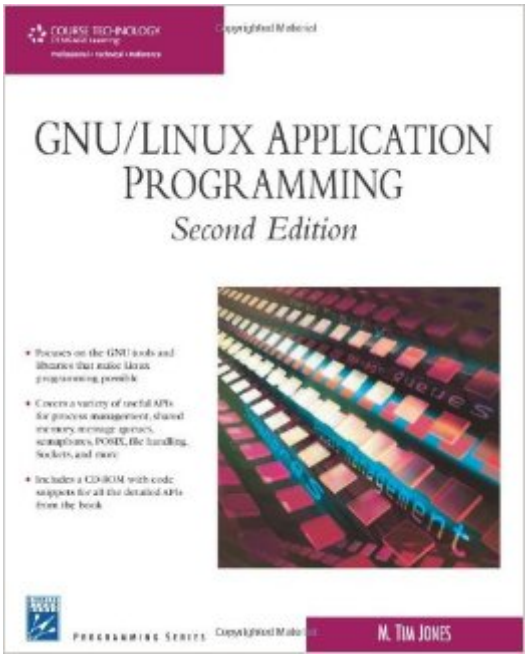
GNU/Linux Application Programming (Programming Series)



Synopsis

GNU/Linux is the Swiss army knife of operating systems. You'll find it in the smallest devices (such as an Apple iPod) to the largest most powerful supercomputers (like IBM's Blue Gene). You'll also find GNU/Linux running on the most diverse architectures, from the older x86 processors to the latest cell processor that powers the PlayStation 3 console. GNU/Linux Application Programming, Second Edition gets you up and running developing applications on the GNU/Linux operating system, whether you're interested in creating applications for an iPod or a Blue Gene. This completely updated edition covers all the necessary tools and techniques with many examples illustrating the use of GNU/Linux APIs. Split into fi ve distinct parts, the book covers GNU tools, topics in application development, shells and scripting, debugging and hardening, and introductory topics, including the fundamentals of virtualization. See why thousands of programmers have chosen GNU/Linux Application Programming to teach them how to develop applications on the GNU/Linux operating system!

Book Information

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Customer Reviews

All the topics that one needs to read to come up to speed with Linux programming, development and maintenance, scripting and even tuning are covered in this book. The author starts with the basic architecture of the Linux operating system, and delves into the details of each part: scheduler, memory manager, virtual file system, network, ipc and init. The reader starts with an overview of

what the Linux operating system looks like "under the hood", and is taken thru a series of sections that cover application development using each section of the Linux kernel. Overview application programming, performance analysis and debugging using various GNU tools such as the the GCC complier, make, gcov and gprof are given first and are used throughout the book by the author to further demonstrate the features and benefits of the available GNU tools.By now, the reader is presented with the necessary tools needed to create application, and is not time to delve into specific programming techniques and API's. The book starts with simple file handling API's and examples, and goes into more complicated topics such as:* Linux Pipes* Sockets programming* Multi-process development and the Linux process model* Multi-threaded development and the Linux threading model* Messages Queues* Synchronization and Semaphores* Shared memory programmingEven though each of these topics are very complicated and an entire text could easily dedicated to it, the author with elegance covers each topic such that the reader could get an overview of what is at stake. Each topic is rather short, and very well written with examples and a step-by-step instruction of how to write simple programs.

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