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Linux System Programming 6 Hours Course

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Go Systems Programming Master Linux

Go is the new systems programming language for Linux and Unix systems. It is also the language in which some of the most prominent cloud-level systems have been written, such as Docker. Where C programmers used to rule, Go programmers are in demand to write highly optimized systems programming code.

Go Systems Programming: Master Linux and Unix system level ...

Go systems programming: master Linux and Unix system level programming with Go By Mihalis Tsoukalos Topics: Computing and Computers

Go systems programming: master Linux and Unix system level ...

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Go Systems Programming. Master Linux and Unix system level ...

PDF Ebook: Go Systems Programming: Master Linux and Unix system level programming with Go Author: Mihalis Tsoukalos ISBN 10: 1787125645 ISBN 13: 9781787125643 Version: PDF Language: English About this title: Key Features Learn how to write system's level code in Golang, similar to Unix/Linux systems code Ramp up in Go

Ebook - Go Systems Programming: Master Linux and Unix ...

Mihalis Tsoukalos is a Unix administrator, programmer, DBA and mathematician who enjoys writing. He is currently writing Mastering Go. His research interests include programming languages, databases and operating systems. He holds a B.Sc in Mathematics from the University of Patras and an M.Sc in IT from University College London (UK).

Systems programming with Go in UNIX and Linux | Packt Hub

Go is the new systems programming language for Linux and Unix systems. It is also the language in which some of the most prominent cloud-level systems have been written, such as Docker. Where C programmers used to rule, Go programmers are in demand to write highly optimized systems programming code.

Go Systems Programming [Book] - O'Reilly Online Learning

Go is the new systems programming language for Linux and UNIX systems. It is also the language in which some of the

most prominent Cloud-level systems have been written, for instance Docker et al. Where C programmers used to rule, Go programmers are gaining considerable traction to write highly optimized systems programming code.

GitHub - PacktPublishing/Go-Systems-Programming: Go ...

Go (Golang) is an open source programming language developed at Google. One of Go's popular use cases is Linux and Unix systems programming. In this instructor-led, live training, participants will learn the fundamentals of systems programming with Go as they step through hands-on exercises exploring the various features of Go.

Go for Systems Programming Training Course

Hello and welcome to the Linux Mastery Course where you are going to master the Linux command line in a project-based and unforgettable way. This course has been expertly crafted to make sure that you rapidly improve your Linux skills, Turbocharge your productivity and Boost your career with no time wasting and no useless fluff .

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Unlimited acces Go Systems Programming: Master Linux and ...

Go Systems Programming: Master Linux and Unix system level programming with Go (English Edition) eBook: Tsoukalos, Mihalis: Amazon.com.mx: Tienda Kindle

Learning the new system's programming language for all Unix-type systems About This Book Learn how to write system's level code in Golang, similar to Unix/Linux systems code Ramp up in Go quickly Deep dive into Goroutines and Go concurrency to be able to take advantage of Go server-level constructs Who This Book Is For Intermediate Linux and general Unix programmers. Network programmers from beginners to advanced practitioners. C and C++ programmers interested in different approaches to concurrency and Linux systems programming. What You Will Learn Explore the Go language from the standpoint of a developer conversant with Unix, Linux, and so on Understand Goroutines, the lightweight threads used for systems and concurrent applications Learn how to translate Unix and Linux systems code in C to Golang code How to write fast and lightweight server code Dive into concurrency with Go Write low-level networking code In Detail Go is the new systems programming language for Linux and Unix systems. It is also the language in which some of the most prominent cloud-level systems have been written, such as Docker. Where C programmers used to rule, Go programmers are in demand to write highly optimized systems programming code. Created by some of the original designers of C and Unix, Go expands the systems programmers toolkit and adds a mature, clear programming language. Traditional system applications become easier to write since pointers are not relevant and garbage collection has taken away the most problematic area for low-level systems code: memory management. This book opens up the world of high-performance Unix system applications to the beginning Go programmer. It does not get stuck on single systems or even system types, but tries to expand the original teachings from Unix system level programming to all types of servers, the cloud, and the web. Style and approach This is the first book to introduce Linux

and Unix systems programming in Go, a field for which Go has actually been developed in the first place.

Explore the fundamentals of systems programming starting from kernel API and filesystem to network programming and process communications Key Features Learn how to write Unix and Linux system code in Golang v1.12 Perform inter-process communication using pipes, message queues, shared memory, and semaphores Explore modern Go features such as goroutines and channels that facilitate systems programming Book Description System software and applications were largely created using low-level languages such as C or C++. Go is a modern language that combines simplicity, concurrency, and performance, making it a good alternative for building system applications for Linux and macOS. This Go book introduces Unix and systems programming to help you understand the components the OS has to offer, ranging from the kernel API to the filesystem, and familiarize yourself with Go and its specifications. You'll also learn how to optimize input and output operations with files and streams of data, which are useful tools in building pseudo terminal applications. You'll gain insights into how processes communicate with each other, and learn about processes and daemon control using signals, pipes, and exit codes. This book will also enable you to understand how to use network communication using various protocols, including TCP and HTTP. As you advance, you'll focus on Go's best feature-concurrency helping you handle communication with channels and goroutines, other concurrency tools to synchronize shared resources, and the context package to write elegant applications. By the end of this book, you will have learned how to build concurrent system applications using Go What you will learn Explore concepts of system programming using Go and concurrency Gain insights into

Golang's internals, memory models and allocation Familiarize yourself with the filesystem and IO streams in general Handle and control processes and daemons' lifetime via signals and pipes Communicate with other applications effectively using a network Use various encoding formats to serialize complex data structures Become well-versed in concurrency with channels, goroutines, and sync Use concurrency patterns to build robust and performant system applications Who this book is for If you are a developer who wants to learn system programming with Go, this book is for you. Although no knowledge of Unix and Linux system programming is necessary, intermediate knowledge of Go will help you understand the concepts covered in the book

Twenty five years ago, as often happens in our industry, pundits laughed at and called Linux a joke. To say that view has changed is a massive understatement. This book will cement for you both the conceptual 'why' and the practical 'how' of systems programming on Linux, and covers Linux systems programming on the latest 4.x kernels.

UNIX, UNIX LINUX & UNIX TCL/TK. Write software that makes the most effective use of the Linux system, including the kernel and core system libraries. The majority of both Unix and Linux code is still written at the system level, and this book helps you focus on everything above the kernel, where applications such as Apache, bash, cp, vim, Emacs, gcc, gdb, glibc, ls, mv, and X exist. Written primarily for engineers looking to program at the low level, this updated edition of Linux System Programming gives you an understanding of core internals that makes for better code, no matter where it appears in the stack. -- Provided by publisher.

A hands-on guide to making system programming with C++

easy Key Features Write system-level code leveraging C++17 Learn the internals of the Linux Application Binary Interface (ABI) and apply it to system programming Explore C++ concurrency to take advantage of server-level constructs Book Description C++ is a general-purpose programming language with a bias toward system programming as it provides ready access to hardware-level resources, efficient compilation, and a versatile approach to higher-level abstractions. This book will help you understand the benefits of system programming with C++17. You will gain a firm understanding of various C, C++, and POSIX standards, as well as their respective system types for both C++ and POSIX. After a brief refresher on C++, Resource Acquisition Is Initialization (RAII), and the new C++ Guideline Support Library (GSL), you will learn to program Linux and Unix systems along with process management. As you progress through the chapters, you will become acquainted with C++'s support for IO. You will then study various memory management methods, including a chapter on allocators and how they benefit system programming. You will also explore how to program file input and output and learn about POSIX sockets. This book will help you get to grips with safely setting up a UDP and TCP server/client. Finally, you will be guided through Unix time interfaces, multithreading, and error handling with C++ exceptions. By the end of this book, you will be comfortable with using C++ to program high-quality systems. What you will learn Understand the benefits of using C++ for system programming Program Linux/Unix systems using C++ Discover the advantages of Resource Acquisition Is Initialization (RAII) Program both console and file input and output Uncover the POSIX socket APIs and understand how to program them Explore advanced system programming topics, such as C++ allocators Use POSIX and C++ threads to program concurrent systems Grasp how C++ can be used

to create performant system applications Who this book is for If you are a fresh developer with intermediate knowledge of C++ but little or no knowledge of Unix and Linux system programming, this book will help you learn system programming with C++ in a practical way.

Master the techniques needed to build great, efficient embedded devices on Linux About This Book Discover how to build and configure reliable embedded Linux devices This book has been updated to include Linux 4.9 and Yocto Project 2.2 (Morty) This comprehensive guide covers the remote update of devices in the field and power management Who This Book Is For If you are an engineer who wishes to understand and use Linux in embedded devices, this book is for you. It is also for Linux developers and system programmers who are familiar with embedded systems and want to learn and program the best in class devices. It is appropriate for students studying embedded techniques, for developers implementing embedded Linux devices, and engineers supporting existing Linux devices. What You Will Learn Evaluate the Board Support Packages offered by most manufacturers of a system on chip or embedded module Use Buildroot and the Yocto Project to create embedded Linux systems quickly and efficiently Update IoT devices in the field without compromising security Reduce the power budget of devices to make batteries last longer Interact with the hardware without having to write kernel device drivers Debug devices remotely using GDB, and see how to measure the performance of the systems using powerful tools such as perk, ftrace, and valgrind Find out how to configure Linux as a real-time operating system In Detail Embedded Linux runs many of the devices we use every day, from smart TVs to WiFi routers, test equipment to industrial controllers - all of them have Linux at their heart. Linux is a core technology in

the implementation of the inter-connected world of the Internet of Things. The comprehensive guide shows you the technologies and techniques required to build Linux into embedded systems. You will begin by learning about the fundamental elements that underpin all embedded Linux projects: the toolchain, the bootloader, the kernel, and the root filesystem. You'll see how to create each of these elements from scratch, and how to automate the process using Buildroot and the Yocto Project. Moving on, you'll find out how to implement an effective storage strategy for flash memory chips, and how to install updates to the device remotely once it is deployed. You'll also get to know the key aspects of writing code for embedded Linux, such as how to access hardware from applications, the implications of writing multi-threaded code, and techniques to manage memory in an efficient way. The final chapters show you how to debug your code, both in applications and in the Linux kernel, and how to profile the system so that you can look out for performance bottlenecks. By the end of the book, you will have a complete overview of the steps required to create a successful embedded Linux system. Style and approach This book is an easy-to-follow and pragmatic guide with in-depth analysis of the implementation of embedded devices. It follows the life cycle of a project from inception through to completion, at each stage giving both the theory that underlies the topic and practical step-by-step walkthroughs of an example implementation.

The Linux Programming Interface (TLPI) is the definitive guide to the Linux and UNIX programming interface—the interface employed by nearly every application that runs on a Linux or UNIX system. In this authoritative work, Linux programming expert Michael Kerrisk provides detailed descriptions of the system calls and library functions that you

need in order to master the craft of system programming, and accompanies his explanations with clear, complete example programs. You'll find descriptions of over 500 system calls and library functions, and more than 200 example programs, 88 tables, and 115 diagrams. You'll learn how to: –Read and write files efficiently –Use signals, clocks, and timers –Create processes and execute programs –Write secure programs –Write multithreaded programs using POSIX threads –Build and use shared libraries –Perform interprocess communication using pipes, message queues, shared memory, and semaphores –Write network applications with the sockets API While The Linux Programming Interface covers a wealth of Linux-specific features, including epoll, inotify, and the /proc file system, its emphasis on UNIX standards (POSIX.1-2001/SUSv3 and POSIX.1-2008/SUSv4) makes it equally valuable to programmers working on other UNIX platforms. The Linux Programming Interface is the most comprehensive single-volume work on the Linux and UNIX programming interface, and a book that's destined to become a new classic.

The first stop for your security needs when using Go, covering host, network, and cloud security for ethical hackers and defense against intrusion Key Features First introduction to Security with Golang Adopting a Blue Team/Red Team approach Take advantage of speed and inherent safety of Golang Works as an introduction to security for Golang developers Works as a guide to Golang security packages for recent Golang beginners Book Description Go is becoming more and more popular as a language for security experts. Its wide use in server and cloud environments, its speed and ease of use, and its evident capabilities for data analysis, have made it a prime choice for developers who need to think about security. Security with Go is the first Golang security

book, and it is useful for both blue team and red team applications. With this book, you will learn how to write secure software, monitor your systems, secure your data, attack systems, and extract information. Defensive topics include cryptography, forensics, packet capturing, and building secure web applications. Offensive topics include brute force, port scanning, packet injection, web scraping, social engineering, and post exploitation techniques. What you will learn Learn the basic concepts and principles of secure programming Write secure Golang programs and applications Understand classic patterns of attack Write Golang scripts to defend against network-level attacks Learn how to use Golang security packages Apply and explore cryptographic methods and packages Learn the art of defending against brute force attacks Secure web and cloud applications Who this book is for Security with Go is aimed at developers with basics in Go to the level that they can write their own scripts and small programs without difficulty. Readers should be familiar with security concepts, and familiarity with Python security applications and libraries is an advantage, but not a necessity.

Encouraging hands-on practice, Mastering Linux provides a comprehensive, up-to-date guide to Linux concepts, usage, and programming. Through a set of carefully selected topics and practical examples, the book imparts a sound understanding of operating system concepts and shows how to use Linux effectively. Ready-to-Use Examples Offer Immediate Access to Practical Applications After a primer on the fundamentals, the text covers user interfaces, commands and filters, Bash Shell scripting, the file system, networking and Internet use, and kernel system calls. It presents many examples and complete programs ready to run on your Linux system. Each chapter includes a summary and exercises of

varying degrees of difficulty. Web Resource The companion website at http://ml.sofpower.com/ offers a host of ancillary materials. Along with links to numerous resources, it includes appendices on SSH and SFTP, VIM, text editing with Vi, and the emacs editor. The site also provides a complete example code package for download. Master the Linux Operating System Toolbox This book enables you to leverage the capabilities and power of the Linux system more effectively. Going beyond this, it can help you write programs at the shell and C levels—encouraging you to build new custom tools for applications and R&D.

bull; Learn UNIX essentials with a concentration on communication, concurrency, and multithreading techniques bull; Full of ideas on how to design and implement good software along with unique projects throughout bull; Excellent companion to Stevens' Advanced UNIX System Programming