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Many Linux and Unix developers are familiar with the GNU debugger (GDB), the invaluable open source tool for testing, fixing, and retesting software. And since GDB can be ported to Windows, Microsoft developers and others who use this platform can also take advantage of this amazing free software that allows you to see exactly what's going on inside of a program as it's executing. This new pocket guide gives you a convenient quick reference for using the debugger with several different programming languages, including C, C++, Java, Fortran and Assembly. The GNU debugger is the most useful tool during the testing phase of the software development cycle because it helps you catch bugs in the act. You can see what a program was doing at the moment it crashed, and then readily pinpoint and correct problem code. With the GDB Pocket Reference on hand, the process is quick and painless. The book covers the essentials of using GBD is a testing environment, including how to specify a target for debugging and how to make a program stop on specified conditions. This handy guide also provides details on using the debugger to examine the stack, source files and data to find the cause of program failure-and then explains ways to use GBD to make quick changes to the program for further testing and debugging. The ability to spot a bug in real time with GDB can save you hours of frustration, and having a quick way to refer to GBD's essential functions is key to making the process work. Once you get your hands on the GDB Pocket Reference, you'll never let go!

As an open operating system, Unix can be improved on by anyone and everyone: individuals, companies, universities, and more. As a result, the very nature of Unix has been altered over the years by numerous extensions formulated in an assortment of versions. Today, Unix encompasses everything from Sun's Solaris to Apple's Mac OS X and more varieties of Linux than you can easily name. The latest edition of this bestselling reference brings Unix into the 21st century. It's been reworked to keep current with the broader state of Unix in today's world and highlight the strengths of this operating system in all its various flavors. Detailing all Unix commands and options, the informative guide provides generous descriptions and examples that put those commands in context. Here are some of the new features you'll find in Unix in a Nutshell, Fourth Edition: Solaris 10, the latest version of the SVR4-based operating system, GNU/Linux, and Mac OS X Bash shell (along with the 1988 and 1993 versions of ksh) tsch shell (instead of the original Berkeley csh) Package management programs, used for program installation on popular GNU/Linux systems, Solaris and Mac OS X GNU Emacs Version 21 Introduction to source code management systems Concurrent versions system Subversion version control system GDB debugger As Unix has progressed, certain commands that were once critical have fallen into disuse. To that end, the book has also dropped material that is no longer relevant, keeping it taut and current. If you're a Unix user or programmer, you'll recognize the value of this complete, up-to-date Unix reference. With chapter overviews, specific examples, and detailed command.

Provides information on the basics of wireless computing and the technologies that are supported by Linux.

Debugging is crucial to successful software development, but even many experienced programmers find it challenging. Sophisticated debugging tools are available, yet it may be difficult to determine which features are useful in which situations. The Art of Debugging is your guide to making the debugging process more efficient and effective. The Art of Debugging illustrates the use three of the most popular debugging tools on Linux/Unix platforms: GDB, DDD, and Eclipse. The text-command based GDB (the GNU Project Debugger) is included with most distributions. DDD is a popular GUI front end for GDB, while Eclipse provides a complete integrated development environment. In addition to offering specific advice for debugging with each tool, authors Norm Matloff and Pete Salzman cover general strategies for improving the process of finding and fixing coding errors, including how to: –Inspect variables and data structures –Understand segmentation faults and core dumps –Know why your program crashes or throws exceptions –Use features like catchpoints, convenience variables, and artificial arrays –Avoid common debugging pitfalls Real world examples of coding errors help to clarify the authors' guiding principles, and coverage of complex topics like thread, client-server, GUI, and parallel programming debugging will make you even more proficient. You'll also learn how to prevent errors in the first place with text editors, compilers, error reporting, and static code checkers. Whether you dread the thought of debugging your programs or simply want to improve your current debugging efforts, you'll find a valuable ally in The Art of Debugging.

The popular open source KDE desktop environment for Unix was built with Qt, a C++ class library for writing GUI applications that run on Unix, Linux, Windows 95/98, Windows 2000, and Windows NT platforms. Qt emulates the look and feel of Motif, but is much easier to use. Best of all, after you have written an application with Qt, all you have to do is recompile it to have a version that works on Windows. Qt also emulates the look and feel of Windows, so your users get native-looking interfaces. Platform independence is not the only benefit. Qt is flexible and highly optimized. You'll find that you need to

write very little, if any, platform-dependent code because Qt already has what you need. And Qt is free for open source and Linux development. Although programming with Qt is straightforward and feels natural once you get the hang of it, the learning curve can be steep. Qt comes with excellent reference documentation, but beginners often find the included tutorial is not enough to really get started with Qt. That's where *Programming with Qt* steps in. You'll learn how to program in Qt as the book guides you through the steps of writing a simple paint application. Exercises with fully worked out answers help you deepen your understanding of the topics. The book presents all of the GUI elements in Qt, along with advice about when and how to use them, so you can make full use of the toolkit. For seasoned Qt programmers, there's also lots of information on advanced 2D transformations, drag-and-drop, writing custom image file filters, networking with the new Qt Network Extension, XML processing, Unicode handling, and more. *Programming with Qt* helps you get the most out of this powerful, easy-to-use, cross-platform toolkit. It's been completely updated for Qt Version 3.0 and includes entirely new information on rich text, Unicode/double byte characters, internationalization, and network programming.

There's nothing that hard-core Unix and Linux users are more fanatical about than their text editor. Editors are the subject of adoration and worship, or of scorn and ridicule, depending upon whether the topic of discussion is your editor or someone else's. *vi* has been the standard editor for close to 30 years. Popular on Unix and Linux, it has a growing following on Windows systems, too. Most experienced system administrators cite *vi* as their tool of choice. And since 1986, this book has been the guide for *vi*. However, Unix systems are not what they were 30 years ago, and neither is this book. While retaining all the valuable features of previous editions, the 7th edition of *Learning the vi and vim Editors* has been expanded to include detailed information on *vim*, the leading *vi* clone. *vim* is the default version of *vi* on most Linux systems and on Mac OS X, and is available for many other operating systems too. With this guide, you learn text editing basics and advanced tools for both editors, such as multi-window editing, how to write both interactive macros and scripts to extend the editor, and power tools for programmers -- all in the easy-to-follow style that has made this book a classic. *Learning the vi and vim Editors* includes: A complete introduction to text editing with *vi*: How to move around *vi* in a hurry Beyond the basics, such as using buffers *vi*'s global search and replacement Advanced editing, including customizing *vi* and executing Unix commands How to make full use of *vim*: Extended text objects and more powerful regular expressions Multi-window editing and powerful *vim* scripts How to make full use of the GUI version of *vim*, called *gvim* *vim*'s enhancements for programmers, such as syntax highlighting, folding and extended tags Coverage of three other popular *vi* clones -- *nvi*, *elvis*, and *vile* -- is also included. You'll find several valuable appendixes, including an alphabetical quick reference to both *vi* and *ex* mode commands for regular *vi* and for *vim*, plus an updated appendix on *vi* and the Internet. *Learning either vi or vim is required knowledge if you use Linux or Unix, and in either case, reading this book is essential. After reading this book, the choice of editor will be obvious for you too.*

Over the last few years, Linux has grown both as an operating system and a tool for personal and business use. Simultaneously becoming more user friendly and more powerful as a back-end system, Linux has achieved new plateaus: the newer filesystems have solidified, new commands and tools have appeared and become standard, and the desktop--including new desktop environments--have proved to be viable, stable, and readily accessible to even those who don't consider themselves computer gurus. Whether you're using Linux for personal software projects, for a small office or home office (often termed the SOHO environment), to provide services to a small group of colleagues, or to administer a site responsible for millions of email and web connections each day, you need quick access to information on a wide range of tools. This book covers all aspects of administering and making effective use of Linux systems. Among its topics are booting, package management, and revision control. But foremost in *Linux in a Nutshell* are the utilities and commands that make Linux one of the most powerful and flexible systems available. Now in its fifth edition, *Linux in a Nutshell* brings users up-to-date with the current state of Linux. Considered by many to be the most complete and authoritative command reference for Linux available, the book covers all substantial user, programming, administration, and networking commands for the most common Linux distributions. Comprehensive but concise, the fifth edition has been updated to cover new features of major Linux distributions. Configuration information for the rapidly growing commercial network services and community update services is one of the subjects covered for the first time. But that's just the beginning. The book covers editors, shells, and LILO and GRUB boot options. There's also coverage of Apache, Samba, Postfix, sendmail, CVS, Subversion, Emacs, *vi*, *sed*, *gawk*, and much more. Everything that system administrators, developers, and power users need to know about Linux is referenced here, and they will turn to this book again and again.

For many users, working in the Unix environment means using *vi*, a full-screen text editor available on most Unix systems. Even those who know *vi* often make use of only a small number of its features. *Learning the vi Editor* is a complete guide to text editing with *vi*. Topics new to the sixth edition include multiscreen editing and coverage of four *vi* clones: *vim*, *elvis*, *nvi*, and *vile* and their enhancements to *vi*, such as multi-window editing, GUI interfaces, extended regular expressions, and enhancements for programmers. A new appendix describes *vi*'s place in the Unix and Internet cultures. Quickly learn the basics of editing, cursor movement, and global search and replacement. Then take advantage of the more subtle power of *vi*. Extend your editing skills by learning to use *ex*, a powerful line editor, from within *vi*. For easy reference, the sixth edition also includes a command summary at the end of each appropriate chapter. Topics covered include: Basic editing Moving around in a hurry Beyond the basics Greater power with *ex* Global search and replacement Customizing *vi* and *ex* Command shortcuts Introduction to the *vi* clones' extensions Then *vi*, *elvis*, *vim*, and *vile* editors Quick reference to *vi* and *ex* commands *vi* and the Internet

The Most Useful UNIX Guide for Mac OS X Users Ever, with Hundreds of High-Quality Examples! Beneath Mac OS® X's stunning graphical user interface (GUI) is the most powerful operating system ever created: UNIX®. With unmatched clarity and insight, this book explains UNIX for the Mac OS X user--giving you total control over your system, so you can get more done, faster. Building on Mark Sobell's highly praised *A Practical Guide to the UNIX System*, it delivers comprehensive guidance on the UNIX command line tools every user, administrator, and developer needs to master--together with the world's best day-to-day UNIX reference. This book is packed with hundreds of high-quality examples. From networking and system utilities to shells and programming, this is UNIX from the ground up--both the "whys" and the "hows"--for every Mac user. You'll understand the relationships between GUI tools and their command line counterparts. Need instant answers? Don't bother with confusing online "manual pages": rely on this book's example-rich, quick-access, 236-page command reference! Don't settle for just any UNIX guidebook. Get one focused on your specific needs as a Mac user! *A Practical Guide to UNIX® for Mac OS® X Users* is the most useful, comprehensive UNIX tutorial and reference for Mac OS X and is the only book that delivers Better, more realistic examples covering tasks you'll actually need to perform Deeper insight, based on the authors' immense knowledge of every UNIX and OS X nook and cranny Practical guidance for experienced UNIX users moving to Mac OS X Exclusive discussions of Mac-only utilities, including *plutil*, *ditto*, *nidump*, *otool*, *launchctl*, *diskutil*, *GetFileInfo*, and *SetFile* Techniques for implementing secure communications with *ssh* and *scp*--plus dozens of tips for making your OS X system more secure Expert guidance on basic and advanced shell programming with *bash* and *tcsh* Tips and tricks for using the shell interactively from the command line Thorough guides to *vi* and *emacs* designed to help you get productive fast, and maximize your editing efficiency In-depth coverage of the Mac OS X filesystem and access permissions, including extended attributes and Access Control Lists (ACLs) A comprehensive UNIX glossary Dozens of exercises to help you practice and gain confidence And much more, including a superior introduction to UNIX programming tools such as *awk*, *sed*, *otool*, *make*, *gcc*, *gdb*, and *CVS*

Harness the power of Linux to create versatile and robust embedded solutions Key Features Learn how to develop and configure robust embedded Linux devices Explore the new features of Linux 5.4 and the Yocto Project 3.1 (Dunfell) Discover different ways to debug and profile your code in both user space and the Linux kernel Book Description Embedded Linux runs many of the devices we use every day. From smart TVs and Wi-Fi routers to test equipment and industrial controllers, all of them have Linux at their heart. The Linux OS is one of the foundational technologies comprising the core of the

Internet of Things (IoT). This book starts by breaking down the fundamental elements that underpin all embedded Linux projects: the toolchain, the bootloader, the kernel, and the root filesystem. After that, you will learn how to create each of these elements from scratch and automate the process using Buildroot and the Yocto Project. As you progress, the book explains how to implement an effective storage strategy for flash memory chips and install updates to a device remotely once it's deployed. You'll also learn about the key aspects of writing code for embedded Linux, such as how to access hardware from apps, the implications of writing multi-threaded code, and techniques to manage memory in an efficient way. The final chapters demonstrate how to debug your code, whether it resides in apps or in the Linux kernel itself. You'll also cover 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 Linux book, you'll be able to create efficient and secure embedded devices using Linux. What you will learn Use Buildroot and the Yocto Project to create embedded Linux systems Troubleshoot BitBake build failures and streamline your Yocto development workflow Update IoT devices securely in the field using Mender or balena Prototype peripheral additions by reading schematics, modifying device trees, soldering breakout boards, and probing pins with a logic analyzer Interact with hardware without having to write kernel device drivers Divide your system up into services supervised by BusyBox runit Debug devices remotely using GDB and measure the performance of systems using tools such as perf, ftrace, eBPF, and Callgrind Who this book is for If you're a systems software engineer or system administrator who wants to learn Linux implementation on embedded devices, then this book is for you. Embedded systems engineers accustomed to programming for low-power microcontrollers can use this book to help make the leap to high-speed systems on chips that can run Linux. Anyone responsible for developing new hardware that needs to run Linux will also find this book useful. Basic working knowledge of the POSIX standard, C programming, and shell scripting is assumed.

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