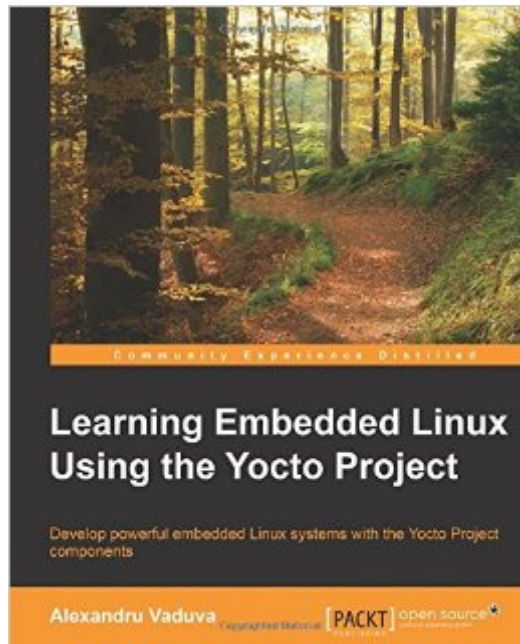


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# Learning Embedded Linux Using The Yocto Project



## Synopsis

Develop powerful embedded Linux systems with the Yocto Project components  
About This Book  
A hands-on guide to enhance your ability to develop captivating embedded Linux projects  
Learn about the compelling features offered by the Yocto Project, such as customization, virtualization, and many more  
illustrates concepts such device-emulation and cross-compiling in a pragmatic and lucid way  
Who This Book Is For  
If you are a Yocto and Linux enthusiast who wants to build embedded Linux systems but do not have the knowledge to do it, this is the book for you. It will also help those of you who have a bit of knowledge about Linux and the embedded world and are keen on learning more about the technology. This book will provide you with the skills needed to successfully interact with the Yocto Project components regardless of the fact that you are new to embedded development or an expert.  
What You Will Learn  
Interact with and customize the bootloader for a board  
Use the Yocto Project in the embedded Linux development process  
Familiarize yourself with and customize the bootloader for a board  
Explore and work with toolchain components such as binutils, gcc, glibc (C libraries), and kernel headers  
Interact with a root filesystem for your project and also with meta layers  
Discover more about real-time layer, security, virtualization, CGL, and LSB  
Identify the Yocto Project components such as Eclipse ADT plug-ins, and Toaster  
In Detail  
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.

## Book Information

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## Customer Reviews

This book is so badly edited that it is distracting. The author consistently uses language incorrectly and inaccurately where simpler more concise statements would suffice. Reading this book feels like translating rough English to English. It shouldn't be published yet.

This is *not* an Yocto Project's book. It is a Embedded Linux book yocto project flavored. And it is a very well explained embedded linux book. The content is for beginners, as it explain some basic concepts, and introduce very well why it's different to work with embedded linux. And having all this embedded world flavored with Yocto Project's tools is really the best.

This is book gives an overview of the full embedded Linux system integration, from the bootloader to the application. It is quite generic and only uses Yocto Project to illustrate the concepts which is great for beginners. A good follow up for in depth coverage is "Embedded Linux Development with Yocto Project" and will fit more advanced developers.

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