

Unix Concepts And Applications Fourth Edition

For Introductory Courses in Operating Systems in Computer Science, Computer Engineering, and Electrical Engineering programs. The widely anticipated revision of this worldwide best-seller incorporates the latest developments in operating systems (OS) technologies. The Third Edition includes up-to-date materials on relevant OS such as Linux, Windows, and embedded real-time and multimedia systems. Tanenbaum also provides information on current research based on his experience as an operating systems researcher.

Shell Programming in Unix, Linux and OS X is a thoroughly updated revision of Kochan and Wood's classic Unix Shell Programming tutorial. Following the methodology of the original text, the book focuses on the POSIX standard shell, and teaches you how to develop programs in this useful programming environment, taking full advantage of the underlying power of Unix and Unix-like operating systems. After a quick review of Unix utilities, the book's authors take you step-by-step through the process of building shell scripts, debugging them, and understanding how they work within the shell's environment. All major features of the shell are covered, and the large number of practical examples make it easy for you to build shell scripts for your particular applications. The

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book also describes the major features of the Korn and Bash shells. Learn how to... Take advantage of the many utilities provided in the Unix system Write powerful shell scripts Use the shell's built-in decision-making and looping constructs Use the shell's powerful quoting mechanisms Make the most of the shell's built-in history and command editing capabilities Use regular expressions with Unix commands Take advantage of the special features of the Korn and Bash shells Identify the major differences between versions of the shell language Customize the way your Unix system responds to you Set up your shell environment Make use of functions Debug scripts Contents at a Glance 1 A Quick Review of the Basics 2 What Is the Shell? 3 Tools of the Trade 4 And Away We Go 5 Can I Quote You on That? 6 Passing Arguments 7 Decisions, Decisions 8 'Round and 'Round She Goes 9 Reading and Printing Data 10 Your Environment 11 More on Parameters 12 Loose Ends 13 Rolo Revisited 14 Interactive and Nonstandard Shell Features A Shell Summary B For More Information

Using small, simple, focused chapters—and assuming no previous knowledge of the subject—this tutorial provides readers with the firm knowledge foundation necessary for performing everyday, routine UNIX tasks, and for exploring more advanced UNIX topics. It carefully shows where UNIX fits into to the operating

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system mix by covering operating system concepts in general before focusing on UNIX and the UNIX environment. Features step-by-step command sequences and practice examples, UNIX screen captures, terminal sessions and exercises, and Command summaries. The UNIX Operating System. The vi Editor. The UNIX File System. Exploring the Shell. UNIX Communication. Program Development. Shell Programming. Shell Scripts: Writing Applications. Discover interesting recipes to help you understand the concepts of object detection, image processing, and facial detection Key Features Explore the latest features and APIs in OpenCV 4 and build computer vision algorithms Develop effective, robust, and fail-safe vision for your applications Build computer vision algorithms with machine learning capabilities Book Description OpenCV is an image and video processing library used for all types of image and video analysis. Throughout the book, you'll work through recipes that implement a variety of tasks, such as facial recognition and detection. With 70 self-contained tutorials, this book examines common pain points and best practices for computer vision (CV) developers. Each recipe addresses a specific problem and offers a proven, best-practice solution with insights into how it works, so that you can copy the code and configuration files and modify them to suit your needs. This book begins by setting up OpenCV, and explains how to manipulate pixels.

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You'll understand how you can process images with classes and count pixels with histograms. You'll also learn detecting, describing, and matching interest points. As you advance through the chapters, you'll get to grips with estimating projective relations in images, reconstructing 3D scenes, processing video sequences, and tracking visual motion. In the final chapters, you'll cover deep learning concepts such as face and object detection. By the end of the book, you'll be able to confidently implement a range of computer vision algorithms to meet the technical requirements of your complex CV projects

What you will learn

- Install and create a program using the OpenCV library
- Segment images into homogenous regions and extract meaningful objects
- Apply image filters to enhance image content
- Exploit image geometry to relay different views of a pictured scene
- Calibrate the camera from different image observations
- Detect people and objects in images using machine learning techniques
- Reconstruct a 3D scene from images
- Explore face detection using deep learning

Who this book is for

If you're a CV developer or professional who already uses or would like to use OpenCV for building computer vision software, this book is for you. You'll also find this book useful if you're a C++ programmer looking to extend your computer vision skillset by learning OpenCV.

Designed as one of the first true textbooks on how to use the UNIX operating

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system and suitable for a wide variety of UNIX-based courses, UNIX and Shell Programming goes beyond providing a reference of commands to offer a guide to basic commands and shell programming. Forouzan/Gilberg begin by introducing students to basic commands and tools of the powerful UNIX operating system. The authors then present simple scripting concepts, and cover all material required for understanding shells (e.g., Regular Expressions, grep, sed, and awk) before introducing material on the Korn, C, and Bourne shells. Throughout, in-text learning aids encourage active learning and rich visuals support concept presentation. For example, sessions use color so students can easily distinguish user input from computer output. In addition, illustrative figures help students visualize what the command is doing. Each chapter concludes with problems, including lab sessions where students work on the computer and complete sessions step-by-step. This approach has proven to be successful when teaching this material in the classroom.

Linux in a Nutshell covers the core commands available on common Linux distributions. This isn't a scaled-down quick reference of common commands, but a complete reference containing all user, programming, administration, and networking commands. Contents include:

- Programming, system administration, and user commands with complete lists of options
- LILO and Loadlin (boot)

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options • Shell syntax and variables for the bash, csh, and tcsh shells • Pattern matching • Emacs and vi editing commands • sed and gawk commands • Common configuration tasks for the GNOME and KDE desktops and the fvwm2 window manager • Red Hat and Debian package managers New material in the third edition includes common techniques for customizing the GNOME and KDE desktops and the fvwm2 window manager; the dpkg Debian Package Manager; an expanded discussion of the rpm Red Hat Package Manager and CVS; and many new commands. Linux in a Nutshell is a must for any Linux user; it weighs less than a stack of manual pages, but gives you everything you need for common, day-to-day use.

Beginning Linux Programming, Fourth Edition continues its unique approach to teaching UNIX programming in a simple and structured way on the Linux platform. Through the use of detailed and realistic examples, students learn by doing, and are able to move from being a Linux beginner to creating custom applications in Linux. The book introduces fundamental concepts beginning with the basics of writing Unix programs in C, and including material on basic system calls, file I/O, interprocess communication (for getting programs to work together), and shell programming. Parallel to this, the book introduces the toolkits and libraries for working with user interfaces, from simpler terminal mode

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applications to X and GTK+ for graphical user interfaces. Advanced topics are covered in detail such as processes, pipes, semaphores, socket programming, using MySQL, writing applications for the GNOME or the KDE desktop, writing device drivers, POSIX Threads, and kernel programming for the latest Linux Kernel.

Used both as a pedagogical tool and a reference. This work is used for any introductory programming course that includes Unix and for advanced courses such as those on Operating Systems and System Administration. It contains over 900 exercises and self-test questions. This book also features coverage of Linux, where Linux differs from UNIX.

A handy book for someone just starting with Unix or Linux, and an ideal primer for Mac and PC users of the Internet who need to know a little about Unix on the systems they visit. The most effective introduction to Unix in print, covering Internet usage for email, file transfers, web browsing, and many major and minor updates to help the reader navigate the ever-expanding capabilities of the operating system.

This book includes the original, peer-reviewed research from the 2nd International Conference on Emerging Trends in Electrical, Communication and Information Technologies (ICECIT 2015), held in December, 2015 at Srinivasa Ramanujan Institute of Technology, Ananthapuramu, Andhra Pradesh, India. It covers the latest research

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trends or developments in areas of Electrical Engineering, Electronic and Communication Engineering, and Computer Science and Information.

This Nutshell Handbook® is a thorough introduction to the Korn shell, both as a user interface and as a programming language. The Korn shell, like the C and Bourne shells, is a program that interprets UNIX commands. It has many features that aren't found in other shells, including command history (the ability to recall and edit previous commands). The Korn shell is also faster; several of its features allow you to write programs that execute more quickly than their Bourne or C shell equivalents. This book provides a clear and concise explanation of the Korn shell's features. It explains ksh string operations, co-processes, signals and signal handling, and one of the worst "dark corners" of shell programming: command-line interpretation. It does this by introducing simple real-life examples and then adding options and complexity in later chapters, illustrating the way real-world script development generally proceeds. An additional (and unique) programming aid, a Korn shell debugger (kshdb), is also included. Learning the Korn Shell is an ideal resource for many UNIX users and programmers, including software developers who want to "prototype" their designs, system administrators who want to write tools for their own use, and even novices who just want to use some of ksh's more advanced interactive features.

“As this book shows, Linux systems are just as functional, secure, and reliable as their proprietary counterparts. Thanks to the ongoing efforts of thousands of Linux

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developers, Linux is more ready than ever for deployment at the frontlines of the real world. The authors of this book know that terrain well, and I am happy to leave you in their most capable hands.” –Linus Torvalds “The most successful sysadmin book of all time—because it works!” –Rik Farrow, editor of ;login: “This book clearly explains current technology with the perspective of decades of experience in large-scale system administration. Unique and highly recommended.” –Jonathan Corbet, cofounder, LWN.net “Nemeth et al. is the overall winner for Linux administration: it’s intelligent, full of insights, and looks at the implementation of concepts.” –Peter Salus, editorial director, Matrix.net Since 2001, Linux Administration Handbook has been the definitive resource for every Linux® system administrator who must efficiently solve technical problems and maximize the reliability and performance of a production environment. Now, the authors have systematically updated this classic guide to address today’s most important Linux distributions and most powerful new administrative tools. The authors spell out detailed best practices for every facet of system administration, including storage management, network design and administration, web hosting, software configuration management, performance analysis, Windows interoperability, and much more. Sysadmins will especially appreciate the thorough and up-to-date discussions of such difficult topics such as DNS, LDAP, security, and the management of IT service organizations. Linux® Administration Handbook, Second Edition, reflects the current versions of these leading distributions: Red Hat® Enterprise Linux®

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Fedora™ Core SUSE® Linux Enterprise Debian® GNU/Linux Ubuntu® Linux Sharing their war stories and hard-won insights, the authors capture the behavior of Linux systems in the real world, not just in ideal environments. They explain complex tasks in detail and illustrate these tasks with examples drawn from their extensive hands-on experience.

This book describes the internal algorithms and the structures that form the basis of the UNIX operating system and their relationship to the programmer interface. The system description is based on UNIX System V Release 2 supported by AT&T, with some features from Release 3.

The Definitive UNIX Resource--Fully Updated Get cutting-edge coverage of the newest releases of UNIX--including Solaris 10, all Linux distributions, HP-UX, AIX, and FreeBSD--from this thoroughly revised, one-stop resource for users at all experience levels. Written by UNIX experts with many years of experience starting with Bell Laboratories, UNIX: The Complete Reference, Second Edition provides step-by-step instructions on how to use UNIX and take advantage of its powerful tools and utilities. Get up-and-running on UNIX quickly, use the command shell and desktop, and access the Internet and e-mail. You'll also learn to administer systems and networks, develop applications, and secure your UNIX environment. Up-to-date chapters on UNIX desktops, Samba, Python, Java Apache, and UNIX Web development are included. Install, configure, and maintain UNIX on your PC or workstation Work with files,

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directories, commands, and the UNIX shell Create and modify text files using powerful text editors Use UNIX desktops, including GNOME, CDE, and KDE, as an end user or system administrator Use and manage e-mail, TCP/IP networking, and Internet services Protect and maintain the security of your UNIX system and network Share devices, printers, and files between Windows and UNIX systems Use powerful UNIX tools, including awk, sed, and grep Develop your own shell, Python, and Perl scripts, and Java, C, and C++ programs under UNIX Set up Apache Web servers and develop browser-independent Web sites and applications

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market.

Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and

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traps to avoid in designing embedded systems. Designing Embedded Hardware covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.

Unix Concepts And Applications Tata McGraw-Hill Education Unix Concepts And Applications 4th Edition Unix: Concepts And Applications

Combines language tutorials with application design advice to cover the PHP server-side scripting language and the MySQL database engine.

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

Written with a clear, straightforward writing style and packed with step-by-step projects for direct, hands-on learning, Guide to UNIX Using Linux, 4E is the perfect resource for learning UNIX and Linux from the ground up. Through the use of practical examples, end-of-chapter reviews, and interactive exercises,

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novice users are transformed into confident UNIX/Linux users who can employ utilities, master files, manage and query data, create scripts, access a network or the Internet, and navigate popular user interfaces and software. The updated 4th edition incorporates coverage of the latest versions of UNIX and Linux, including new versions of Red Hat, Fedora, SUSE, and Ubuntu Linux. A new chapter has also been added to cover basic networking utilities, and several other chapters have been expanded to include additional information on the KDE and GNOME desktops, as well as coverage of the popular OpenOffice.org office suite. With a strong focus on universal UNIX and Linux commands that are transferable to all versions of Linux, this book is a must-have for anyone seeking to develop their knowledge of these systems. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The open source nature of Linux has always intrigued embedded engineers, and the latest kernel releases have provided new features enabling more robust functionality for embedded applications. Enhanced real-time performance, easier porting to new architectures, support for microcontrollers and an improved I/O system give embedded engineers even more reasons to love Linux! However, the rapid evolution of the Linux world can result in an eternal search for new

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information sources that will help embedded programmers to keep up! This completely updated second edition of noted author Doug Abbott's respected introduction to embedded Linux brings readers up-to-speed on all the latest developments. This practical, hands-on guide covers the many issues of special concern to Linux users in the embedded space, taking into account their specific needs and constraints. You'll find updated information on:

- The GNU toolchain
- Configuring and building the kernel
- BlueCat Linux
- Debugging on the target
- Kernel Modules
- Devices Drivers
- Embedded Networking
- Real-time programming tips and techniques
- The RTAI environment
- And much more

The accompanying CD-ROM contains all the source code from the book's examples, helpful software and other resources to help you get up to speed quickly. This is still the reference you'll reach for again and again! * 100+ pages of new material adds depth and breadth to the 2003 embedded bestseller. * Covers new Linux kernel 2.6 and the recent major OS release, Fedora. * Gives the engineer a guide to working with popular and cost-efficient open-source code.

The Third Edition Incorporates Major Revisions, Moderate Additions, And Minor Deletions. It Focuses On The Two Major Versions Of Unix - Solaris And Linux. The Two-Part Structure Od The Previous Edition Has Been Maintained. The Fundamental Aspects Of The System Are Covered In Part I, Whereas The

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Intermediate And Advances Concepts Are Explained In Part Ii. Salient Features : Two New Chapters On Unix Systems Programming - The File And Process Control. Complete Chapter Devoted To Tcp/Ip Network Of Administration. Enhanced Coverage On Linux. Updated Coverage On The Internaeet And The Http Protocol. End-Of-Chapter Questions Grouped Under Test Your Understanding With Answers In Appendix C And Flex Your Brain. Also Conforms To The Latest Revised Doeacca Level Syllabus Effective July 2003.

Introduces database managers, developers, and programmers to the niceties of developing distributed applications through UNIX, covering filters, shell programming, relational joins, and many other features. Original. (Advanced). This complete guide to setting up and running a TCP/IP network is essential for network administrators, and invaluable for users of home systems that access the Internet. The book starts with the fundamentals -- what protocols do and how they work, how addresses and routing are used to move data through the network, how to set up your network connection -- and then covers, in detail, everything you need to know to exchange information via the Internet. Included are discussions on advanced routing protocols (RIPv2, OSPF, and BGP) and the gated software package that implements them, a tutorial on configuring important network services -- including DNS, Apache, sendmail, Samba, PPP, and DHCP

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-- as well as expanded chapters on troubleshooting and security. TCP/IP Network Administration is also a command and syntax reference for important packages such as gated, pppd, named, dhcpd, and sendmail. With coverage that includes Linux, Solaris, BSD, and System V TCP/IP implementations, the third edition contains:

- Overview of TCP/IP
- Delivering the data Network services
- Getting started
- M Basic configuration
- Configuring the interface
- Configuring routing
- Configuring DNS
- Configuring network servers
- Configuring sendmail
- Configuring Apache
- Network security
- Troubleshooting

Appendices include dip, pppd, and chat reference, a gated reference, a dhcpd reference, and a sendmail reference. This new edition includes ways of configuring Samba to provide file and print sharing on networks that integrate Unix and Windows, and a new chapter is dedicated to the important task of configuring the Apache web server. Coverage of network security now includes details on OpenSSH, stunnel, gpg, iptables, and the access control mechanism in xinetd. Plus, the book offers updated information about DNS, including details on BIND 8 and BIND 9, the role of classless IP addressing and network prefixes, and the changing role of registrars. Without a doubt, TCP/IP Network Administration, 3rd Edition is a must-have for all network administrators and anyone who deals with a network that transmits data over the Internet.

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The Art of UNIX Programming poses the belief that understanding the unwritten UNIX engineering tradition and mastering its design patterns will help programmers of all stripes to become better programmers. This book attempts to capture the engineering wisdom and design philosophy of the UNIX, Linux, and Open Source software development community as it has evolved over the past three decades, and as it is applied today by the most experienced programmers. Eric Raymond offers the next generation of "hackers" the unique opportunity to learn the connection between UNIX philosophy and practice through careful case studies of the very best UNIX/Linux programs.

A True Textbook for an Introductory Course, System Administration Course, or a Combination Course Linux with Operating System Concepts merges conceptual operating system (OS) and Unix/Linux topics into one cohesive textbook for undergraduate students. The book can be used for a one- or two-semester course on Linux or Unix. It is complete with review sections, problems, definitions, concepts, and relevant introductory material, such as binary and Boolean logic, OS kernels, and the role of the CPU and memory hierarchy. Details for Introductory and Advanced Users The book covers Linux from both the user and system administrator positions. From a user perspective, it emphasizes command line interaction. From a system administrator perspective, the text reinforces shell scripting with examples of administration scripts that support the automation of administrator tasks. Thorough Coverage of Concepts and Linux Commands The author incorporates OS concepts not found in most Linux/Unix

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textbooks, including kernels, file systems, storage devices, virtual memory, and process management. He also introduces computer science topics, such as computer networks and TCP/IP, binary numbers and Boolean logic, encryption, and the GNUs C compiler. In addition, the text discusses disaster recovery planning, booting, and Internet servers.

To thoroughly understand what makes Linux tick and why it's so efficient, you need to delve deep into the heart of the operating system--into the Linux kernel itself. The kernel is Linux--in the case of the Linux operating system, it's the only bit of software to which the term "Linux" applies. The kernel handles all the requests or completed I/O operations and determines which programs will share its processing time, and in what order. Responsible for the sophisticated memory management of the whole system, the Linux kernel is the force behind the legendary Linux efficiency. The new edition of Understanding the Linux Kernel takes you on a guided tour through the most significant data structures, many algorithms, and programming tricks used in the kernel. Probing beyond the superficial features, the authors offer valuable insights to people who want to know how things really work inside their machine. Relevant segments of code are dissected and discussed line by line. The book covers more than just the functioning of the code, it explains the theoretical underpinnings for why Linux does things the way it does. The new edition of the book has been updated to cover version 2.4 of the kernel, which is quite different from version 2.2: the virtual memory system is entirely new, support for multiprocessor systems is improved, and whole new classes of hardware devices have been added. The authors explore each new feature in detail. Other topics in the book include: Memory management including file buffering, process swapping, and Direct memory Access (DMA) The Virtual Filesystem and the Second Extended Filesystem Process creation and scheduling

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Signals, interrupts, and the essential interfaces to device drivers Timing Synchronization in the kernel Interprocess Communication (IPC) Program execution Understanding the Linux Kernel, Second Edition will acquaint you with all the inner workings of Linux, but is more than just an academic exercise. You'll learn what conditions bring out Linux's best performance, and you'll see how it meets the challenge of providing good system response during process scheduling, file access, and memory management in a wide variety of environments. If knowledge is power, then this book will help you make the most of your Linux system.

You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to:

- * Create and delete files, directories, and symlinks
- * Administer your system, including networking, package installation, and process management
- * Use standard input and output, redirection, and pipelines
- * Edit files with Vi, the world's most popular text editor
- * Write shell scripts to automate common or boring tasks
- * Slice and dice text files with cut, paste, grep, patch, and sed

Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if

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your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin"

This book is for all people who are forced to use UNIX. It is a humorous book--pure entertainment--that maintains that UNIX is a computer virus with a user interface. It features letters from the thousands posted on the Internet's "UNIX-Haters" mailing list. It is not a computer handbook, tutorial, or reference. It is a self-help book that will let readers know they are not alone.

Now covers Red Hat Linux! Written by Evi Nemeth, Garth Snyder, Scott Seebass, and Trent R. Hein with Adam Boggs, Rob Braun, Ned McClain, Dan Crawl, Lynda McGinley, and Todd Miller "This is not a nice, neat book for a nice, clean world. It's a nasty book for a nasty world. This is a book for the rest of us." –Eric Allman and Marshall Kirk McKusick "I am pleased to welcome Linux to the UNIX System Administration Handbook!" –Linus Torvalds, Transmeta "This book is most welcome!" –Dennis Ritchie, AT&T Bell Laboratories This new edition of the world's most comprehensive guide to UNIX system administration is an ideal tutorial for those new to administration and an invaluable reference for experienced professionals. The third edition has been expanded to include "direct from the frontlines" coverage of Red Hat Linux. UNIX System Administration Handbook describes every aspect of system administration—from basic topics to UNIX esoterica—and provides explicit coverage of four popular UNIX systems: This book stresses a practical approach to system administration. It's packed with war stories and pragmatic advice, not just theory and watered-down restatements of the manuals. Difficult subjects such as sendmail, kernel building, and DNS configuration are tackled head-on. Examples are provided for all four versions of UNIX and are drawn from real-life

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systems—warts and all. "This book is where I turn first when I have system administration questions. It is truly a wonderful resource and always within reach of my terminal." –W. Richard Stevens, author of numerous books on UNIX and TCP/IP "This is a comprehensive guide to the care and feeding of UNIX systems. The authors present the facts along with seasoned advice and numerous real-world examples. Their perspective on the variations among systems is valuable for anyone who runs a heterogeneous computing facility." –Pat Parseghian, Transmeta "We noticed your book on the staff recommendations shelf at our local bookstore: 'Very clear, a masterful interpretation of the subject.' We were most impressed, until we noticed that the same staff member had also recommended Aunt Bea's Mayberry Cookbook."

–Shannon Bloomstran, history teacher

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential

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Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku

This introduction to networking on Linux now covers firewalls, including the use of ipchains and Netfilter, masquerading, and accounting. Other new topics in this second edition include Novell (NCP/IPX) support and INN (news administration).

Describes the concepts of programming with Linux, covering such topics as shell programming, file structure, managing memory, using MySQL, debugging, processes and signals, and GNOME.

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Written by the most well known face of India's IT literacy movement, this book is designed for the first course in C taken by undergraduate students in Computers and Information Technology. The revised edition maintains the lucid flow and continuity which has been the strength of the book.

O'Reilly's bestselling book on Linux's bash shell is at it again. Now that Linux is an established player both as a server and on the desktop Learning the bash Shell has been updated and refreshed to account for all the latest changes. Indeed, this third edition serves as the most valuable guide yet to the bash shell. As any good programmer knows, the first thing users of the Linux operating system come face to face with is the shell the UNIX term for a user interface to the system. In other words, it's what lets you communicate with the computer via the keyboard and display. Mastering the bash shell might sound fairly simple but it isn't. In truth, there are many complexities that need careful explanation, which is just what Learning the bash Shell provides. If you are new to shell programming, the book provides an excellent introduction, covering everything from the most basic to the most advanced features. And if you've been writing shell scripts for years, it offers a great way to find out what the new shell offers. Learning the bash Shell is also full of practical examples of shell commands and programs that will make everyday use of Linux that much easier. With this book, programmers will learn: How to install bash as your login shell The basics of interactive shell use, including UNIX file and directory structures, standard I/O, and

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background jobs Command line editing, history substitution, and key bindings How to customize your shell environment without programming The nuts and bolts of basic shell programming, flow control structures, command-line options and typed variables Process handling, from job control to processes, coroutines and subshells Debugging techniques, such as trace and verbose modes Techniques for implementing system-wide shell customization and features related to system security

Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the

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distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

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