NELKINDA SOFTWARE CRAFT



Linux Kernel Programming

O Duration: 5 Days

🔯 Available Languages: English

Audience

Software developers, students who are interested to learn Linux kernel development and Embedded Linux.

Precondition

Attendees should know the Linux system usage and good knowledge of C language.

Goals

Learn Linux kernel programming and operating system.

Contents

- Linux Kernel compilation and cross compilation
- OS concepts
- Process
- Threads
- IPC
 - # Shared memory
 - # Mutex and semaphores
 - # Pipes
 - # TCP/IP(sockets)
- Schedular
 - # FIFO
 - # LIFO
 - # Priority based scheduling
 - # Hybrid scheduling
- Linux Kernel programming
 - # Developing module
 - # Developing utility
 - # Creation of system call
- Memory management
 - # Memory allocators
 - # Page table vs segmentation
- Filesystems
 - # SysFs
 - # ProcFs
- File management
 - # Inode object

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TRAINING

- IOCTL
- Device drivers
 - # Device (/dev)
 - # Character drivers
 - # Block drivers

Booking

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