

Building and Development of Embedded Linux Systems

Overview

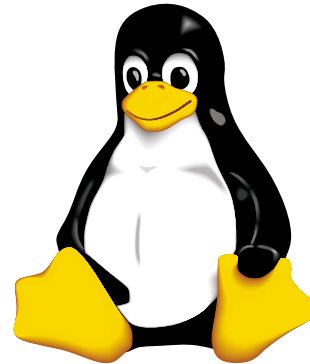
- Open source development overview
- Brief history of Linux
- Linux kernel introduction
- Using Git for source code management
- Introduction to Embedded Linux
- Getting kernel source code
- Linux kernel configuration and compilation
- Cross development
- Linux kernel modules
- Character device drivers
- Linux kernel debugging
- Device Tree files
- Typical Embedded Linux bootloaders
- Introduction to Build Systems
- Building custom Embedded Linux system for typical hardware target
- Embedded Linux tools
- Embedded Linux application development and debugging

Audience

People who want to get familiar with Embedded Linux development and BSP building. No prior experience in this area is required. Some basic experience with desktop Linux usage (Command Line Interface) is recommended.

Materials

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



Duration

4 days

32 hours (8h/day)

50% lectures

50% hands-on workshop

Language

English.