

Yocto Project **development**

Overview

- Overview of an Embedded Linux system architecture
- Overview of the Yocto Project and OpenEmbedded ecosystem
- Using Yocto Project documentation
- Building emulation image
- Building image for the development board
- Board Support Packages and Yocto Project metadata
- Customizing the build with layers
- Image customization
- Extending existing recipes
- Overview of some of the existing build systems (Autotools, CMake, Meson)
- Creating a custom recipe
- Creating a custom image
- Creating a custom machine configuration
- Linux Kernel Development in Yocto Project
- Overview of the available system update mechanisms
- Security hardening
- Runtime packages management
- Troubleshooting build failures
- Using the Yocto Project SDK
- Using the Toaster web interface
- Working with licenses
- System image optimization

Audience

People familiar with Embedded Linux development and BSP building. Passing our Building and Development of Embedded Linux Systems training first is recommended.



Materials

All training materials presentations and source code will be available for customer internal usage.

Duration

4 days

32 hours (8h/day)

40% lectures

60% hands-on workshop

Language

English.