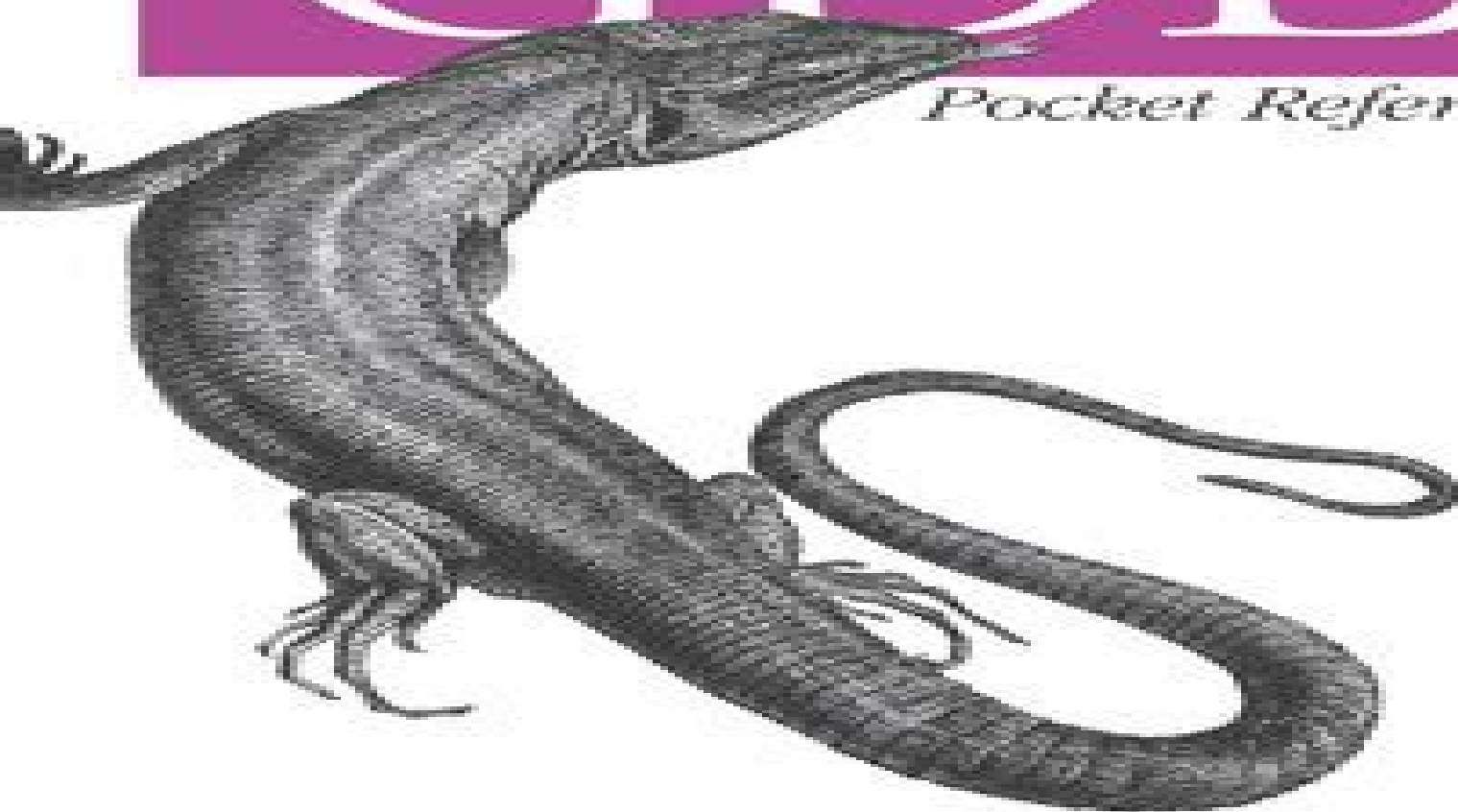


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Effective awk Programming Arnold Robbins, 2001-05-23 Effective awk Programming 3rd Edition focuses entirely on awk exploring it in the greatest depth of the three awk titles we carry It's an excellent companion piece to the more broadly focused second edition This book provides complete coverage of the gawk 3.1 language as well as the most up to date coverage of the POSIX standard for awk available anywhere Author Arnold Robbins clearly distinguishes standard awk features from GNU awk gawk specific features shines light into many of the dark corners of the language areas to watch out for when programming and devotes two full chapters to example programs A brand new chapter is devoted to TCP/IP networking with gawk He includes a summary of how the awk language evolved The book also covers Internationalization of gawk Interfacing to i18n at the awk level Two way pipes TCP/IP networking via the two way pipe interface The new PROCINFO array which provides information about running gawk Profiling and pretty printing awk programs In addition to covering the awk language this book serves as the official User's Guide for the GNU implementation of awk gawk describing in an integrated fashion the extensions available to the System V Release 4 version of awk that are also available in gawk As the official gawk User's Guide this book will also be available electronically and can be freely copied and distributed under the terms of the Free Software Foundation's Free Documentation License FDL A portion of the proceeds from sales of this book will go to the Free Software Foundation to support further development of free and open source software The third edition of Effective awk Programming is a GNU Manual and is published by O'Reilly you have the freedom to modify this GNU Manual like GNU software Copies published by the Free Software Foundation raise funds for

GNU development Open Source for the Enterprise Dan Woods,Gautam Guliani,2005-07-27 This book provides something far more valuable than either the cheerleading or the fear mongering one hears about open source The authors are Dan Woods former CTO of TheStreet com and a consultant and author of several books about IT and Gautam Guliani Director of Software Architecture at Kaplan Test Prep Admissions Each has used open source software for some 15 years at IT departments large and small They have collected the wisdom of a host of experts from IT departments open source communities and software companies Open Source for the Enterprise provides a top to bottom view not only of the technology but of the skills required to manage it and the organizational issues that must be addressed Linux System Programming Robert Love,2013-05-14 Write software that draws directly on services offered by the Linux kernel and core system libraries With this comprehensive book Linux kernel contributor Robert Love provides you with a tutorial on Linux system programming a reference manual on Linux system calls and an insider s guide to writing smarter faster code Love clearly distinguishes between POSIX standard functions and special services offered only by Linux With a new chapter on multithreading this updated and expanded edition provides an in depth look at Linux from both a theoretical and applied perspective over a wide range of programming topics including A Linux kernel C library and C compiler overview Basic I O operations such as reading from and writing to files Advanced I O interfaces memory mappings and optimization techniques The family of system calls for basic process management Advanced process management including real time processes Thread concepts multithreaded programming and Pthreads File and directory management Interfaces for allocating memory and optimizing memory access Basic and advanced signal interfaces and their role on the system Clock management including POSIX clocks and high resolution timers *The British National Bibliography* Arthur James Wells,2005

Встраиваемые системы на основе Linux Крис Симмондс,2022-01-29 Linux Linux Buildroot Yocto Project Linux C
Mastering Embedded Linux Programming Chris Simmonds,2017-06-30 Learn to confidently develop debug and deploy robust embedded Linux systems with hands on examples using BeagleBone and QEMU Key Features Step by step guide from toolchain setup to real time programming with hands on implementation Practical insights on kernel configuration device drivers and memory management Covers hardware integration using BeagleBone Black and virtual environments via QEMU Book DescriptionEmbedded Linux runs many of the devices we use every day from smart TVs to WiFi routers test equipment to industrial controllers all of them have Linux at their heart Linux is a core technology in the implementation of the inter connected world of the Internet of Things You will begin by learning about the fundamental elements that underpin all embedded Linux projects the toolchain the bootloader the kernel and the root filesystem You ll see how to create each of these elements from scratch and how to automate the process using Buildroot and the Yocto Project Moving on you ll find out how to implement an effective storage strategy for flash memory chips and how to install updates to the device remotely once it is deployed You ll also get to know the key aspects of writing code for embedded Linux such as

how to access hardware from applications the implications of writing multi threaded code and techniques to manage memory in an efficient way The final chapters show you how to debug your code both in applications and in the Linux kernel and how to profile the system so that you can look out for performance bottlenecks By the end of the book you will have a complete overview of the steps required to create a successful embedded Linux system What you will learn Evaluate the Board Support Packages offered by most manufacturers of a system on chip or embedded module Use Buildroot and the Yocto Project to create embedded Linux systems quickly and efficiently Update IoT devices in the field without compromising security Reduce the power budget of devices to make batteries last longer Interact with the hardware without having to write kernel device drivers Debug devices remotely using GDB and see how to measure the performance of the systems using powerful tools such as `perf` `ftrace` and `valgrind` Who this book is for This book is for embedded engineers Linux developers and computer science students looking to build real world embedded systems It suits readers who are familiar with basic Linux use and want to deepen their skills in kernel configuration debugging and device integration

Hacking and Securing iOS

Applications Jonathan Zdziarski,2012 Based on unique and previously undocumented research this book by noted iOS expert Jonathan Zdziarski shows the numerous weaknesses that exist in typical iPhone and iPad apps Zdziarski shows finance companies large institutions and others where the exploitable flaws lie in their code and in this book he will show you as well in a clear direct and immediately applicable style More importantly this book will teach the reader how to write more secure code to make breaching your applications more difficult Topics cover manipulating the Objective C runtime debugger abuse hijacking network traffic implementing encryption geo encryption PKI without depending on certificate authorities how to detect and prevent debugging infection testing and class validation jailbreak detection and much more Hacking and Securing iOS Applications teaches corporate developers and penetration testers exactly how to break into the latest versions of Apple s iOS operating system attack applications and exploit vulnerabilities so that they can write more secure applications with what they ve learned With the App Store reaching over a half million applications tools that work with personal or confidential data are becoming increasingly popular Developers will greatly benefit from Jonathan s book by learning about all of the weaknesses of iOS and the Objective C environment Whether you re developing credit card payment processing applications banking applications or any other kind of software that works with confidential data Hacking and Securing iOS Applications is a must read for those who take secure programming seriously

Unix in a Nutshell Arnold Robbins,2006 A

guide to the operating system s commands and options covers the shell package management text editing source code management and GDB debugger

Linux 2008-04 Linux C C I O Linux 2 6

Embedded Linux

Primer Christopher Hallinan,2010-10-26 Up to the Minute Complete Guidance for Developing Embedded Solutions with Linux Linux has emerged as today s 1 operating system for embedded products Christopher Hallinan s Embedded Linux Primer has proven itself as the definitive real world guide to building efficient high value embedded systems with Linux Now

Hallinan has thoroughly updated this highly praised book for the newest Linux kernels capabilities tools and hardware support including advanced multicore processors Drawing on more than a decade of embedded Linux experience Hallinan helps you rapidly climb the learning curve whether you re moving from legacy environments or you re new to embedded programming Hallinan addresses today s most important development challenges and demonstrates how to solve the problems you re most likely to encounter You ll learn how to build a modern efficient embedded Linux development environment and then utilize it as productively as possible Hallinan offers up to date guidance on everything from kernel configuration and initialization to bootloaders device drivers to file systems and BusyBox utilities to real time configuration and system analysis This edition adds entirely new chapters on UDEV USB and open source build systems Tour the typical embedded system and development environment and understand its concepts and components Understand the Linux kernel and userspace initialization processes Preview bootloaders with specific emphasis on U Boot Configure the Memory Technology Devices MTD subsystem to interface with flash and other memory devices Make the most of BusyBox and latest open source development tools Learn from expanded and updated coverage of kernel debugging Build and analyze real time systems with Linux Learn to configure device files and driver loading with UDEV Walk through detailed coverage of the USB subsystem Introduces the latest open source embedded Linux build systems Reference appendices include U Boot and BusyBox commands

Linux [book review] ,2008 [The Linux Programmer's Toolbox](#) John Fusco,2007-03-06 Master the Linux Tools That Will Make You a More Productive Effective Programmer The Linux Programmer s Toolbox helps you tap into the vast collection of open source tools available for GNU Linux Author John Fusco systematically describes the most useful tools available on most GNU Linux distributions using concise examples that you can easily modify to meet your needs You ll start by learning the basics of downloading building and installing open source projects You ll then learn how open source tools are distributed and what to look for to avoid wasting time on projects that aren t ready for you Next you ll learn the ins and outs of building your own projects Fusco also demonstrates what to look for in a text editor and may even show you a few new tricks in your favorite text editor You ll enhance your knowledge of the Linux kernel by learning how it interacts with your software Fusco walks you through the fundamentals of the Linux kernel with simple thought provoking examples that illustrate the principles behind the operating system Then he shows you how to put this knowledge to use with more advanced tools He focuses on how to interpret output from tools like sar vmstat valgrind strace and apply it to your application how to take advantage of various programming APIs to develop your own tools and how to write code that monitors itself Next Fusco covers tools that help you enhance the performance of your software He explains the principles behind today s multicore CPUs and demonstrates how to squeeze the most performance from these systems Finally you ll learn tools and techniques to debug your code under any circumstances Coverage includes Maximizing productivity with editors revision control tools source code browsers and beautifiers Interpreting the kernel what your tools are telling you

Understanding processes and the tools available for managing them Tracing and resolving application bottlenecks with gprof and valgrind Streamlining and automating the documentation process Rapidly finding help solutions and workarounds when you need them Optimizing program code with sar vmstat iostat and other tools Debugging IPC with shell commands signals pipes sockets files and IPC objects Using printf gdb and other essential debugging tools Foreword Preface Acknowledgments About the Author Chapter 1 Downloading and Installing Open Source Tools Chapter 2 Building from Source Chapter 3 Finding Help Chapter 4 Editing and Maintaining Source Files Chapter 5 What Every Developer Should Know about the Kernel Chapter 6 Understanding Processes Chapter 7 Communication between Processes Chapter 8 Debugging IPC with Shell Commands Chapter 9 Performance Tuning Chapter 10 Debugging Index

Perl Debugger Pocket Reference Richard Foley, 2004-01-23 Most Perl programmers know about the Perl debugger the nifty little built in utility that you can use to fully debug any programs that you write Inside the interactive debugger environment you re prompted for commands that let you examine your source code set breakpoints dump out function call stacks change values of variables and much more It s so convenient that some programmers run it just to test out Perl constructs as they create a program But although it s on their radar not many Perl programmers take the time to master the debugger That s where the Perl Debugger Pocket Reference comes in This little book provides a quick and convenient path to mastery of the Perl debugger and its commands Written by a core member of the Perl debugger development team it s an ideal quick reference to debugger commands as well as a detailed tutorial on how to get started The Perl Debugger Pocket Reference provides complete coverage in a conveniently small package Maybe you write code so clean you never have to look at it twice Or perhaps you d rather focus your energies on writing clean code rather than learning about the debugger But if you need to learn about the Perl debugger in a hurry the Perl Debugger Pocket Reference is the book you ll want to have close by And you can always keep a copy on hand to share with programmers who need it more than you do O Reilly s Pocket References have become a favorite among programmers everywhere By providing a wealth of important details in a concise well organized format these handy books deliver just what you need to complete the task at hand When you ve reached a sticking point in your work and need to get to a solution quickly the new Perl Debugger Pocket Reference will get you back on the right track

Pro Perl Debugging

Andy Lester, Richard Foley, 2006-11-01 Combining the best features of C UNIX utilities and regular expressions Perl has grown as one of the most powerful and popular scripting languages The valuable Perl is often used for system administration text processing and Web programming It is even being used for more exotic areas like bioinformatics Perl is supported by all of the most prominent operating systems including Windows Unix OS 2 Amiga and others Pro Perl Debugging steps in to help resolve the dilemma of application testing and debugging one of the biggest time commitments in a programmers daily routine What this book will do is rescue you from substandard application testing practices The book commences with several chapters that overview the debuggers basic features then covers common debugging scenarios The concluding

portion examines debugger customization alternative debugging utilities and debugging best practices *GDB* Arnold Robbins, 2005-09 Unix Linux *The Audio Programming Book* Richard Boulanger, Victor Lazzarini, 2010-10-22 An encyclopedic handbook on audio programming for students and professionals with many cross platform open source examples and a DVD covering advanced topics This comprehensive handbook of mathematical and programming techniques for audio signal processing will be an essential reference for all computer musicians computer scientists engineers and anyone interested in audio Designed to be used by readers with varying levels of programming expertise it not only provides the foundations for music and audio development but also tackles issues that sometimes remain mysterious even to experienced software designers Exercises and copious examples all cross platform and based on free or open source software make the book ideal for classroom use Fifteen chapters and eight appendixes cover such topics as programming basics for C and C with music oriented examples audio programming basics and more advanced topics spectral audio programming programming Csound opcodes and algorithmic synthesis and music programming Appendixes cover topics in compiling audio and MIDI computing and math An accompanying DVD provides an additional 40 chapters covering musical and audio programs with micro controllers alternate MIDI controllers video controllers developing Apple Audio Unit plug ins from Csound opcodes and audio programming for the iPhone The sections and chapters of the book are arranged progressively and topics can be followed from chapter to chapter and from section to section At the same time each section can stand alone as a self contained unit Readers will find *The Audio Programming Book* a trustworthy companion on their journey through making music and programming audio on modern computers *Introduction to Tensor Network Methods* Simone Montangero, 2018-11-28 This volume of lecture notes briefly introduces the basic concepts needed in any computational physics course software and hardware programming skills linear algebra and differential calculus It then presents more advanced numerical methods to tackle the quantum many body problem it reviews the numerical renormalization group and then focuses on tensor network methods from basic concepts to gauge invariant ones Finally in the last part the author presents some applications of tensor network methods to equilibrium and out of equilibrium correlated quantum matter The book can be used for a graduate computational physics course After successfully completing such a course a student should be able to write a tensor network program and can begin to explore the physics of many body quantum systems The book can also serve as a reference for researchers working or starting out in the field *Samba Pocket Reference* Jay Ts, Robert Eckstein, David Collier-Brown, 2003-04-21 Samba is a cross platform triumph it turns a Unix or Linux system into a file and print server for Microsoft Windows network clients This book describes all the options for Samba s configuration file in quick reference format It also contains command line options and related information on the use of the Samba daemons smbd nmbd and winbindd and the utilities in the Samba distribution The current edition covers Samba 2 x and the most important features of 3 0 which was under development as this book went to print New options pertain to Samba s acting as a primary

domain controller and as a domain member server its support for the use of Windows NT 2000 XP authentication and filesystem security on the host Unix system and access to shared files and printers from Unix clients System administrators who are familiar with Samba and want a handy reminder of how to administer it without the bulk of a full sized book will find this pocket reference invaluable

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