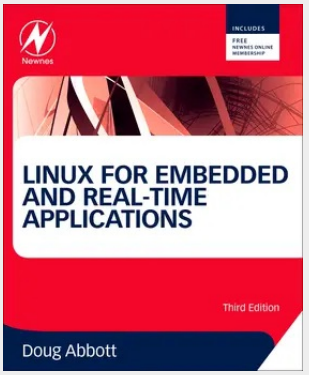
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Linux for Embedded and Real-time Applications

This new edition of Linux for Embedded and Real-Time Applications provides a practical introduction to the basics and the latest developments in this rapidly evolving technology. Ideal for those new to using Linux in an embedded environment, it takes a hands-on approach and covers key concepts plus specific applications. Key features include: - Substantially updated to focus on a specific ARM-based single board computer (SBC) as a target for embedded application programming - Includes an introduction to Android programming With this book you will learn: - The basics of Open Source, Linux and the embedded space - How to set up a simple system and tool chain - How to use simulation for initial application testing - Network, graphics and Android programming - How to use some of the many Linux components and tools - How to configure and build the Linux kernel, BusyBox and U-Boot bootloader



Auf Anfrage

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