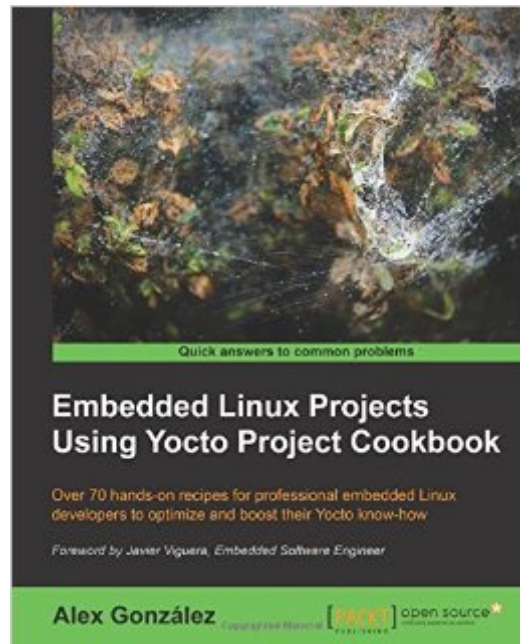


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# Embedded Linux Projects Using Yocto Project Cookbook



## Synopsis

Over 70 hands-on recipes for professional embedded Linux developers to optimize and boost their Yocto know-how About This Book Explore best practices for all embedded product development stages Use what is quickly becoming the standard embedded Linux product builder framework, the Yocto Project Easy to follow guide to solve all your project woes Who This Book Is For 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. What You Will Learn Optimize your Yocto setup to speed up development and debug build issues Introduce development workflows for the U-Boot and the Linux kernel, including debugging and optimization methodologies Customize your root filesystem with both already supported and new Yocto packages Understand the open source licensing requirements and how to comply with them when cohabiting with proprietary programs Bring professional embedded Yocto products to market in a timely manner Optimize your production systems by reducing the size of both the Linux kernel and root filesystems In Detail The embedded Linux world is standardizing around Yocto Project as the best integration framework to create reliable embedded Linux products. Yocto Project effectively shortens the time it takes to develop and maintain an embedded Linux product, and it increases its reliability and robustness by using proven and tested components. This book begins with the installation of a professional embedded Yocto setup, then advises you on best practices, and finally explains how to quickly get hands on with the Freescale ARM ecosystem and community layer, using the affordable and open source Wandboard embedded board.

## Book Information

Paperback: 225 pages

Publisher: Packt Publishing - ebooks Account (March 31, 2015)

Language: English

ISBN-10: 1784395188

ISBN-13: 978-1784395186

Product Dimensions: 7.5 x 0.7 x 9.2 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars Â Â See all reviews Â (6 customer reviews)

Best Sellers Rank: #662,459 in Books (See Top 100 in Books) #127 in Â Books > Computers &

Technology > Networking & Cloud Computing > Network Administration > Linux & UNIX Administration #171 in Books > Computers & Technology > Operating Systems > Linux > Networking & System Administration #1277 in Books > Computers & Technology > Networking & Cloud Computing > Networks, Protocols & APIs

## Customer Reviews

If you want a general and practical guide about YOCTO this book is not only a really helpful one but also a perfect starting point. First chapters go deep into the first steps with YOCTO, so you will see what is needed to have YOCTO up and running, by setting the environment accordingly. From that point onwards, chapters 3 and 4, we are ready to work and configure BSP, Board Support Package, so that you can see all the software and packages needed to work with YOCTO. Once you jump into Chapters 4 and also 5, you will be able to go deeper with YOCTO, by having a look at its core. Furthermore, you will have a contact with different software packages in case you want to develop an application on top of YOCTO. In general I think this book is quite interesting, and almost everybody, who nowadays has a board like Raspberry Pi or a similar one, can quickly apply to these boards what is taught in this book.

If this book had been around back when I did embedded Linux it sure would have made my life easier. The author obviously knows the material very well and explains it using clear examples. I particularly liked the sections when he talks about building kernels. Overall a very good book and one I am glad is in my collection.

Great book full of recipes on how to do the most needed things. As usual, any book should replace the Yocto Project Documentation, but sometimes we need a help to understand it. And other times we only need a hand on how to get things done.

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