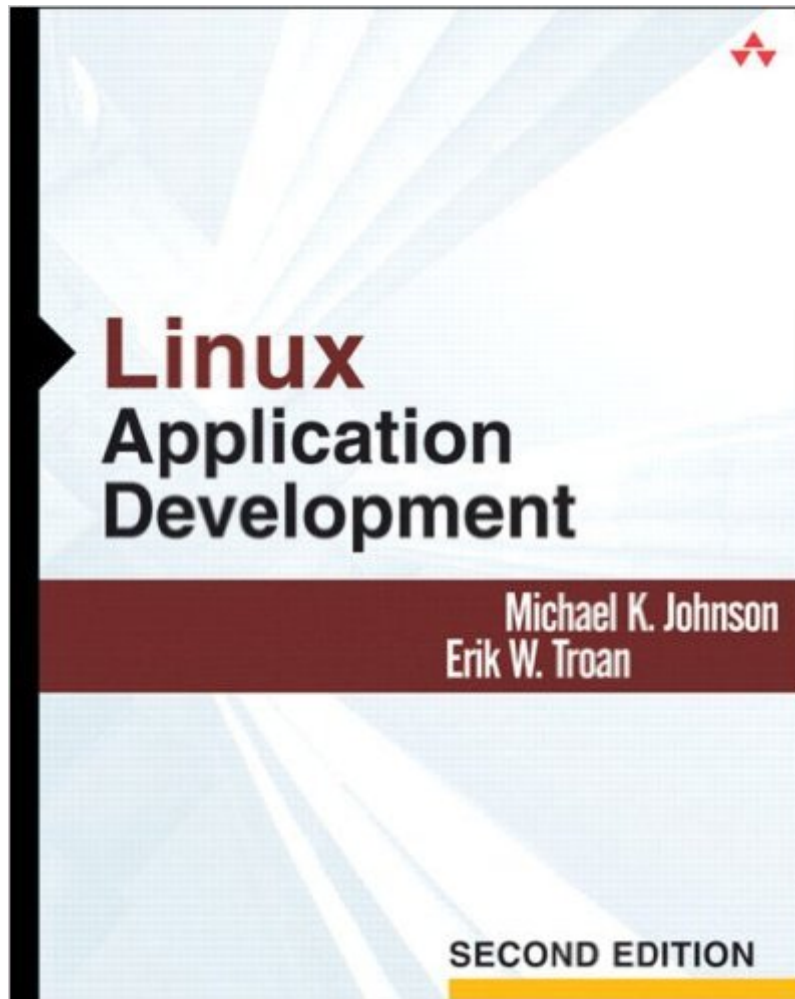


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Linux Application Development (2nd Edition)



Synopsis

"The first edition of this book has always been kept within arm's reach of my desk due to the wonderful explanations of all areas of the Linux userspace API. This second edition greatly overshadows the first one, and will replace it." --Greg Kroah-Hartman, Linux kernel programmer

Develop Software that Leverages the Full Power of Today's Linux Linux Application Development, Second Edition, is the definitive reference for Linux programmers at all levels of experience, including C programmers moving from other operating systems. Building on their widely praised first edition, leading Linux programmers Michael Johnson and Erik Troan systematically present the key APIs and techniques you need to create robust, secure, efficient software or to port existing code to Linux. This book has been fully updated for the Linux 2.6 kernel, GNU C library version 2.3, the latest POSIX standards, and the Single Unix Specification, Issue 6. Its deep coverage of Linux-specific extensions and features helps you take advantage of the full power of contemporary Linux. Along the way, the authors share insights, tips, and tricks for developers working with any recent Linux distribution, and virtually any version of Unix. Topics include

- Developing in Linux: understanding the operating system, licensing, and documentation
- The development environment: compilers, linker and loader, and unique debugging tools
- System programming: process models, file handling, signal processing, directory operations, and job control
- Terminals, sockets, timers, virtual consoles, and the Linux console
- Development libraries: string matching, terminal handling, command-line parsing, authentication, and more
- Hundreds of downloadable code samples

New to this edition

- The GNU C library (glibc), underlying standards, and test macros
- Writing secure Linux programs, system daemons, and utilities
- Significantly expanded coverage of memory debugging, including Valgrind and mpr
- Greatly improved coverage of regular expressions
- IPv6 networking coverage, including new system library interfaces for using IPv6 and IPv4 interchangeably
- Coverage of strace, ltrace, real-time signals, poll and epoll system calls, popt library improvements, Pluggable Authentication Modules (PAM), qdbm, and much more
- Improved index and glossary, plus line-numbered code examples

Book Information

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Customer Reviews

The Linux operating system provides a sophisticated framework for running programs. Within its sturdy covers, Linux Application Development by Michael K. Johnson and Erik W. Troan provides much of what intermediate to advanced programmers need to know to take advantage of that framework. The book is divided into four major parts: Getting Started, Development Tools and Environment, System Programming and Development Libraries. Part 1 - Getting Started, is a very high-level overview of Linux itself. The three chapters cover barely 20 pages, and discuss the history of Linux, its licensing, and the online documentation. Part 2 - Development Tools and Environment gets more detailed, but ends up as a medium-level view of what tools you might use to actually create and debug your application. Six chapters covering about 75 pages discuss editors (Emacs and vi), make, the GNU debugger gdb, tracing, gcc options, glibc, memory debugging tools, libraries, and the environment. Each chapter feels a little light-weight except for the one on memory debugging tools. If the first two parts seemed to just skim the surface somewhat, Part 3 - System Programming definitely dives into the deep end of the pool. Part 3 has 13 chapters and covers 450 pages, almost two-thirds of the total book. My major complaint with Part 3 is that related chapters appear to be separated by others. Five major groups of functionality are covered. The Unix/Linux process model is explained in detail in Chapter 10, and should be followed by chapter 15, which goes into job control. File handling is introduced in chapter 11, expanded in chapter 13, and directory handling is covered in chapter 14.

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