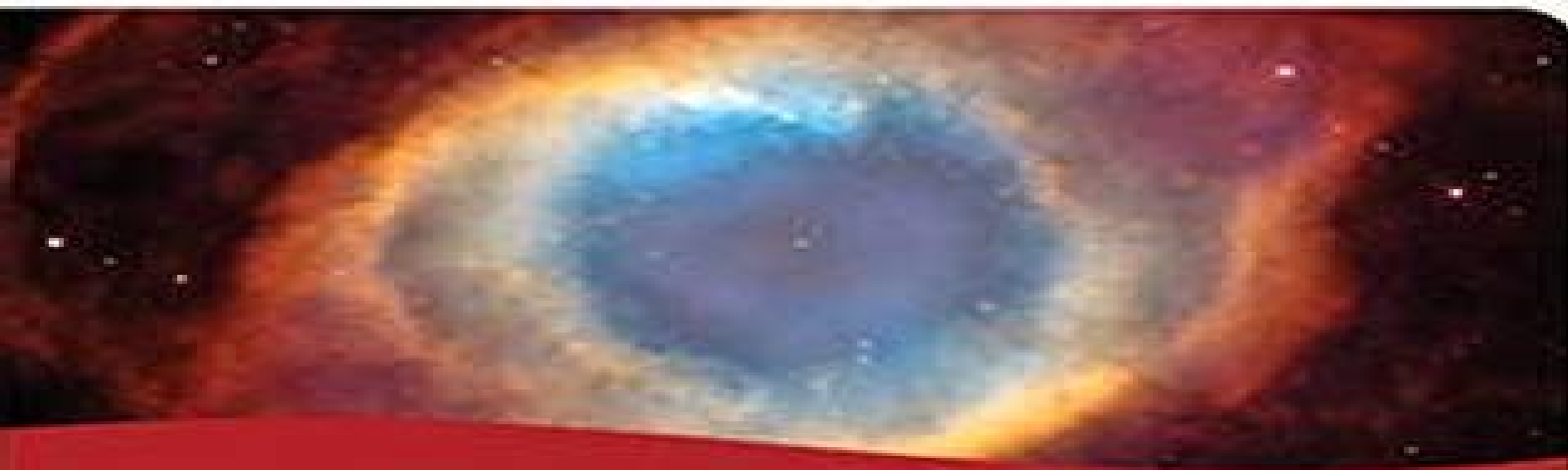


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Embedded Linux Primer

Second Edition

A Practical Real-World Approach



Christopher Hallinan

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IoT systems Uses real processors to demonstrate both technology and techniques Shows readers how to apply principles to actual design practice Stresses necessary fundamentals that can be applied to evolving technologies and helps readers gain facility to design large complex embedded systems Covers the design of Internet of Things IoT devices and systems including applications devices and communication systems and databases Describes wireless communication standards such as Bluetooth and ZigBee Embedded Linux Systems with the Yocto Project Rudolf J. Streif, 2016-04-18 Build Complete

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Molloy, 2019-07-14 Económico y versátil Raspberry Pi puede adaptarse a miles de desarrollos Este libro le permite explorar todas sus posibilidades mediante la aplicación de principios de ingeniería junto con las técnicas de programación en Linux y desarrollar las habilidades que necesita para diseñar y construir un sinnúmero de proyectos Raspberry Pi a fondo para desarrolladores cubre los conceptos básicos y avanzados de la plataforma de hardware accesorios recomendados software sistemas Linux integrados y técnicas de programación en Linux También profundiza en la interfaz de control y de comunicaciones con información detallada sobre Raspberry Pi GPIOs buses dispositivos UART y periféricos USB Aprender a configurar un entorno de compilación cruzada para construir aplicaciones de software a gran escala así como la forma de combinar hardware y software para permitir que el Raspberry Pi interactúe eficazmente con su entorno físico Por último descubrir cómo utilizar el Raspberry Pi para aplicaciones avanzadas de interfaz e interacción como Internet de las Cosas IoT

por sus siglas en inglés comunicaci3n y control inal mblicos interfaces de usuario im genes v deos y audios llegando hasta la programaci3n del kernel de Linux En lugar de instrucciones para algunos proyectos espec ficos Raspberry Pi a fondo para desarrolladores le ofrece las habilidades necesarias para construir los proyectos que existen en su imaginaci3n Aprender a Desarrollar habilidades esenciales de Linux y de programaci3n Construir aplicaciones de Internet de las Cosas IoT Dominar la interfaz control y comunicaci3n Dise ar aplicaciones que interact en con el entorno f sico Utilizar la plataforma Arduino como un procesador de servicios Construir aplicaciones de comunicaci3n inal mblica Escribir e instalar m dulos del kernel de Linux personalizados Usar Raspberry Pi 3 y Raspberry Pi Zero en sus proyectos American Book Publishing Record ,2006

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