

Professional Embedded Arm Development Wrox Progra

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 Embedded Computing for High Performance
 CMake Cookbook

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MILLER KIRK

Professional Embedded ARM Development Packt Publishing Ltd

Learn CMake through a series of task-based recipes that provide you with practical, simple, and ready-to-use CMake solutions for your code. Key Features: Learn to configure, build, test, and package software written in C, C++, and Fortran. Progress from simple to advanced tasks with examples tested on Linux, macOS, and Windows. Manage code complexity and library dependencies with reusable CMake building blocks. Book Description: CMake is cross-platform, open-source software for managing the build process in a portable fashion. This book features a collection of recipes and building blocks with tips and techniques for working with CMake, CTest, CPack, and CDash. CMake Cookbook includes real-world examples in the form of recipes that cover different ways to structure, configure, build, and test small- to large-scale code projects. You will learn to use CMake's command-line tools and master modern CMake practices for configuring, building,

and testing binaries and libraries. With this book, you will be able to work with external libraries and structure your own projects in a modular and reusable way. You will be well-equipped to generate native build scripts for Linux, macOS, and Windows, simplify and refactor projects using CMake, and port projects to CMake. What you will learn: Configure, build, test, and install code projects using CMake. Detect operating systems, processors, libraries, files, and programs for conditional compilation. Increase the portability of your code. Refactor a large codebase into modules with the help of CMake. Build multi-language projects. Know where and how to tweak CMake configuration files written by somebody else. Package projects for distribution. Port projects to CMake. Who this book is for: If you are a software developer keen to manage build systems using CMake or would like to understand and modify CMake code written by others, this book is for you. A basic knowledge of C++, C, or Fortran is required to understand the topics covered in this book. *Beginning Rust Programming* Morgan Kaufmann
 In-depth instruction and practical techniques for building with the BeagleBone embedded Linux platform. Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life

using the popular BeagleBone embedded Linux platform. Comprehensive content and deep detail provide more than just a BeagleBone instruction manual—you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code, discussion forums, and more, to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming. Master interfacing electronic circuits, buses and modules, with practical examples. Explore the Internet-

connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing applications, including video and sound Explore the BeagleBone's Programmable Real-Time Controllers Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform. *5th International Conference on Biomedical Engineering in Vietnam* Apress

The comprehensive developer guide to the latest Android features and capabilities Professional Android, 4th Edition shows developers how to leverage the latest features of Android to create robust and compelling mobile apps. This hands-on approach provides in-depth coverage through a series of projects, each introducing a new Android platform feature and highlighting the techniques and best practices that exploit its utmost functionality. The exercises begin simply, and gradually build into advanced Android development. Clear, concise examples show you how to quickly construct real-world mobile applications. This book is your guide to smart, efficient, effective Android development. Learn the best practices that get more out of Android Understand the anatomy, lifecycle, and UI metaphor of Android apps Design for all mobile platforms, including tablets Utilize both the Android framework and Google Play services

.NET Domain-Driven Design with C# John Wiley & Sons

- The WinForms team at Microsoft praises Chris as a definitive authority; Microsoft has named Chris one of eight Software Legends - The content and structure are based on years of experience both building apps with WinForms as well as teaching other developers about WinForms - Alan Cooper, the 'father of Visual Basic', has provided the foreword for the book

Writing Excel Macros with VBA John Wiley & Sons

Developers, build mobile Android apps using Android 4 The fast-growing popularity of Android smartphones and tablets creates a huge opportunities for developers. If you're an experienced developer, you can start creating robust mobile Android apps right away with this professional guide to Android 4 application development. Written by one of Google's lead Android developer advocates, this practical book walks you through a series of hands-on projects that illustrate the features of the Android SDK. That includes all the new APIs introduced in Android 3 and 4, including building for tablets, using the Action Bar, Wi-Fi Direct, NFC Beam, and more. Shows experienced developers how to create mobile applications for Android smartphones and tablets Revised and expanded to cover all the Android SDK releases including Android 4.0 (Ice Cream Sandwich), including all updated APIs, and the latest changes to the Android platform. Explains new and enhanced features such as drag and drop, fragments, the action bar, enhanced multitouch support, new environmental sensor support, major improvements to the animation framework, and a range of new communications techniques including NFC and Wi-Fi direct. Provides practical guidance on publishing and marketing your applications, best practices for user experience, and more This book helps you learn to master the design, lifecycle, and UI of an Android app through practical exercises, which you can then use as a basis for developing your own Android apps.

Professional Android 2 Application Development Packt Publishing Ltd

Make your Web pages stand out above the noise with JavaScript and the expert instruction in this much-anticipated update to the bestselling JavaScript Bible. With renowned JavaScript expert Danny Goodman at your side, you'll get a thorough grounding in JavaScript basics, see how it fits with current Web browsers, and find all the soup-to-nuts detail you'll need. Whether you're a veteran programmer or just starting out, this is the JavaScript book Web developers turn to again and again. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

User Interface Design for Programmers Packt Publishing Ltd

A guide to the key topics of C# covers such topics as lambda expressions, LINQ, generics, nullable types, iterators, and extension methods.

Embedded Programming with Modern C++ Cookbook John Wiley & Sons

Build a strong foundation in designing and implementing real-time systems with the help of practical examples Key Features Get up and running with the fundamentals of RTOS and apply them on STM32 Enhance your programming skills to design and build real-world embedded systems Get to grips with advanced techniques for implementing embedded systems Book Description A real-time operating system (RTOS) is used to develop systems that respond to events within strict timelines. Real-time embedded systems have applications in various industries, from automotive and aerospace through to laboratory test equipment and consumer electronics. These

systems provide consistent and reliable timing and are designed to run without intervention for years. This microcontrollers book starts by introducing you to the concept of RTOS and compares some other alternative methods for achieving real-time performance. Once you've understood the fundamentals, such as tasks, queues, mutexes, and semaphores, you'll learn what to look for when selecting a microcontroller and development environment. By working through examples that use an STM32F7 Nucleo board, the STM32CubeIDE, and SEGGER debug tools, including SEGGER J-Link, Ozone, and SystemView, you'll gain an understanding of preemptive scheduling policies and task communication. The book will then help you develop highly efficient low-level drivers and analyze their real-time performance and CPU utilization. Finally, you'll cover tips for troubleshooting and be able to take your new-found skills to the next level. By the end of this book, you'll have built on your embedded system skills and will be able to create real-time systems using microcontrollers and FreeRTOS. What you will learn Understand when to use an RTOS for a project Explore RTOS concepts such as tasks, mutexes, semaphores, and queues Discover different microcontroller units (MCUs) and choose the best one for your project Evaluate and select the best IDE and middleware stack for your project Use professional-grade tools for analyzing and debugging your application Get FreeRTOS-based applications up and running on an STM32 board Who this book is for This book is for embedded engineers, students, or anyone interested in learning the complete RTOS feature set with embedded devices. A basic understanding of the C programming language and embedded systems or microcontrollers will be helpful.

Starting Embedded Linux Development on an Arm Architecture Apress

This updated and reorganized fourth edition of Software Testing: A Craftsman's Approach applies the strong mathematics content of previous editions to a coherent treatment of Model-Based Testing for both code-based (structural) and specification-based (functional) testing. These techniques are extended from the usual unit testing discussions to full coverage of less understood levels integration and system testing. The Fourth Edition: Emphasizes technical inspections and is supplemented by an appendix with a full package of documents required for a sample Use Case technical inspection Introduces an innovative approach that merges the Event-Driven Petri Nets from the earlier editions with the "Swim Lane" concept from the Unified Modeling Language (UML) that permits model-based testing for four levels of interaction among constituents in a System of Systems Introduces model-based development and provides an explanation of how to conduct testing within model-based development environments Presents a new section on methods for testing software in an Agile programming environment Explores test-driven development, reexamines all-pairs testing, and explains the four contexts of software testing Thoroughly revised and updated, Software Testing: A Craftsman's Approach, Fourth Edition is sure to become a standard reference for those who need to stay up to date with evolving technologies in software testing. Carrying on the tradition of previous editions, it will continue to serve as a valuable reference for software testers, developers, and engineers.

JavaScript Bible John Wiley & Sons

Pro Android 3 starts with the basics, giving you a firm foundation in Android development. It then builds on this foundation to teach you how to build real-world and fun mobile applications using the new Android 3.0 SDK. This book covers advanced concepts in detail including maps, geocoding, services, live folders, drag and drop, touchscreens, and the new Android 3.0 features: fragments and ActionBar. Pro Android 3 is uniquely comprehensive: it covers sensors, text to speech, OpenGL, live widgets, search, and the audio and video APIs. Using the code-heavy tutorials and expert advice, you'll quickly be able to build cool mobile apps and run them on dozens of Android-based smartphones. You'll explore and use the Android APIs, including those for media, sensors, and long-running services. And you'll check out what's new with Android 3.0, including the improved UI across all Android platforms, drag and drop, fragment dialogs, and more, giving you the knowledge to create stunning, cutting-edge apps, while keeping you agile enough to respond to changes in the future.

Professional Android Application Development Addison-Wesley Professional

Update to the bestseller now features the latest release of the Android platform Android is a powerful, flexible, open source platform for mobile devices and its popularity is growing at an unprecedented pace. This update to the bestselling first edition dives in to cover the exciting new features of the latest release of the Android mobile platform. Providing in-depth coverage of how to build mobile applications using the next major release of the Android SDK, this invaluable resource takes a hands-on approach to discussing Android with a series of projects, each of which introduces a new feature and highlights techniques and best practices to get the most out of

Android. The Android SDK is a powerful, flexible, open source platform for mobile devices Shares helpful techniques and best practices to maximize the capabilities of Android Explains the possibilities of Android through the use of a series of detailed projects Demonstrates how to create real-world mobile applications for Android phones Includes coverage of the latest version of Android Providing concise and compelling examples, Professional Android Application Development is an updated guide aimed at helping you create mobile applications for mobile devices running the latest version of Android.

Professional Assembly Language John Wiley & Sons

Quite simply, test-driven development is meant to eliminate fear in application development. While some fear is healthy (often viewed as a conscience that tells programmers to "be careful!"), the author believes that byproducts of fear include tentative, grumpy, and uncommunicative programmers who are unable to absorb constructive criticism. When programming teams buy into TDD, they immediately see positive results. They eliminate the fear involved in their jobs, and are better equipped to tackle the difficult challenges that face them. TDD eliminates tentative traits, it teaches programmers to communicate, and it encourages team members to seek out criticism However, even the author admits that grumpiness must be worked out individually! In short, the premise behind TDD is that code should be continually tested and refactored. Kent Beck teaches programmers by example, so they can painlessly and dramatically increase the quality of their work.

Professional Linux Programming Newnes

This book provides a unified, coordinated path for embedded developers starting out in embedded Linux programming. It takes a tutorial-style approach, and is unique in using the DS-5 Integrated Development Environment (IDE), matched with ARM's architecture, to create a complete guide from installation to developing simple applications. Through clear, concise and accessible explanation and examples, this book kick starts embedded Linux development in the most practical way possible. With this book you will learn: * What embedded Linux can do for you, and how to achieve particular development goals * How to set up and install the development environment * The very basics of embedded Linux, starting with toggling I/O pins * How to use the Linux command line to perform basic tasks * How to debug code * Profiling and performance tuning * How to use TCP/IP and USB interfaces in Linux.

Knowledge Management and Engineering with Decisional DNA CRC Press

This updated and reorganized Fifth edition of Software Testing: A Craftsman's Approach continues to be a valuable reference for software testers, developers, and engineers, by applying the strong mathematics content of previous editions to a coherent treatment of software testing. Responding to instructor and student survey input, the authors have streamlined chapters and examples. The Fifth Edition: Has a new chapter on feature interaction testing that explores the feature interaction problem and explains how to reduce tests Uses Java instead of pseudo-code for all examples including structured and object-oriented ones Presents model-based development and provides an explanation of how to conduct testing within model-based development environments Explains testing in waterfall, iterative, and agile software development projects Explores test-driven development, reexamines all-pairs testing, and explains the four contexts of software testing Thoroughly revised and updated, Software Testing: A Craftsman's Approach, Fifth Edition is sure to become a standard reference for those who need to stay up to date with evolving technologies in software testing.

C# in Depth Packt Publishing Ltd

Design, code, and build exciting wearable projects using Arduino tools About This Book Develop an interactive program using sensors and actuators suitable with wearables Understand wearable programming with the help of hands-on projects Explore different wearable design processes in the Arduino platform and customize them to fit your individual needs Who This Book Is For This book is intended for readers who are familiar with the Arduino platform and want to learn more about creating wearable projects. No previous experience in wearables is expected, although a basic knowledge of Arduino programming will help. What You Will Learn Develop a basic understanding of wearable computing Learn about Arduino and its compatible prototyping platforms suitable for creating wearables Understand the design process surrounding the creation of wearable objects Gain insight into the materials suitable for developing wearable projects Design and create projects including interactive bike gloves, GPRS locator watch, and more using various kinds of electronic components Discover programming for interactivity Learn how to connect and interface wearables' with Bluetooth and WiFi Get your hands dirty with your own personalized designs In

Detail The demand for smart wearable technologies is becoming more popular day by day. The Arduino platform was developed keeping wearables, such as watches that track your location or shoes that count the miles you've run, in mind. It is basically an open-source physical computing platform based on a simple microcontroller board and a development environment in which you create the software for the board. If you're interested in designing and creating your own wearables, this is an excellent platform for you. This book provides you with the skills and understanding to create your own wearable projects. The book covers different prototyping boards which are compatible with the Arduino platform and are suitable for creating wearable projects. Each chapter of the book covers a project in which knowledge and skills are introduced gradually, making the book suitable for all kinds of readers. You begin your journey with understanding electronic components, including LEDs and sensors, to get yourself up to scratch and comfortable with different components. You will then gain hands-on experience by creating your very first wearable project, a pair of interactive bike gloves that help you cycle at night. This is followed by a project making your own funky LED glasses and a cool GPS watch. You'll also delve into other projects including creating your own keyless doorlock, wearable NFC tags, a fitness-tracking device, and a WiFi-enabled spark board. The final project is a compilation of the previous concepts used where you make your own smart watch with fitness tracking, internet-based notifications, GPS, and of course time telling. Style and approach This is a project-based book that introduces each project to the reader step-by-step. Each project starts out by covering all the components individually, and then explains how to combine them into interactive objects. Each project contains an easy-to-follow guide to design and implement the electronics into wearable objects.

Exploring BeagleBone John Wiley & Sons

Teach yourself Visual C# 2010-one step at a time. Ideal for developers with fundamental programming skills, this practical tutorial features learn-by-doing exercises that demonstrate how, when, and why to use the features of the C# rapid application development environment. You'll learn how to use Microsoft Visual Studio 2010 and Microsoft .NET Framework 4.0; develop a solid, fundamental understanding of C# language features; and then get to work creating actual components and working applications for the Windows operating system. You'll also delve into data management technologies and Web-based applications.

Professional Microsoft Robotics Developer Studio Packt Publishing Ltd

Push the limits of what C - and you - can do, with this high-intensity guide to the most advanced capabilities of C Key FeaturesMake the most of C's low-level control, flexibility, and high

performanceA comprehensive guide to C's most powerful and challenging featuresA thought-provoking guide packed with hands-on exercises and examplesBook Description There's a lot more to C than knowing the language syntax. The industry looks for developers with a rigorous, scientific understanding of the principles and practices. Extreme C will teach you to use C's advanced low-level power to write effective, efficient systems. This intensive, practical guide will help you become an expert C programmer. Building on your existing C knowledge, you will master preprocessor directives, macros, conditional compilation, pointers, and much more. You will gain new insight into algorithm design, functions, and structures. You will discover how C helps you squeeze maximum performance out of critical, resource-constrained applications. C still plays a critical role in 21st-century programming, remaining the core language for precision engineering, aviations, space research, and more. This book shows how C works with Unix, how to implement OO principles in C, and fully covers multi-processing. In Extreme C, Amini encourages you to think, question, apply, and experiment for yourself. The book is essential for anybody who wants to take their C to the next level. What you will learnBuild advanced C knowledge on strong foundations, rooted in first principlesUnderstand memory structures and compilation pipeline and how they work, and how to make most out of themApply object-oriented design principles to your procedural C codeWrite low-level code that's close to the hardware and squeezes maximum performance out of a computer systemMaster concurrency, multithreading, multi-processing, and integration with other languagesUnit Testing and debugging, build systems, and inter-process communication for C programmingWho this book is for Extreme C is for C programmers who want to dig deep into the language and its capabilities. It will help you make the most of the low-level control C gives you.

ASP.NET 2.0 Website Programming John Wiley & Sons

Explore various constraints and challenges that embedded developers encounter in their daily tasks and learn how to build effective programs using the latest standards of C++ Key FeaturesGet hands-on experience in developing a sample application for an embedded Linux-based systemExplore advanced topics such as concurrency, real-time operating system (RTOS), and C++ utilitiesLearn how to test and debug your embedded applications using logs and profiling toolsBook Description Developing applications for embedded systems may seem like a daunting task as developers face challenges related to limited memory, high power consumption, and maintaining real-time responses. This book is a collection of practical examples to explain how to develop applications for embedded boards and overcome the challenges that you may encounter while developing. The book will start with an introduction to embedded systems and how to set up the development environment. By teaching you to build your first embedded application, the book will

help you progress from the basics to more complex concepts, such as debugging, logging, and profiling. Moving ahead, you will learn how to use specialized memory and custom allocators. From here, you will delve into recipes that will teach you how to work with the C++ memory model, atomic variables, and synchronization. The book will then take you through recipes on inter-process communication, data serialization, and timers. Finally, you will cover topics such as error handling and guidelines for real-time systems and safety-critical systems. By the end of this book, you will have become proficient in building robust and secure embedded applications with C++. What you will learnGet to grips with the fundamentals of an embedded systemUnderstand how to optimize code for the targeted hardware platformsExplore cross-compilation, build types, and remote debuggingDiscover the importance of logging for debugging and root cause analysis of failuresUncover concepts such as interrupt service routine, memory model, and ring bufferRecognize the need for custom memory management in embedded systemsDelve into static code analyzers and tools to improve code qualityWho this book is for This book is for developers, electronic hardware professionals, and software and system-on-chip engineers who want to build effective embedded programs in C++. Familiarity with the C++ programming language is expected, but no previous knowledge of embedded systems is required.

Hands-On RTOS with Microcontrollers John Wiley & Sons

Dig deep and master the intricacies of the common language runtime, C#, and .NET development. Led by programming expert Jeffrey Richter, a longtime consultant to the Microsoft .NET team - you'll gain pragmatic insights for building robust, reliable, and responsive apps and components. Fully updated for .NET Framework 4.5 and Visual Studio 2012 Delivers a thorough grounding in the .NET Framework architecture, runtime environment, and other key topics, including asynchronous programming and the new Windows Runtime Provides extensive code samples in Visual C# 2012 Features authoritative, pragmatic guidance on difficult development concepts such as generics and threading

Professional Android 4 Application Development Springer Nature

This volume presents the proceedings of the Fifth International Conference on the Development of Biomedical Engineering in Vietnam which was held from June 16-18, 2014 in Ho Chi Minh City. The volume reflects the progress of Biomedical Engineering and discusses problems and solutions. It aims identifying new challenges, and shaping future directions for research in biomedical engineering fields including medical instrumentation, bioinformatics, biomechanics, medical imaging, drug delivery therapy, regenerative medicine and entrepreneurship in medical devices.