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# Yocto And Device Tree Management For Embedded Linux Projects

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Rechnerarchitektur : Von der digitalen Logik zum Parallelrechner  
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Internationale Logistik  
Mastering Embedded Linux Programming - Third Edition  
Supply Chain-Flexibilität zur Bewältigung von Unsicherheiten  
Embedded Linux Systems with the Yocto Project  
"Behinderung" im Dialog zwischen Recht und Humangenetik  
Yocto for Raspberry Pi  
Computernetzwerke  
Mastering Embedded Linux Programming

## Praktische C++-Programmierung Embedded Linux Projects Using Yocto Project Cookbook

*Yocto And Device Tree  
Management For  
Embedded Linux  
Projects*

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### JUSTICE INGRID

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#### **Rechnerarchitektur : Von der digitalen Logik zum Parallelrechner**

Springer-Verlag

Der Autor erläutert logistische Teilsysteme wie Auftragsabwicklung, Lagerhaltung oder Beschaffungs- und Produktionslogistik aus betriebswirtschaftlicher Sicht. Die veränderten Anforderungen an das Dienstleistungsangebot von Logistikunternehmen werden ebenso behandelt wie gesamtwirtschaftliche Rahmenbedingungen und internationale Logistiksysteme. Das Buch wurde für die Neuauflage umfassend bearbeitet und aktualisiert, insbesondere hinsichtlich statistischer Auswertungen und neuer Entwicklungen wie z. B. RFID-Technologie und Intralogistik.  
Grundfragen des Strafrechts, Rechtsphilosophie und die Reform der Juristenausbildung Carl Hanser Verlag GmbH Co KG

This book offers readers an idea of what embedded Linux software and hardware architecture looks like, cross-compiling, and also presents information about the bootloader and how it can be built for a specific board. This book will go through Linux kernel features and source code, present information on how to build a kernel source, modules, and the Linux root filesystem. You'll be given an overview of the available Yocto Project components, how to set up Yocto Project Eclipse IDE, and how to use tools such as Wic and Swabber that are still under development. It will present the meta-

realtime layer and the newly created meta-cgl layer, its purpose, and how it can add value to poky.

#### **Linux in a nutshell** BoD - Books on Demand

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.

**Frei wie in Freiheit** Prentice Hall  
Der vorliegende Band enthält die auf dem Kolloquium am 25. April 2009 von Klaus Geppert, Ralf Krack und Günter Jakobs gehaltenen Vorträge und wird ergänzt durch Beiträge, die frühere und jetzige Göttinger Kollegen von Fritz Loos zu seinen Ehren verfasst haben. Die einzelnen Aufsätze versuchen mit den Generalthemen Grundfragen des Strafrechts, Rechtsphilosophie und der (unendlichen) Reform der Juristenausbildung einen Teil der Arbeitsschwerpunkte des Jubilars abzudecken. Mit dem Tagungsband verfolgen die Herausgeber das Anliegen, den Lehrer und Wissenschaftler Fritz Loos in möglichst vielen Facetten seiner Person zu würdigen und als seine akademischen Schüler Dank zu sagen für die Förderung, die er uns hat zukommen lassen.

*Verkehrs- und Transportlogistik* Packt Publishing Ltd

If you are an embedded developer learning about embedded Linux with some experience with the Yocto project, this book is the ideal way to become proficient and broaden your knowledge with examples that are immediately applicable to your embedded developments. Experienced embedded Yocto developers will find new insight into working methodologies and ARM specific development competence.  
*Python und GUI-Toolkits* Springer  
Software Engineering for Embedded

Systems: Methods, Practical Techniques, and Applications, Second Edition provides the techniques and technologies in software engineering to optimally design and implement an embedded system. Written by experts with a solution focus, this encyclopedic reference gives an indispensable aid on how to tackle the day-to-day problems encountered when using software engineering methods to develop embedded systems. New sections cover peripheral programming, Internet of things, security and cryptography, networking and packet processing, and hands on labs. Users will learn about the principles of good architecture for an embedded system, design practices, details on principles, and much more. Provides a roadmap of key problems/issues and references to their solution in the text Reviews core methods and how to apply them Contains examples that demonstrate timeless implementation details Users case studies to show how key ideas can be implemented, the rationale for choices made, and design guidelines and trade-offs

### **Mastering Embedded Linux**

**Programming** Oldenbourg Verlag  
 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 ...

[Linux](#) OrangeBooks Publication

Create unique and amazing projects by using the powerful combination of Yocto and Raspberry Pi About This Book Set up and configure the Yocto Project efficiently with Raspberry Pi Deploy multimedia applications from existing Yocto/OE layers An easy-to-follow guide to utilize your custom recipes on your Raspberry Pi Who This Book Is For If you are a student or a developer of embedded software, embedded Linux engineer or embedded systems in competence with Raspberry Pi and want to discover the Yocto Project, then this book is for you. Experience with Yocto is not needed. What You Will Learn Explore the basic concept of Yocto's build system and how it is organized in order to use it efficiently with Raspberry Pi Generate your first image with Yocto for the Raspberry Pi Understand how to customize your Linux kernel within the Yocto Project Customize your image in order to integrate your own applications Write your own recipes for your graphical applications Integrate a custom layer for the Raspberry Pi In Detail The Yocto Project is a Linux Foundation workgroup, which produces tools (SDK) and processes (configuration, compilation, installation) that will enable the creation of Linux distributions for embedded software, independent of the architecture of embedded software (Raspberry Pi, i.MX6, and so on). It is a powerful build system that allows you to master your personal or professional development. This book presents you with the configuration of the Yocto

Framework for the Raspberry Pi, allowing you to create amazing and innovative projects using the Yocto/OpenEmbedded eco-system. It starts with the basic introduction of Yocto's build system, and takes you through the setup and deployment steps for Yocto. It then helps you to develop an understanding of Bitbake (the task scheduler), and learn how to create a basic recipe through a GPIO application example. You can then explore the different types of Yocto recipe elements (LICENSE, FILES, SRC\_URI, and so on). Next, you will learn how to customize existing recipes in Yocto/OE layers and add layers to your custom environment (qt5 for example). Style and approach A step by step guide covering the fundamentals to create amazing new projects with Raspberry Pi and Yocto.

**Multiprozessor-Systeme** Packt Publishing Ltd

Das Buch ergänzt die betriebswirtschaftliche Literatur auf den Gebieten des Internationalen Managements, des Internationalen Marketing und der Internationalen Beschaffung durch eine grundlegende Betrachtung aus Sicht der Logistik. Hierzu vermittelt es dem Leser ein Verständnis für die Ziele, Objekte, Prozesse und Kontextfaktoren grenzüberschreitender Güterbewegungen und gibt ihm Kategorien für die Analyse und Bewertung internationaler logistischer Abläufe an die Hand. Ferner weist es ihm Wege zur Synthese und Gestaltung grenzüberschreitender logistischer Prozesse. Dabei strebt das Buch auch eine Erweiterung der Wahrnehmung des Lesers an: Grenzüberschreitende logistische Vorgänge sind nicht nur betriebswirtschaftliche Phänomene, sie haben auch volkswirtschaftliche,

technische, kulturelle oder politische Aspekte. Ihre Praxis ist historisch gewachsen und wird weiteren Veränderungen im Lauf der Zeit unterworfen sein. Auch diese Perspektiven werden dem Leser vermittelt. Das Buch beginnt mit einem Grundlagenteil und beschäftigt sich dann mit Zielen, Objekten Prozessen und Konfigurationen internationaler logistischer Systeme. Es ist in Teile und Kapitel gegliedert. Im ersten Teil werden zunächst die für das Buch grundlegenden Konzepte Unternehmung, Logistik und Internationalisierung behandelt und mit dem sog. Verallgemeinerten Modell internationaler logistischer Aktivitäten ein erster Überblick über Objekte, Prozesse, und kontextuelle Infrastrukturen grenzüberschreitender Güterströme gegeben. Im zweiten Teil werden die Ziele und Aufgaben untersucht, die in logistischen Systemen selbst verfolgt werden. Sodann wird betrachtet, welche Ziele und Aufgaben internationale logistische Systeme ihrerseits für die Unternehmungen und für die sie umgebenden Volkswirtschaften erfüllen. Der dritte Teil befasst sich mit der Frage, welche Objekte typischerweise grenzüberschreitend bewegt werden und welche Anforderungen von diesen Objekten an die Leistungsmerkmale der logistischen Ressourcen und Prozesse ausgehen. Die Teile vier bis sechs - Prozesse und Infrastrukturen der internationalen Logistik - stellen den Hauptteil des Buches dar. Im vierten Teil - Transaktionsprozesse - werden dabei die überwiegend kaufmännischen Schritte und Entscheidungen behandelt, die notwendig sind, um einen grenzüberschreitenden Güterfluss zunächst auszulösen, und ihn dann in

Leistung und Gegenleistung abzuwickeln. Die Betrachtung beginnt bei der Anbahnung internationaler Geschäftsbeziehungen und endet mit dem internationalen Zahlungsvollzug. Sie wird ergänzt durch die Behandlung kultureller Faktoren, die in Transaktionsprozessen noch deutlicher zutage treten als in den Transformations- und Informationsprozessen. Im fünften Teil - Transformationsprozesse - werden Transport, Umschlag und Lageraktivitäten im internationalen Kontext behandelt. Diese Aktivitäten werden hier als Mittel zur Erfüllung der in den Transaktionsprozessen gesetzten Zwecke dargestellt. Die Schwerpunkte liegen auf Beschreibung und Bewertung der großen internationalen Verkehrsträger und Lagerbetriebe. Wegen der zentralen Bedeutung des Transportwesens für die grenzüberschreitenden Güterbewegungen wird diesem dabei besonders viel Raum gegeben. Der sechste Teil ist schließlich den Informationsprozessen der internationalen Logistik gewidmet. Dabei stehen zum einen die inner- und überbetriebliche informatorische Vernetzung der Akteure und zum anderen die für die Güterflüsse notwendigen Dokumente im Mittelpunkt der Betrachtungen. Bei der Darstellung der Prozesse der internationalen Logistik werden nicht nur deren eigentliche Abläufe sondern auch ihr physisch-technischer, organisatorischer und normativer Kontext - hier als (Prozess-)Infrastruktur bezeichnet - behandelt. Der siebte und letzte Teil des Buches gilt der Konfiguration internationaler logistischer Systeme. Dabei werden die in den vorangegangenen Kapiteln angestellten Einzelbetrachtungen

zusammengeführt und z. B. Fragen der Verkehrsträgerwahl, der Netzgestaltung oder der Zusammenarbeit mit logistischen Dienstleistern erörtert. Alle Teile des Buches werden durch Lernziele eingeleitet, die den Leser auf den folgenden Text einstimmen und ihm Hilfe zur eigenen Lernkontrolle geben sollen.

**Linux - kurz & gut** O'Reilly Germany  
 Harness the power of Linux to create versatile and robust embedded solutions  
 About This Book Create efficient and secure embedded devices using Linux  
 Minimize project costs by using open source tools and programs Explore each component technology in depth, using sample implementations as a guide Who This Book Is For This book is ideal for Linux developers and system programmers who are already familiar with embedded systems and who want to know how to create best-in-class devices. A basic understanding of C programming and experience with systems programming is needed. What You Will Learn Understand the role of the Linux kernel and select an appropriate role for your application Use Buildroot and Yocto to create embedded Linux systems quickly and efficiently Create customized bootloaders using U-Boot Employ perf and ftrace to identify performance bottlenecks Understand device trees and make changes to accommodate new hardware on your device Write applications that interact with Linux device drivers Design and write multi-threaded applications using POSIX threads Measure real-time latencies and tune the Linux kernel to minimize them In Detail 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 begin by learning about toolchains, bootloaders, the Linux kernel, and how to configure a root filesystem to create a basic working device. You will then learn how to use the two most commonly used build systems, Buildroot and Yocto, to speed up and simplify the development process. Building on this solid base, the next section considers how to make best use of raw NAND/NOR flash memory and managed flash eMMC chips, including mechanisms for increasing the lifetime of the devices and to perform reliable in-field updates. Next, you need to consider what techniques are best suited to writing applications for your device. We will then see how functions are split between processes and the usage of POSIX threads, which have a big impact on the responsiveness and performance of the final device The closing sections look at the techniques available to developers for profiling and tracing applications and kernel code using perf and ftrace. Style and approach This book is an easy-to-follow and pragmatic guide consisting of an in-depth analysis of the implementation of embedded devices. Each topic has a logical approach to it; this coupled with hints and best practices helps you understand embedded Linux better.

*Linux-Schnellkurs für Administratoren*

Packt Publishing Ltd

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 If you're looking for a book that will demystify embedded Linux,

then you've come to the right place. Mastering Embedded Linux Programming is a fully comprehensive guide that can serve both as means to learn new things or as a handy reference. The first few chapters of this book will break 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 will show you 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

runitDebug 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 how to implement Linux on embedded devices, then this book is for you. It's also aimed at embedded systems engineers accustomed to programming for low-power microcontrollers, who can use this book to help make the leap to high-speed systems on chips that can run Linux. Anyone who develops hardware that needs to run Linux will find something useful in this book - but before you get started, you'll need a solid grasp on POSIX standard, C programming, and shell scripting.

**Linux-Kernel-Handbuch** Pearson Deutschland GmbH

A collection of short stories

*Mobility in a Globalised World 2019*  
Lulu.com

Ganz klar: Das Schöne am Open Source-Code ist natürlich der freie Zugriff auf ihn, doch gerade deshalb will die Code-Entwicklung besonders gut organisiert sein. Versionskontrollsysteme ermöglichen es jedem Projektmitglied, zunächst unabhängig zu arbeiten und seine Änderungen am Quellcode dann in ein Repository einzufügen, mit dem die unterschiedlichen Versionen überwacht und verwaltet werden. Intelligente Verwaltung mit Subversion

Wer bei Software-Projekten bisher das bewährte CVS benutzt hat, dem steht mit Subversion eine stabilere und flexiblere Alternative zur Verfügung.

Versionskontrolle mit Subversion, geschrieben von Mitgliedern des Subversion-Entwicklerteams, stellt dieses mächtige Open Source-Tool vor und beschreibt, wie Sie es fachgerecht



installieren und konfigurieren. Die Autoren zeigen Ihnen, wie Sie durch die intelligente Verwaltung und Dokumentation mit Subversion Konflikte und Datenverlust vermeiden können. Für Programmierer und für Systemadministratoren Das Buch eignet sich für Leser mit ganz unterschiedlichem Hintergrundwissen: Sowohl Programmierer ohne Kenntnisse der Versionskontrolle als auch erfahrene Systemadministratoren kommen hier auf ihre Kosten. Und CVS-Kennern wird mit diesem Buch ein problemloser Wechsel zu Subversion ermöglicht.

**Einführung in die Logik** Springer-Verlag

Get up to speed with the most important concepts in driver development and focus on common embedded system requirements such as memory management, interrupt management, and locking mechanisms Key Features Write feature-rich and customized Linux device drivers for any character, SPI, and I2C device Develop a deep understanding of locking primitives, IRQ management, memory management, DMA, and so on Gain practical experience in the embedded side of Linux using GPIO, IIO, and input subsystems Book Description Linux is by far the most-used kernel on embedded systems. Thanks to its subsystems, the Linux kernel supports almost all of the application fields in the industrial world. This updated second edition of Linux Device Driver Development is a comprehensive introduction to the Linux kernel world and the different subsystems that it is made of, and will be useful for embedded developers from any discipline. You'll learn how to configure, tailor, and build the Linux kernel. Filled with real-world examples, the book covers each of the most-used

subsystems in the embedded domains such as GPIO, direct memory access, interrupt management, and I2C/SPI device drivers. This book will show you how Linux abstracts each device from a hardware point of view and how a device is bound to its driver(s). You'll also see how interrupts are propagated in the system as the book covers the interrupt processing mechanisms in-depth and describes every kernel structure and API involved. This new edition also addresses how not to write device drivers using user space libraries for GPIO clients, I2C, and SPI drivers. By the end of this Linux book, you'll be able to write device drivers for most of the embedded devices out there. What you will learn Download, configure, build, and tailor the Linux kernel Describe the hardware using a device tree Write feature-rich platform drivers and leverage I2C and SPI buses Get the most out of the new concurrency managed workqueue infrastructure Understand the Linux kernel timekeeping mechanism and use time-related APIs Use the regmap framework to factor the code and make it generic Offload CPU for memory copies using DMA Interact with the real world using GPIO, IIO, and input subsystems Who this book is for This Linux OS book is for embedded system and embedded Linux enthusiasts/developers who want to get started with Linux kernel development and leverage its subsystems. Electronic hackers and hobbyists interested in Linux kernel development as well as anyone looking to interact with the platform using GPIO, IIO, and input subsystems will also find this book useful.

**The Nerve A Cord** O'Reilly Germany Das Handbuch der Verkehrslogistik stellt die logistischen Probleme des

Güterverkehrs umfassend und systematisch dar. Entwicklungstrends im Verkehr werden ebenso behandelt wie Logistiksysteme einzelner Branchen und der Verkehrswirtschaft insgesamt. In der Neuauflage werden erstmals ausgewählte internationale Verkehrsmärkte und Aspekte des Wirtschaftsverkehrs behandelt. Außerdem wurde ein Kapitel zu Knoten und Netzen in der Logistik ergänzt und die Betriebsorganisation unter den Aspekten des Qualitätsmanagement und der Ergonomie neu beleuchtet.

### **Moderne Betriebssysteme**

Universitätsverlag Göttingen  
Build Complete Embedded Linux Systems Quickly and Reliably Developers are increasingly integrating Linux into their embedded systems: It supports virtually all hardware architectures and many peripherals, scales well, offers full source code, and requires no royalties. The Yocto Project makes it much easier to customize Linux for embedded systems. If you're a developer with working knowledge of Linux, Embedded Linux Systems with the Yocto Project™ will help you make the most of it. An indispensable companion to the official documentation, this guide starts by offering a solid grounding in the embedded Linux landscape and the challenges of creating custom distributions for embedded systems. You'll master the Yocto Project's toolbox hands-on, by working through the entire development lifecycle with a variety of real-life examples that you can incorporate into your own projects. Author Rudolf Streif offers deep insight into Yocto Project's build system and engine, and addresses advanced topics ranging from board support to compliance management. You'll learn how to Overcome key challenges of

creating custom embedded distributions Jumpstart and iterate OS stack builds with the OpenEmbedded Build System Master build workflow, architecture, and the BitBake Build Engine Quickly troubleshoot build problems Customize new distros with built-in blueprints or from scratch Use BitBake recipes to create new software packages Build kernels, set configurations, and apply patches Support diverse CPU architectures and systems Create Board Support Packages (BSP) for hardware-specific adaptations Provide Application Development Toolkits (ADT) for round-trip development Remotely run and debug applications on actual hardware targets Ensure open-source license compliance Scale team-based projects with Toaster, Build History, Source Mirrors, and Autobuilder  
grep kurz & gut Vahlen  
Bei der Verfolgung eines vermeintlichen Seeungeheuers, das für zahlreiche rätselhafte Schiffsunglücke verantwortlich sein soll, landen der Meereskundler Arronax, sein Diener Conseil und der Harpunier Ned Land an Bord des mysteriösen Unterseebootes "Nautilus". Hier treffen sie auf den seltsamen Kapitän Nemo, der etwas zu verbergen scheint. Die Abenteuerer verbringen eine Zeit auf Nemos Schiff und erleben eine faszinierende Unterwasserwelt, die Kämpfe mit Haien und Riesenkraken nicht ausschließt. Doch schon sehr bald wird klar, dass es kein Entkommen von der "Nautilus" gibt. Jules Verne (1828-1905) schuf in einer Epoche beschleunigten technischen Fortschritts für die damalige Zeit einzigartige Abenteuer- und Science Fiction-Romane, die ihn unsterblich machten.

**Learning Embedded Linux Using the Yocto Project** Embedded Linux

Development Using Yocto Project Cookbook  
 Embedded Linux Development Using Yocto Project Cookbook Packt Publishing Ltd  
Versionkontrolle mit Subversion O'Reilly Germany  
 Build efficient and fast Qt applications, target performance problems, and discover solutions to refine your code  
 Key Features Build efficient and concurrent applications in Qt to create cross-platform applications Identify performance bottlenecks and apply the correct algorithm to improve application performance Delve into parallel programming and memory management to optimize your code Book Description  
 Achieving efficient code through performance tuning is one of the key challenges faced by many programmers. This book looks at Qt programming from a performance perspective. You'll explore the performance problems encountered when using the Qt framework and means and ways to resolve them and optimize performance. The book highlights performance improvements and new features released in Qt 5.9, Qt 5.11, and 5.12 (LTE). You'll master general computer performance best practices and tools, which can help you identify the reasons behind low performance, and the most common performance pitfalls experienced when using the Qt framework. In the following chapters, you'll explore multithreading and asynchronous programming with C++ and Qt and learn the importance and efficient use of data structures. You'll also get the opportunity to work through techniques such as memory management and design guidelines, which are essential to improve application performance. Comprehensive

sections that cover all these concepts will prepare you for gaining hands-on experience of some of Qt's most exciting application fields - the mobile and embedded development domains. By the end of this book, you'll be ready to build Qt applications that are more efficient, concurrent, and performance-oriented in nature What you will learn Understand classic performance best practices Get to grips with modern hardware architecture and its performance impact Implement tools and procedures used in performance optimization Grasp Qt-specific work techniques for graphical user interface (GUI) and platform programming Make Transmission Control Protocol (TCP) and Hypertext Transfer Protocol (HTTP) performant and use the relevant Qt classes Discover the improvements Qt 5.9 (and the upcoming versions) holds in store Explore Qt's graphic engine architecture, strengths, and weaknesses Who this book is for This book is designed for Qt developers who wish to build highly performance applications for desktop and embedded devices. Programming Experience with C++ is required.

### **Software Engineering for Embedded Systems** Packt Publishing Ltd

Dieses erfolgreiche Standardwerk in der komplett überarbeiteten und aktualisierten 8. Auflage bietet Ihnen einen fundierten Einstieg in die Grundlagen moderner Computernetzwerke. Nach der Lektüre werden Sie wissen, wie Netzwerke tatsächlich funktionieren, und Ihre neu erworbenen Kenntnisse direkt in der Praxis anwenden können. Das Konzept des Buches basiert auf der jahrelangen Erfahrung der Autoren im Bereich Computernetzwerke: Nur wenn Sie die Grundlagen verstanden haben, sind Sie in der Lage, in diesem komplexen

Bereich firm zu werden, Fehler analysieren und auf dieser Basis ein eigenes Computernetzwerk problemlos aufbauen und verwalten zu können. Im Vordergrund steht daher nicht das "So", sondern das "Wie".

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