



3 Day Linux Development: Fundamentals, Tools, & Techniques

Course Description

This course is designed to bring C developers up to speed with a variety of tools and capabilities of Linux. This includes development and debugging tools as well as system and library functions.

The intent is to provide background that will be of general interest to all Linux based developers.

Overview

This course provides substantial practice with key tools and capabilities available to developers of Linux based applications and system software. The course shows attendees how to use development and debugging tools and how to make use of many Linux system calls and library routines. Attendees will spend approximately 50 percent of the class time actually gaining hands-on experience with these topics.

Course Objectives

- To provide an understanding of development tools for Linux.
- To give you practical experience in developing Linux application software.
- To give you practical experience in using Linux system calls and library routines.

Attendees will learn:

- How to use GNU tools for compiling and debugging.
- How to use an integrated development environment.
- How to write POSIX Threaded applications.
- How to use system calls for such things as inter-process communication, interacting with the file system, signals, time, creating a daemon, and scheduling.
- How to use CVS/Subversion for software version management.

Who Should Attend:

The course is for programmers who are new to Unix and Linux. Attendees should have experience with C and be able to perform basic Unix commands.

Duration: Four and one-half days.

Course Materials

The workshop materials include a comprehensive student workbook and CD. The workbook contains all of the slides used in the course as well as hands-on lab exercises.

The CD contains the lab exercise code as well as Linux software.

Course Workshop:

The workshop makes use of standard PC's with a desktop Linux distribution for development. Usually, Fedora Core 3.



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1. Linux Development

- 1.1. Objectives and format
- 1.2. Course overview

2. Overview Of Linux Programming

- 2.1. Linux kernel overview
- 2.2. System calls and library routines

3. System Libraries and Headers

- 3.1. System Include files
- 3.2. Using and creating libraries
- 3.3. Linking
- 3.4. Using Make

4. Programming with GNU tools

- 4.1. gcc
- 4.2. optimization
- 4.3. linker
- 4.4. writing a kernel module
- 4.5. debugging with gdb

5. Tools

- 5.1. Integrated Development Environments: KDevelop & Eclipse
- 5.2. Electric Fence & Valgrind
- 5.3. cachegrind
- 5.4. gprof
- 5.5. gcov

6. Process Management

- 6.1. Creating processes
- 6.2. Process signaling and status
- 6.3. Process and user ID's

7. Linux File System

- 7.1. Access Permissions
- 7.2. I/O System Calls
- 7.3. Manipulating files
- 7.4. Higher performance I/O

8. Inter-process Communication

- 8.1. Pipes
- 8.2. Semaphores
- 8.3. Message Queues
- 8.4. Sockets
- 8.5. Shared Memory

9. Scheduling

- 9.1. Process scheduling
- 9.2. Manipulating priorities
- 9.3. Preemption

10. Signals

- 10.1. Sending signals
- 10.2. Reliable signal handling
- 10.3. Signal sets
- 10.4. Queueing signals

11. Time

- 11.1. Current date and time
- 11.2. Timing events
- 11.3. Timers

12. Daemon Programming

- 12.1. Process groups
- 12.2. Starting Daemons
- 12.3. Error reporting