

## Embedded Linux Development Using Eclipse Author Doug Abbott Nov 2008

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Eclipse simplifies embedded system development and then eases its integration into larger platforms and frameworks. In this book, Doug Abbott examines Eclipse, an IDE, which can be vital in saving money and time in the design and development of an embedded system. Eclipse was created by IBM in 2001 and then became an open-source project in 2004.

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Fast forward to around 2003, and some embedded vendors (typically providing embedded Linux or similar OS solutions) decided to investigate using an open-source framework called Eclipse. This framework was not designed to be an embedded IDE, but was open and extendible enough that it could be made to work.

Embedded Linux development using Eclipse - Abbott Doug ...

Using Eclipse to develop for Embedded Linux on a Windows Host. Using Eclipse to develop for Embedded Linux on a Windows Host. Dr Peter Schojer Applied Informatics Software Engineering GmbH St. Peter 33 9184 St. Jakob im Rosental AUSTRIA Tel: +43 4253 32596 Fax: +43 4253 32096 peter.schojer@appinf.com www.appinf.com Design & Elektronik Entwicklerforum "Embedded Linux" 2007.

Using Eclipse to develop for Embedded Linux on a Windows Host

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The C/C++CDT is ideal for the embedded community with more than 70% of embedded developers using this language to write embedded code. Eclipse simplifies embedded system development and then eases its integration into larger platforms and frameworks. In this book, Doug Abbott examines Eclipse, an IDE, which can be vital in saving money and time in the design and development of an embedded system. Eclipse was created by IBM in 2001 and then became an open-source project in 2004.

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Buy Embedded Linux Development Using Eclipse by Abbott, Doug online on Amazon.ae at best prices. Fast and free shipping free returns cash on delivery available on eligible purchase.

The Eclipse environment solves the problem of having to maintain your own Integrated Development Environment (IDE), which is time consuming and costly. Embedded tools can also be easily integrated into Eclipse. The C/C++CDT is ideal for the embedded community with more than 70% of embedded developers using this language to write embedded code. Eclipse simplifies embedded system development and then eases its integration into larger platforms and frameworks. In this book, Doug Abbott examines Eclipse, an IDE, which can be vital in saving money and time in the design and development of an embedded system. Eclipse was created by IBM in 2001 and then became an open-source project in 2004. Since then it has become the de-facto IDE for embedded developers. Virtually all of the major Linux vendors have adopted this platform, including MontaVista, LynuxWorks, and Wind River. \*Details the Eclipse Integrated Development Environment (IDE) essential to streamlining your embedded development process \*Overview of the latest C/C++ Developer's Toolkit (CDT) \*Includes case studies of Eclipse use including Monta Vista, LynuxWorks, and Wind River

Optimize and boost your Linux-based system with Yocto Project and increase its reliability and robustness efficiently and cost-effectively. About This Book Optimize your Yocto Project tools to develop efficient Linux-based projects Practical approach to learning Linux development using Yocto Project Demonstrates concepts in a practical and easy-to-understand way Who This Book Is For If you are an embedded Linux developer with a basic knowledge of Yocto Project and want to broaden your knowledge with examples of embedded development, then this book is for you. This book is also for professionals who want to find new insights into working methodologies for Linux development. What You Will Learn Understand the basic concepts involved in Poky workflows along with configuring and preparing the Poky build environment. Configure a build server and customize images using Toaster. Generate images and fit packages into created images using BitBake. Support the development process by setting up and using Package feeds. Debug Yocto Project by configuring Poky. Build an image for the BeagleBone Black, RaspberryPi 3, and Wandboard, and boot it from an SD card. In Detail Yocto Project is turning out to be the best integration framework for creating reliable embedded Linux projects. It has the edge over other frameworks because of its features such as less development time and improved reliability and robustness. Embedded Linux Development using Yocto Project starts with an in-depth explanation of all Yocto Project tools, to help you perform different Linux-based tasks. The book then moves on to in-depth explanations of Poky and BitBake. It also includes some practical use cases for building a Linux subsystem project using Yocto Project tools available for embedded Linux. The book also covers topics such as SDK, recipetool, and others. By the end of the book, you will have learned how to generate and run an image for real hardware boards and will have gained hands-on experience at building efficient Linux systems using Yocto Project. Style and approach A clear, concise, and straightforward book that will enable you to use and implement the latest features of Yocto Project.

In-depth instruction and practical techniques for buildingwith the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringinggadgets, gizmos, and robots to life using the

popular BeagleBone embedded Linux platform. Comprehensive content and deep detail provide more than just a BeagleBone instruction manual—you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code, discussion forums, and more, to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming Master interfacing electronic circuits, buses and modules, with practical examples Explore the Internet-connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing applications, including video and sound Explore the BeagleBone's Programmable Real-Time Controllers Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform.

There's a great deal of excitement surrounding the use of Linux in embedded systems -- for everything from cell phones to car ABS systems and water-filtration plants -- but not a lot of practical information. Building Embedded Linux Systems offers an in-depth, hard-core guide to putting together embedded systems based on Linux. Updated for the latest version of the Linux kernel, this new edition gives you the basics of building embedded Linux systems, along with the configuration, setup, and use of more than 40 different open source and free software packages in common use. The book also looks at the strengths and weaknesses of using Linux in an embedded system, plus a discussion of licensing issues, and an introduction to real-time, with a discussion of real-time options for Linux. 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 Using the uClibc, BusyBox, U-Boot, OpenSSH, tftpd, tftp, strace, and gdb packages By presenting how to build the operating system components from pristine sources and how to find more documentation or help, Building Embedded Linux Systems greatly simplifies the task of keeping complete control over your embedded operating system.

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, tftpd, tftp, strace, and gdb are among the packages discussed.

This new edition of Linux for Embedded and Real-Time Applications provides a practical introduction to the basics and the latest developments in this rapidly evolving technology. Ideal for those new to using Linux in an embedded environment, it takes a hands-on approach and covers key concepts plus specific applications. Key features include: Substantially updated to focus on a specific ARM-based single board computer (SBC) as a target for embedded application programming Includes an introduction to Android programming With this book you will learn: The basics of Open Source, Linux and the embedded space How to set up a simple system and tool chain How to use simulation for initial application testing Network, graphics and Android programming How to use some of the many Linux components and tools How to configure and build the Linux kernel, BusyBox and U-Boot bootloader Provides a hands-on introduction for engineers and software developers who need to get up to speed quickly on embedded Linux, its operation and its capabilities — including Android Updated and changed accompanying tools, with a focus on the author's specially-developed Embedded Linux Learning Kit

If you are an embedded developer learning about embedded Linux with some experience with the Yocto project, this book is the ideal way to become proficient and broaden your knowledge with examples that are immediately applicable to your embedded developments. Experienced embedded Yocto developers will find new insight into working methodologies and ARM specific development competence.

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.

Harness the power of Linux to create versatile and robust embedded solutions About This Book Create efficient and secure embedded devices using Linux Minimize project costs by using open source tools and programs Explore each component technology in depth, using sample implementations as a guide Who This Book Is For This book is ideal for Linux developers and system programmers who are already familiar with embedded systems and who want to know how to create best-in-class devices. A basic understanding of C programming and experience with systems programming is needed. What You Will Learn Understand the role of the Linux kernel and select an appropriate role for your application Use Buildroot and Yocto to create embedded Linux systems quickly and efficiently Create customized bootloaders using U-Boot Employ perf and ftrace to identify performance bottlenecks Understand device trees and make changes to accommodate new hardware on your device Write applications that interact with Linux device drivers Design and write multi-threaded applications using POSIX threads Measure real-time latencies and tune the Linux kernel to minimize them In Detail Mastering Embedded Linux Programming takes you through the product cycle and gives you an in-depth description of the components and options that are available at each stage. You will begin by learning about toolchains, bootloaders, the Linux kernel, and how to configure a root filesystem to create a basic working device. You will then learn how to use the two most commonly used build systems, Buildroot and Yocto, to speed up and simplify the development process. Building on this solid base, the next section considers how to make best use of raw NAND/NOR flash memory and managed flash eMMC chips, including mechanisms for increasing the lifetime of the devices and to perform reliable in-field updates. Next, you need to consider what techniques are best suited to writing applications for your device. We will then see how functions are split between processes and the usage of POSIX threads, which have a big impact on the responsiveness and performance of the final device The closing sections look at the techniques available to developers for profiling and tracing applications and kernel code using perf and ftrace. Style and approach This book is an easy-to-follow and pragmatic guide consisting of an in-depth analysis of the implementation of embedded devices. Each topic has a logical approach to it; this coupled with hints and best practices helps you understand embedded Linux better.

Based upon the authors' experience in designing and deploying an embedded Linux system with a variety of applications, Embedded Linux System Design and Development contains a full embedded Linux system development roadmap for systems architects and software programmers. Explaining the issues that arise out of the use of Linux in embedded systems, the book facilitates movement to embedded Linux from traditional real-time operating systems, and describes the system design model containing embedded Linux. This book delivers practical solutions for writing, debugging, and profiling applications and drivers in embedded Linux, and for understanding Linux BSP architecture. It enables you to understand: various drivers such as serial, I2C and USB gadgets; uClinux architecture and its programming model; and the embedded Linux graphics subsystem. The text also promotes learning of methods to reduce system boot time, optimize memory and storage, and find memory leaks and corruption in applications. This volume benefits IT managers in planning to choose an embedded Linux distribution and in creating a roadmap for OS transition. It also describes the application of the Linux licensing model in commercial products.

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