comprehensive introduction for those new to Linux kernel and module development. This easy-to-follow guide will have you up and running with writing kernel code in next to no time. This book uses the latest 5.4 Long Term Support (LTS) Linux kernel, which will be maintained from November 2019 through to December 2025. By working with the 5.4 LTS kernel throughout the book, you can be confident that your knowledge will continue to be valid for years to come. You'll start the journey by learning how to build the kernel from the source. Next, you'll write your first kernel module using the powerful Loadable Kernel Module (LKM) framework. The following chapters will cover key kernel internal topics including Linux kernel architecture, memory management, and CPU scheduling. During the course of this book, you'll delve into the fairly complex topic of concurrency within the kernel, understand the issues it can cause, and learn how they can be addressed with various locking technologies: mutexes, spinlocks, atomic, and refcount operators. You'll also benefit from more advanced material on cache effects, a primer on lock-free techniques within the kernel, deadlock avoidance with lockdep, and kernel lock debugging techniques. By the end of this kernel book, you'll have a detailed understanding of the fundamentals of writing Linux kernel module code for real-world projects and products. What you will learn: Write high-quality modular kernel code. LKM framework for 5.x kernels. Configure and build a kernel from source. Explore the Linux kernel architecture. Get to grips with key internals regarding memory management within the kernel. Understand and work with various dynamic kernel memory alloc/dealloc APIs. Discover key internal aspects regarding CPU scheduling within the kernel. Gain an understanding of kernel concurrency issues. Find out how to work with key kernel synchronization primitives. Who this book is for: This book is for Linux programmers beginning to find their way with Linux kernel development. If you're a Linux kernel and driver developer looking to overcome frequent and common kernel development issues or understand kernel internals, you'll find plenty of useful information. You'll need a solid foundation of Linux CLI and C programming before you can jump in. **Linux Kernel Programming Part 2 - Char Device Drivers and Kernel Synchronization** Kaiwan N Billimoria, 2021-03-19. Discover how to write high-quality character driver code, interface with userspace, work with chip memory, and gain an in-

depth understanding of working with hardware interrupts and kernel synchronization Key FeaturesDelve into hardware interrupt handling threaded IRQs tasklets softirqs and understand which to use whenExplore powerful techniques to perform user kernel interfacing peripheral I O and use kernel mechanismsWork with key kernel synchronization primitives to solve kernel concurrency issuesBook Description Linux Kernel Programming Part 2 Char Device Drivers and Kernel Synchronization is an ideal companion guide to the Linux Kernel Programming book This book provides a comprehensive introduction for those new to Linux device driver development and will have you up and running with writing misc class character device driver code on the 5.4 LTS Linux kernel in next to no time You ll begin by learning how to write a simple and complete misc class character driver before interfacing your driver with user mode processes via procfs sysfs debugfs netlink sockets and ioctl You ll then find out how to work with hardware I O memory The book covers working with hardware interrupts in depth and helps you understand interrupt request IRQ allocation threaded IRQ handlers tasklets and softirqs You ll also explore the practical usage of useful kernel mechanisms setting up delays timers kernel threads and workqueues Finally you ll discover how to deal with the complexity of kernel synchronization with locking technologies mutexes spinlocks and atomic refcount operators including more advanced topics such as cache effects a primer on lock free techniques deadlock avoidance with lockdep and kernel lock debugging techniques By the end of this Linux kernel book you ll have learned the fundamentals of writing Linux character device driver code for real world projects and products What you will learnGet to grips with the basics of the modern Linux Device Model LDM Write a simple yet complete misc class character device driverPerform user kernel interfacing using popular methodsUnderstand and handle hardware interrupts confidentlyPerform I O on peripheral hardware chip memoryExplore kernel APIs to work with delays timers kthreads and workqueuesUnderstand kernel concurrency issuesWork with key kernel synchronization primitives and discover how to detect and avoid deadlockWho this book is for An understanding of the topics covered in the Linux Kernel Programming book is highly recommended to make the most of this book This book is for Linux programmers beginning to find their way with device driver development Linux device driver developers looking to overcome frequent and common kernel driver development issues as well as perform common driver tasks such as user kernel interfaces performing peripheral I O handling hardware interrupts and dealing with concurrency will benefit from this book A basic understanding of Linux kernel internals and common APIs kernel module development and C programming is required

**Easy Linux Device Driver, Second Edition** Mahesh Sambhaji Jadhav, 2014-03-13 Easy Linux Device Driver First Step Towards Device Driver Programming Easy Linux Device Driver book is an easy and friendly way of learning device driver programming Book contains all latest programs along with output screen screenshots Highlighting important sections and stepwise approach helps for quick understanding of programming Book contains Linux installation Hello world program up to USB 3.0 Display Driver PCI device driver programming concepts in stepwise approach Program gives best understanding of theoretical and

practical fundamentals of Linux device driver

Beginners should start learning Linux device driver from this book to become device driver expertise

Topics covered

- Introduction of Linux
- Advantages of Linux
- History of Linux
- Architecture of Linux
- Definations
- Ubuntu installation
- Ubuntu Installation Steps
- User Interface
- Difference About KNOPPIX
- Important links
- Terminal
- Soul of Linux
- Creating Root account
- Terminal Commands
- Virtual Editor
- Commands
- Linux Kernel
- Linux Kernel Internals
- Kernel Space and User space
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- DMA I O

[Linux Kernel Development](#) ,2005

Linux Kernel Development Second Edition details the design and implementation of the Linux kernel presenting the content in a manner that is beneficial to those writing and developing kernel code While the book discusses topics that are theoretical it does so with the goal of assisting programmers so they better understand the topics and become more efficient and productive in their coding The book discusses the major subsystems and features of the Linux kernel including design and implementation their purpose and goals and their interfaces Important computer science and operating system design details are also addressed The book covers the Linux kernel from both angles theoretical and applied which should appeal to both types of readers The author is involved in Linux kernel development so the latest kernel version is detailed as the author has access to the not yet released development releases Specific topics covered will include all the important algorithms relevant subsystems process management scheduling time management and timers system call interface memory addressing memory management paging strategies caching layers VFS kernel synchronization and signals

**Linux System Programming**

Robert Love, 2007-09-18 This book is about writing software that makes the most effective use of the system you're running on code that interfaces directly with the kernel and core system libraries including the shell text editor compiler debugger core utilities and system daemons The majority of both Unix and Linux code is still written at the system level and Linux System Programming focuses on everything above the kernel where applications such as Apache bash cp vim Emacs gcc gdb glibc ls mv and X exist Written primarily for engineers looking to program better at the low level this book is an ideal teaching tool for any programmer Even with the trend toward high level development either through web software such as PHP or managed code C someone still has to write the PHP interpreter and the C virtual machine Linux System Programming gives you an understanding of core internals that makes for better code no matter where it appears in the stack Debugging high level code often requires you to understand the system calls and kernel behavior of your operating system too Key topics include An overview of Linux the kernel the C library and the C compiler Reading from and writing to files along with other basic file I/O operations including how the Linux kernel implements and manages file I/O Buffer size management including the Standard I/O library 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 File and directories creating moving copying deleting and managing them Memory management interfaces for allocating memory managing the memory you have and optimizing your memory access Signals and their role on a Unix system plus basic and advanced signal interfaces Time sleeping and clock management starting with the basics and continuing through POSIX clocks and high resolution timers With Linux System Programming you will be able to take an in depth look at Linux from both a theoretical and an applied perspective as you cover a wide range of programming topics

**Linux Administration Handbook** Evi Nemeth, Garth Snyder, Trent R. Hein, 2006-10-30 As this book shows Linux systems are just as functional secure and reliable as their proprietary counterparts Thanks to the ongoing efforts of thousands of Linux developers Linux is more ready than ever for deployment at the frontlines of the real world The authors of this book know that terrain well and I am happy to leave you in their most capable hands Linus Torvalds The most successful sysadmin book of all time because it works Rik Farrow editor of login This book clearly explains current technology with the perspective of decades of experience in large scale system administration Unique and highly recommended Jonathan Corbet cofounder LWN.net Nemeth et al is the overall winner for Linux administration it's intelligent full of insights and looks at the implementation of concepts Peter Salus editorial director Matrix.net Since 2001 Linux Administration Handbook has been the definitive resource for every Linux system administrator who must efficiently solve technical problems and maximize the reliability and performance of a production environment Now the authors have systematically updated this classic guide to address today's most important Linux distributions and most powerful new administrative tools The authors spell out detailed best practices for every facet of system administration including storage management network design and administration web hosting software

configuration management performance analysis Windows interoperability and much more Sysadmins will especially appreciate the thorough and up to date discussions of such difficult topics such as DNS LDAP security and the management of IT service organizations Linux Administration Handbook Second Edition reflects the current versions of these leading distributions Red Hat Enterprise Linux FedoraTM Core SUSE Linux Enterprise Debian GNU Linux Ubuntu Linux Sharing their war stories and hard won insights the authors capture the behavior of Linux systems in the real world not just in ideal environments They explain complex tasks in detail and illustrate these tasks with examples drawn from their extensive hands on experience

**How Linux Works, 2nd Edition** Brian Ward,2014-11-14 Unlike some operating systems Linux doesn't try to hide the important bits from you it gives you full control of your computer But to truly master Linux you need to understand its internals like how the system boots how networking works and what the kernel actually does In this completely revised second edition of the perennial best seller How Linux Works author Brian Ward makes the concepts behind Linux internals accessible to anyone curious about the inner workings of the operating system Inside you'll find the kind of knowledge that normally comes from years of experience doing things the hard way You'll learn How Linux boots from boot loaders to init implementations systemd Upstart and System V How the kernel manages devices device drivers and processes How networking interfaces firewalls and servers work How development tools work and relate to shared libraries How to write effective shell scripts You'll also explore the kernel and examine key system tasks inside user space including system calls input and output and filesystems With its combination of background theory real world examples and patient explanations How Linux Works will teach you what you need to know to solve pesky problems and take control of your operating system

Write Great Code, Volume 2, 2nd Edition Randall Hyde,2020-08-11 Thinking Low Level Writing High Level the second volume in the landmark Write Great Code series by Randall Hyde covers high level programming languages such as Swift and Java as well as code generation on 64 bit CPUs ARM the Java Virtual Machine and the Microsoft Common Runtime Today's programming languages offer productivity and portability but also make it easy to write sloppy code that isn't optimized for a compiler Thinking Low Level Writing High Level will teach you to craft source code that results in good machine code once it's run through a compiler You'll learn How to analyze the output of a compiler to verify that your code generates good machine code The types of machine code statements that compilers generate for common control structures so you can choose the best statements when writing HLL code Enough assembly language to read compiler output How compilers convert various constant and variable objects into machine data With an understanding of how compilers work you'll be able to write source code that they can translate into elegant machine code

**NEW TO THIS EDITION COVERAGE OF** Programming languages like Swift and Java Code generation on modern 64 bit CPUs ARM processors on mobile phones and tablets Stack based architectures like the Java Virtual Machine Modern language systems like the Microsoft Common Language Runtime

**UNIX and Linux System Administration Handbook** Evi Nemeth,2011 This fourth edition covers



Red Hat Enterprise Linux openSUSE Ubuntu Solaris Opensolaris 11 and AIX 6.1      **Mastering Linux Kernel**

**Development** Raghu Bharadwaj, 2017-10-11 Explore Implementation of core kernel subsystems About This Book Master the design components and structures of core kernel subsystems Explore kernel programming interfaces and related algorithms under the hood Completely updated material for the 4.12.10 kernel Who This Book Is For If you are a kernel programmer with a knowledge of kernel APIs and are looking to build a comprehensive understanding and eager to explore the implementation of kernel subsystems this book is for you It sets out to unravel the underlying details of kernel APIs and data structures piercing through the complex kernel layers and gives you the edge you need to take your skills to the next level What You Will Learn Comprehend processes and fles the core abstraction mechanisms of the Linux kernel that promote effective simplification and dynamism Decipher process scheduling and understand effective capacity utilization under general and real time dispositions Simplify and learn more about process communication techniques through signals and IPC mechanisms Capture the rudiments of memory by grasping the key concepts and principles of physical and virtual memory management Take a sharp and precise look at all the key aspects of interrupt management and the clock subsystem Understand concurrent execution on SMP platforms through kernel synchronization and locking techniques In Detail Mastering Linux Kernel Development looks at the Linux kernel its internal arrangement and design and various core subsystems helping you to gain significant understanding of this open source marvel You will look at how the Linux kernel which possesses a kind of collective intelligence thanks to its scores of contributors remains so elegant owing to its great design This book also looks at all the key kernel code core data structures functions and macros giving you a comprehensive foundation of the implementation details of the kernel s core services and mechanisms You will also look at the Linux kernel as well designed software which gives us insights into software design in general that are easily scalable yet fundamentally strong and safe By the end of this book you will have considerable understanding of and appreciation for the Linux kernel Style and approach Each chapter begins with the basic conceptual know how for a subsystem and extends into the details of its implementation We use appropriate code excerpts of critical routines and data structures for subsystems

**Understanding the Linux Kernel** Daniel P. Bovet, Marco Cesati, 2005-11-17 In order to thoroughly understand what makes Linux tick and why it works so well on a wide variety of systems you need to delve deep into the heart of the kernel The kernel handles all interactions between the CPU and the external world and determines which programs will share processor time in what order It manages limited memory so well that hundreds of processes can share the system efficiently and expertly organizes data transfers so that the CPU isn't kept waiting any longer than necessary for the relatively slow disks The third edition of Understanding the Linux Kernel takes you on a guided tour of the most significant data structures algorithms and programming tricks used in the kernel Probing beyond superficial features the authors offer valuable insights to people who want to know how things really work inside their machine Important Intel specific features are discussed

Relevant segments of code are dissected line by line But the book covers more than just the functioning of the code it explains the theoretical underpinnings of why Linux does things the way it does This edition of the book covers Version 2.6 which has seen significant changes to nearly every kernel subsystem particularly in the areas of memory management and block devices The book focuses on the following topics Memory management including file buffering process swapping and Direct memory Access DMA The Virtual Filesystem layer and the Second and Third Extended Filesystems Process creation and scheduling Signals interrupts and the essential interfaces to device drivers Timing Synchronization within the kernel Interprocess Communication IPC Program execution Understanding the Linux Kernel will acquaint you with all the inner workings of Linux but it's more than just an academic exercise You'll learn what conditions bring out Linux's best performance and you'll see how it meets the challenge of providing good system response during process scheduling file access and memory management in a wide variety of environments This book will help you make the most of your Linux system

**Systems Programming in Unix/Linux** K.C. Wang, 2018-08-27 Covering all the essential components of Unix Linux including process management concurrent programming timer and time service file systems and network programming this textbook emphasizes programming practice in the Unix/Linux environment Systems Programming in Unix Linux is intended as a textbook for systems programming courses in technically oriented Computer Science Engineering curricula that emphasize both theory and programming practice The book contains many detailed working example programs with complete source code It is also suitable for self study by advanced programmers and computer enthusiasts Systems programming is an indispensable part of Computer Science Engineering education After taking an introductory programming course this book is meant to further knowledge by detailing how dynamic data structures are used in practice using programming exercises and programming projects on such topics as C structures pointers link lists and trees This book provides a wide range of knowledge about computer system software and advanced programming skills allowing readers to interface with operating system kernel make efficient use of system resources and develop application software It also prepares readers with the needed background to pursue advanced studies in Computer Science Engineering such as operating systems embedded systems databases systems data mining artificial intelligence computer networks network security distributed and parallel computing

**Linux Kernel Networking** Rami Rosen, 2014-02-28 Linux Kernel Networking takes you on a guided in depth tour of the current Linux networking implementation and the theory behind it Linux kernel networking is a complex topic so the book won't burden you with topics not directly related to networking This book will also not overload you with cumbersome line by line code walkthroughs not directly related to what you're searching for you'll find just what you need with in depth explanations in each chapter and a quick reference at the end of each chapter Linux Kernel Networking is the only up to date reference guide to understanding how networking is implemented and it will be indispensable in years to come since so many devices now use Linux or operating systems based on Linux like Android and

since Linux is so prevalent in the data center arena including Linux based virtualization technologies like Xen and KVM

Mastering Embedded Linux Development Frank Vasquez,Chris Simmonds,2025-05-27 Written by Frank Vasquez an embedded Linux expert this new edition enables you to harness the full potential of Linux to create versatile and robust embedded solutions All formats include a free PDF and an invitation to the Embedded System Professionals community Key Features Learn how to develop and configure reliable embedded Linux devices Discover the latest enhancements in Linux 6.6 and the Yocto Project 5.0 codename Scarthgap Explore different ways to debug and profile your code in both user space and the Linux kernel Purchase of the print or Kindle book includes a free PDF eBook Book Description Mastering Embedded Linux Development is designed to be both a learning resource and a reference for your embedded Linux projects In this fourth edition you will learn the fundamental elements that underpin all embedded Linux projects the toolchain the bootloader the kernel and the root filesystem First you will download and install a pre built toolchain After that you will cross compile each of the remaining three elements from scratch and learn to automate the process using Buildroot and the Yocto Project The book progresses with coverage of over the air software updates and rapid prototyping with add on boards Two new chapters tackle modern development practices including Python packaging and deploying containerized applications These are followed by a chapter on writing multithreaded code and another on techniques to manage memory efficiently The final chapters demonstrate how to debug your code whether it resides in user space or in the Linux kernel itself In addition to GNU debugger GDB the book also covers the different tracers and profilers that are available for Linux so that you can quickly pinpoint any performance bottlenecks in your system By the end of this book you will be able to create efficient and secure embedded devices with Linux that will delight your users What you will learn Cross compile embedded Linux images with Buildroot and Yocto Enable Wi-Fi and Bluetooth connectivity with a Yocto board support package Update IoT devices securely in the field with Mender or balena Prototype peripheral additions by connecting add on boards reading schematics and coding test programs Deploy containerized software applications on edge devices with Docker Debug devices remotely using GDB and measure the performance of systems using tools like perf and ply Who this book is for If you are a systems software engineer or system administrator who wants to learn how to apply Linux to embedded devices then this book is for you The book is also for embedded software engineers accustomed to programming low power microcontrollers and will help them make the leap to a high speed system on chips that can run Linux Anyone who develops hardware for Linux will find something useful in this book But before you get started you will need a solid grasp of the POSIX standard C programming and shell scripting **Linux: Embedded Development** Alexandru Vaduva,Alex Gonzalez,Chris Simmonds,2016-09-27 Leverage the power of Linux to develop captivating and powerful embedded Linux projects About This Book Explore the best practices for all embedded product development stages Learn about the compelling features offered by the Yocto Project such as customization virtualization and many more Minimize project costs by using open source tools and programs Who

This Book Is For If you are a developer who wants to build embedded systems using Linux this book is for you It is the ideal guide for you if you want to become proficient and broaden your knowledge A basic understanding of C programming and experience with systems programming is needed Experienced embedded Yocto developers will find new insight into working methodologies and ARM specific development competence What You Will Learn Use the Yocto Project in the embedded Linux development process Get familiar with and customize the bootloader for a board Discover more about real time layer security virtualization CGL and LSB See development workflows for the U Boot and the Linux kernel including debugging and optimization Understand the open source licensing requirements and how to comply with them when cohabiting with proprietary programs Optimize your production systems by reducing the size of both the Linux kernel and root filesystems Understand device trees and make changes to accommodate new hardware on your device Design and write multi threaded applications using POSIX threads Measure real time latencies and tune the Linux kernel to minimize them In Detail Embedded Linux is a complete Linux distribution employed to operate embedded devices such as smartphones tablets PDAs set top boxes and many more An example of an embedded Linux distribution is Android developed by Google This learning path starts with the module Learning Embedded Linux Using the Yocto Project It introduces embedded Linux software and hardware architecture and presents information about the bootloader You will go through Linux kernel features and source code and get an overview of the Yocto Project components available The next module Embedded Linux Projects Using Yocto Project Cookbook takes you through the installation of a professional embedded Yocto setup then advises you on best practices Finally it explains how to quickly get hands on with the Freescale ARM ecosystem and community layer using the affordable and open source Wandboard embedded board Moving ahead the final module Mastering Embedded Linux Programming takes you through the product cycle and gives you an in depth description of the components and options that are available at each stage You will see how functions are split between processes and the usage of POSIX threads By the end of this learning path your capabilities will be enhanced to create robust and versatile embedded projects This Learning Path combines some of the best that Packt has to offer in one complete curated package It includes content from the following Packt products Learning Embedded Linux Using the Yocto Project by Alexandru Vaduva Embedded Linux Projects Using Yocto Project Cookbook by Alex Gonzalez Mastering Embedded Linux Programming by Chris Simmonds Style and approach This comprehensive step by step pragmatic guide enables you to build custom versions of Linux for new embedded systems with examples that are immediately applicable to your embedded developments Practical examples provide an easy to follow way to learn Yocto project development using the best practices and working methodologies Coupled with hints and best practices this will help you understand embedded Linux better

**Practical DevOps, Second Edition** Joakim Verona, 2018-05-30 Understand the benefits of DevOps and continuous delivery and see how they support the agile software development process Key Features Learn how DevOps can accelerate your entire software development life cycle Improve

your organization's performance to ensure the smooth production of software and services. Get hands-on experience in using efficient DevOps tools to better effect. Book Description DevOps is a practical field that focuses on delivering business value as efficiently as possible. DevOps encompasses all code workflows from testing environments to production environments. It stresses cooperation between different roles and how they can work together more closely as the roots of the word imply Development and Operations. Practical DevOps begins with a quick refresher on DevOps and continuous delivery and quickly moves on to show you how DevOps affects software architectures. You'll create a sample enterprise Java application that you'll continue to work with through the remaining chapters. Following this, you will explore various code storage and build server options. You will then learn how to test your code with a few tools and deploy your test successfully. In addition to this, you will also see how to monitor code for any anomalies and make sure that it runs as expected. Finally, you will discover how to handle logs and keep track of the issues that affect different processes. By the end of the book, you will be familiar with all the tools needed to deploy, integrate, and deliver efficiently with DevOps. What you will learn Understand how all deployment systems fit together to form a larger system. Set up and familiarize yourself with all the tools you need to be efficient with DevOps. Design an application suitable for continuous deployment systems with DevOps in mind. Store and manage your code effectively using Git, Gerrit, GitLab, and more. Configure a job to build a sample CRUD application. Test your code using automated regression testing with Jenkins. Selenium. Deploy your code using tools such as Puppet, Ansible, Palletops, Chef, and Vagrant. Who this book is for If you're a developer or system administrator looking to take on larger responsibilities and understand how the infrastructure that builds today's enterprises works, this is the book for you. This book will also help you greatly if you're an operations worker who would like to better support developers. You do not need any previous knowledge of DevOps to understand the concepts in this book.

Hacking Exposed Wireless, Second Edition Johnny Cache, Joshua Wright, Vincent Liu, 2010-08-05 The latest wireless security solutions. Protect your wireless systems from crippling attacks using the detailed security information in this comprehensive volume. Thoroughly updated to cover today's established and emerging wireless technologies. Hacking Exposed Wireless second edition reveals how attackers use readily available and custom tools to target, infiltrate, and hijack vulnerable systems. This book discusses the latest developments in Wi-Fi, Bluetooth, ZigBee, and DECT hacking and explains how to perform penetration tests, reinforce WPA protection schemes, mitigate packet injection risk, and lock down Bluetooth and RF devices. Cutting edge techniques for exploiting Wi-Fi clients, WPA2 cordless phones, Bluetooth pairing, and ZigBee encryption are also covered in this fully revised guide. Build and configure your Wi-Fi attack arsenal with the best hardware and software tools. Explore common weaknesses in WPA2 networks through the eyes of an attacker. Leverage post-compromise remote client attacks on Windows 7 and Mac OS X. Master attack tools to exploit wireless systems including Aircrack-ng, coWPAtty, Pyrit, IPPON, FreeRADIUS, WPE, and the all-new KillerBee. Evaluate your threat to software update impersonation attacks on public networks. Assess your threat to eavesdropping attacks on Wi-Fi.

Bluetooth ZigBee and DECT networks using commercial and custom tools Develop advanced skills leveraging Software Defined Radio and other flexible frameworks Apply comprehensive defenses to protect your wireless devices and infrastructure

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