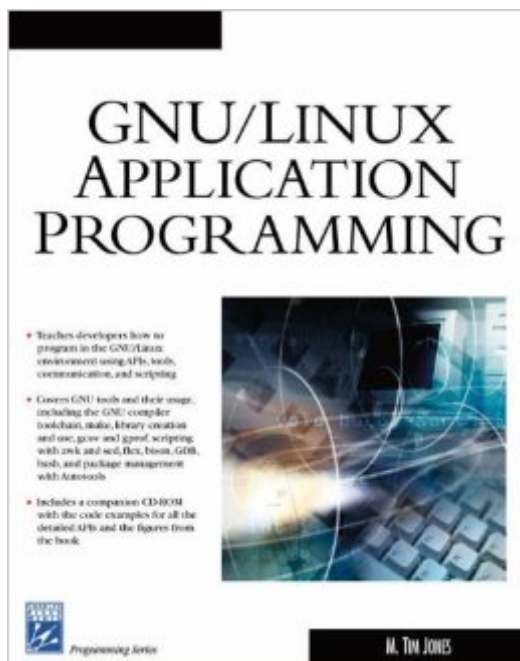# GNU/Linux Application Programming (Charles River Media Programming)

Synopsis

The wide range of applications available in GNU/Linux includes not only pure applications, but also tools and utilities for the GNU/Linux environment. GNU/Linux Application Programming takes a holistic approach to teaching developers the ins-and-outs of GNU/Linux programming using APIs, tools, communication, and scripting. Covering a variety of topics related to GNU/Linux application programming, the book is split into six parts: The GNU/Linux Operating System, GNU Tools, Application Development, Advanced Topics (including communication and synchronization and distributed computing), Debugging GNU/Linux Applications, and Scripting. The book introduces programmers to the environment from the lowest layers (kernel, device drivers, modules) to the user layer (applications, libraries, tools), using an evolutionary approach that builds on knowledge to cover the more complex aspects of the operating system. Through a readable, code-based style developers will learn about the relevant topics of file handling, pipes and sockets, processes and POSIX threads, inter-process communication, and other development topics. After working through the text, theyill have the knowledge base and skills to begin developing applications in the GNU/Linux environment.

Book Information

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Customer Reviews

All the topics that one needs to read to come up to speed with Linux programming, development and maintenance, scripting and even tuning are covered in this book. The author starts with the

basic architecture of the Linux operating system, and delves into the details of each part: scheduler, memory manager, virtual file system, network, ipc and init. The reader starts with an overview of what the Linux operating system looks like "under the hood", and is taken thru a series of sections that cover application development using each section of the Linux kernel. Overview application programming, performance analysis and debugging using various GNU tools such as the the GCC complier, make, gcov and gprof are given first and are used throughout the book by the author to further demonstrate the features and benefits of the available GNU tools.By now, the reader is presented with the necessary tools needed to create application, and is not time to delve into specific programming techniques and API's. The book starts with simple file handling API's and examples, and goes into more complicated topics such as:* Linux Pipes* Sockets programming* Multi-process development and the Linux process model* Multi-threaded development and the Linux threading model* Messages Queues* Synchronization and Semaphores* Shared memory programmingEven though each of these topics are very complicated and an entire text could easily dedicated to it, the author with elegance covers each topic such that the reader could get an overview of what is at stake. Each topic is rather short, and very well written with examples and a step-by-step instruction of how to write simple programs.

GNU/Linux Application Programming (Charles River Media Programming) Linux: Linux Command Line - A Complete Introduction To The Linux Operating System And Command Line (With Pics) (Unix, Linux kemel, Linux command line, ... CSS, C++, Java, PHP, Excel, code) (Volume 1) By M. Tim Jones - GNU/Linux Application Programming: 1st (first) Edition Delphi Programming with COM and ActiveX (Programming Series) (Charles River Media Programming) LINUX: Easy Linux For Beginners, Your Step-By-Step Guide To Learning The Linux Operating System And Command Line (Linux Series) Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Social Media: Master, Manipulate, and Dominate Social Media Marketing With Facebook, Twitter, YouTube, Instagram and LinkedIn (Social Media, Social Media ... Twitter, Youtube, Instagram, Pinterest) Social Media: Master Strategies For Social Media Marketing - Facebook, Instagram, Twitter, YouTube & Linkedin (Social Media, Social Media Marketing, Facebook, ... Instagram, Internet Marketing Book 3) Game Developer's Open Source Handbook (Charles River Media Game Development) ShaderX3: Advanced Rendering with DirectX and OpenGL (Charles River Media Graphics) Macromedia Flash Professional 8 Game Development (Charles River Media Game Development) Illustrating with Macromedia Flash Professional 8 (Charles River Media Graphics) Game Writing: Narrative Skills for Videogames (Charles River

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