LINUX TRAINING

CODE: LINUX TRA/10/S-CUBE/NOIDA

1. EMBEDDED C PROGRAMMING

a. INTRODUCTION TO EMBEDDED C PROGRAMMING
b. COMPILATION PROCESS, DESIGN APPROACH
c. DATA TYPES, VARIABLES, LOOPS, NESTED LOOPS
d. FUNCTIONS, ARRAYS
e. STRUCTURE, UNIONS, TYPEDEF, ENUMS
f. POINTERS
g. STRING OPERATION
h. WORKING ON BITS MANIPULATIONS
i. ADVANCED USE OF THE PREPROCESSOR
j. DATA STRUCTURES
   *LINKED LIST

2. OPEN SOURCE DEVELOPMENT

a. OS BASICS
b. INTRODUCTION TO LINUX OS
c. LINUX ARCH VS WIN NT ARCH
d. COMMANDS IN LINUX
e. LINUX SHELL SCRIPTING
f. GNU TOOL CHAIN
   *GCC COMPILER
   *GDB DEBUGGER
   *MAKE UTILITY
g. BASIC LINUX PROGRAMMING
h. LINUX PROCESS MANAGEMENT
   *TASK STRUCTURE AND PROCESS TABLE

*CREATION, TERMINATION AND DAEMON PROCESS
*LINUX SCHEDULER
- FIFO
- ROUND ROBIN
- PREEMPTIVE [PRIORITY]

3. LINUX SYSTEM PROGRAMMING

a. SYSTEM CALLS (POSIX)
b. SIGNAL
   *SIGNALS ON 32 BIT OS
   *SYSTEM CALL IN SIGNALS
   *WORKING ON SIGNAL HANDLER
   *SIGNAL MASKING
c. IPC MECHANISMS
   *PIPES
   - PIPES CREATION & CONTROL OPERATION
   - PIPES SYSTEM CALL INTERFACES