



The Linux Development Platform

Syd Logan



The Linux Development Platform:

The Linux Development Platform Rafeeq Ur Rehman, Christopher Paul, 2003 Two leading Linux developers show how to choose the best tools for your specific needs and integrate them into a complete development environment that maximizes your effectiveness in any project no matter how large or complex Includes research requirements coding debugging deployment maintenance and beyond choosing and implementing editors compilers assemblers debuggers version control systems utilities using Linux Standard Base to deliver applications that run reliably on a wide range of Linux systems comparing Java development options for Linux platforms using Linux in cross platform and embedded development environments

Exploring the Linux Development Platform Green, 2026-01-19 **C++ GUI Programming with Qt3** Jasmin Blanchette, Mark Summerfield, 2004 Straight from Trolltech this book covers all one needs to build industrial strength applications with Qt 3 2 x and C applications that run natively on Windows Linux UNIX Mac OS X and embedded Linux with no source code changes Includes a CD with the Qt 3 2 toolset and Borland C compilers including a noncommercial Qt 3 2 for Windows available nowhere else

Embedded Software System Testing Yongfeng Yin, Bo Jiang, 2023-09-06 This book introduces embedded software engineering and management methods proposing the relevant testing theory and techniques that promise the final realization of automated testing of embedded systems The quality and reliability of embedded systems have become a great concern faced with the rising demands for the complexity and scale of system hardware and software The authors propose and expound on the testing theory and techniques of embedded software systems and relevant environment construction technologies providing effective solutions for the automated testing of embedded systems Through analyzing typical testing examples of the complex embedded software systems the authors verify the effectiveness of the theories technologies and methods proposed in the book In combining the fundamental theory and technology and practical solutions this book will appeal to researchers and students studying computer science software engineering and embedded systems as well as professionals and practitioners engaged in the development verification and maintenance of embedded systems in the military and civilian fields

Pro Android 2 Sayed Hashimi, Satya Komatineni, Dave MacLean, 2010-08-04 Pro Android 2 shows how to build real world and fun mobile applications using Google s latest Android software development kit This new edition is updated for Android 2 covering everything from the fundamentals of building applications for embedded devices to advanced concepts such as custom 3D components OpenGL and touchscreens including gestures While other Android development guides simply discuss topics Pro Android 2 offers the combination of expert insight and real sample applications that work Discover the design and architecture of the Android SDK through practical examples and how to build mobile applications using the Android SDK Explore and use the Android APIs including those for media and Wi Fi Learn about Android 2 s integrated local and web search handwriting gesture UI Google Translate and text to speech features Pro Android 2 dives deep providing you with all the knowledge and techniques you need to build mobile applications ranging

from games to Google apps including add ons to Google Docs You ll be able to extend and run the new Google Chrome APIs on the G1 the G2 and other next generation Google phones and Android enabled devices **InfoWorld** ,1998-10-26

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InfoWorld is targeted to Senior IT professionals Content is segmented into Channels and Topic Centers InfoWorld also celebrates people companies and projects [Building Embedded Linux Systems](#) Karim Yaghmour,2003 Linux is being adopted by an increasing number of embedded systems developers who have been won over by its sophisticated scheduling and networking its cost free license its open development model and the support offered by rich and powerful programming tools While there is a great deal of hype surrounding the use of Linux in embedded systems there is not a lot of practical information Building Embedded Linux Systems is the first in depth hard core guide to putting together an embedded system based on the Linux kernel This indispensable book features arcane and previously undocumented procedures for Building your own GNU development toolchain Using an efficient embedded development framework Selecting configuring building and installing a target specific kernel Creating a complete target root filesystem Setting up manipulating and using solid state storage devices Installing and configuring a bootloader for the target Cross compiling a slew of utilities and packages Debugging your embedded system using a plethora of tools and techniques Details are provided for various target architectures and hardware configurations including a thorough review of Linux s support for embedded hardware All explanations rely on the use of open source and free software packages By presenting how to build the operating system components from pristine sources and how to find more documentation or help this book greatly simplifies the task of keeping complete control over one s embedded operating system whether it be for technical or sound financial reasons Author Karim Yaghmour a well known designer and speaker who is responsible for the Linux Trace Toolkit starts by discussing the strengths and weaknesses of Linux as an embedded operating system Licensing issues are included followed by a discussion of the basics of building embedded Linux systems The configuration setup and use of over forty different open source and free software packages commonly used in embedded Linux systems are also covered uClibc BusyBox U Boot OpenSSH thttpd tftp strace and gdb are among the packages discussed **Cross-Platform Development**

in C++ Syd Logan, 2007-11-27 Cross Platform Development in C is the definitive guide to developing portable C C application code that will run natively on Windows Macintosh and Linux Unix platforms without compromising functionality usability or quality Long time Mozilla and Netscape developer Syd Logan systematically addresses all the technical and management challenges associated with software portability from planning and design through coding testing and deployment Drawing on his extensive experience with cross platform development Logan thoroughly covers issues ranging from the use of native APIs to the latest strategies for portable GUI development Along the way he demonstrates how to achieve feature parity while avoiding the problems inherent to traditional cross platform development approaches This book will be an indispensable resource for every software professional and technical manager who is building new cross platform software porting existing C C software or planning software that may someday require cross platform support Build Cross Platform Applications without Compromise Throughout the book Logan illuminates his techniques with realistic scenarios and extensive downloadable code examples including a complete cross platform GUI toolkit based on Mozilla s XUL that you can download modify and learn from Coverage includes Policies and procedures used by Netscape enabling them to ship Web browsers to millions of users on Windows Mac OS and Linux Delivering functionality and interfaces that are consistent on all platforms Understanding key similarities and differences among leading platform specific GUI APIs including Win32 NET Cocoa and Gtk Determining when and when not to use native IDEs and how to limit their impact on portability Leveraging standards based APIs including POSIX and STL Avoiding hidden portability pitfalls associated with floating point char types data serialization and types in C Utilizing platform abstraction libraries such as the Netscape Portable Runtime NSPR Establishing an effective cross platform bug reporting and tracking system Creating builds for multiple platforms and detecting build failures across platforms when they occur Understanding the native runtime environment and its impact on installation Utilizing wxWidgets to create multi platform GUI applications from a single code base Thoroughly testing application portability Understanding cross platform GUI toolkit design with Trixul **Software Development** ,2006

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