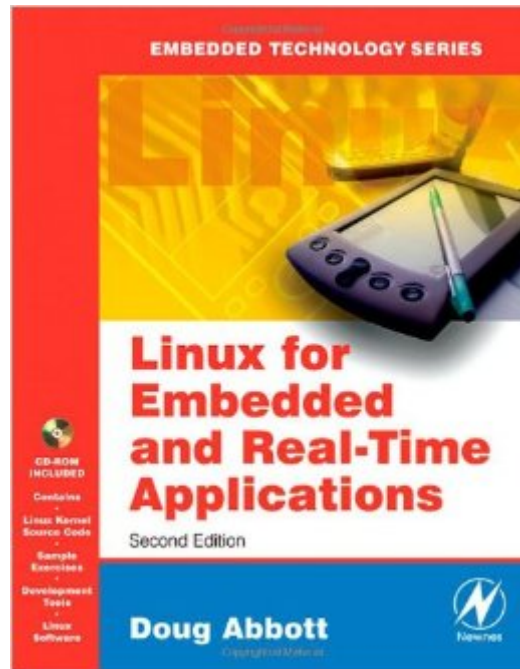


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# Linux For Embedded And Real-time Applications, Second Edition (Embedded Technology)



## Synopsis

The open source nature of Linux has always intrigued embedded engineers, and the latest kernel releases have provided new features enabling more robust functionality for embedded applications. Enhanced real-time performance, easier porting to new architectures, support for microcontrollers and an improved I/O system give embedded engineers even more reasons to love Linux! However, the rapid evolution of the Linux world can result in an eternal search for new information sources that will help embedded programmers to keep up! This completely updated second edition of noted author Doug Abbott's respected introduction to embedded Linux brings readers up-to-speed on all the latest developments. This practical, hands-on guide covers the many issues of special concern to Linux users in the embedded space, taking into account their specific needs and constraints. You'll find updated information on: • The GNU toolchain • Configuring and building the kernel • BlueCat Linux • Debugging on the target • Kernel Modules • Devices Drivers • Embedded Networking • Real-time programming tips and techniques • The RTAI environment • And much more! The accompanying CD-ROM contains all the source code from the book's examples, helpful software and other resources to help you get up to speed quickly. This is still the reference you'll reach for again and again! \* 100+ pages of new material adds depth and breadth to the 2003 embedded bestseller. \* Covers new Linux kernel 2.6 and the recent major OS release, Fedora. \* Gives the engineer a guide to working with popular and cost-efficient open-source code.

## Book Information

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## Customer Reviews

It's a very good introductory book. It has a good organization of topics and brings a lot of references for further reading. There are few things I dislike and hope that may be fixed in future editions. There are examples that don't work at first because some includes are missing such as the parport.c example that I had to add a #include. Some other examples depend on tasks that might be difficult to achieve like running a kernel 2.6 on Red Hat 9.0 (I had to read a lot of forums to execute this task properly). The price is high for a book that has less than 400 pages.

I can not say that it's the best book I have ever read but I think it's simple to read. A lot of pictures make the steps easy to follow, the CD is also helpful. Furthermore, the develop is done on an old PC. This make the starting point easy and cheap but at the same time make also the limitation of the book. Some important topics are not discussed due to the development board. As first reading, I can recommend it but you need a second reading. As second reading I would recommend "Building Embedded Linux Systems"

The author uses old technology for a book published in 2006. He's too focused on his project and neglects to explain the over all picture. I didn't get much out of it.

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