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Managing Projects with GNU Make - Robert Mecklenburg 2004-11-19  
The utility simply known as make is one of the most enduring features of both Unix and other operating systems. First invented in the 1970s, make still turns up to this day as the central engine in most programming projects; it even builds the Linux kernel. In the third edition of the classic *Managing Projects with GNU make*, readers will learn why this utility continues to hold its top position in project build software, despite many younger competitors. The premise behind make is simple: after you change source files and want to rebuild your program or other output files, make checks timestamps to see what has changed and rebuilds just what you need, without wasting time rebuilding other files. But on top of this simple principle, make layers a rich collection of options that lets you manipulate multiple directories, build different versions of programs for different platforms, and customize your builds in other ways. This edition focuses on the GNU version of make, which has deservedly become the industry standard. GNU make contains powerful extensions that are explored in this book. It is also popular because it is free software and provides a version for almost every platform, including a version for Microsoft Windows as part of the free Cygwin project. *Managing Projects with GNU make, 3rd Edition* provides guidelines on meeting the needs of large, modern projects. Also added are a number of interesting advanced topics such as portability,

parallelism, and use with Java. Robert Mecklenburg, author of the third edition, has used make for decades with a variety of platforms and languages. In this book he zealously lays forth how to get your builds to be as efficient as possible, reduce maintenance, avoid errors, and thoroughly understand what make is doing. Chapters on C++ and Java provide makefile entries optimized for projects in those languages. The author even includes a discussion of the makefile used to build the book.  
*Open Source for Knowledge and Learning Management: Strategies Beyond Tools* - Lytras, Miltiadis D. 2006-12-31

"This book presents learning and knowledge management from a point of view where the basic tools and applications are provided by open source technologies. It explains an intense orientation to the critical issues of the open source paradigm: open source tools, applications, social networks, and knowledge sharing in open source communities"--Provided by publisher.

Geek and Hacker Stories - Brian Alleyne 2018-11-02

Geeks, hackers and gamers share a common 'geek culture', whose members are defined and define themselves mainly in terms of technology and rationality. The members of geek culture produce and circulate stories to express who they are and to explain and justify what they do. Geek storytelling draws on plots and themes from the wider social and cultural context in which geeks live. The author surveys many

stories of heated exchanges and techno-tribal conflicts that date back to the earliest days of personal computing, which construct the “self” and the “enemy”, and express and debate a range of political positions. Geek and Hacker Stories will be of interest to students of digital social science and media studies. Both geeky and non-technical readers will find something of value in this account.

Running Linux - Matthias Kalle Dalheimer 2005-12-22

You may be contemplating your first Linux installation. Or you may have been using Linux for years and need to know more about adding a network printer or setting up an FTP server. *Running Linux*, now in its fifth edition, is the book you'll want on hand in either case. Widely recognized in the Linux community as the ultimate getting-started and problem-solving book, it answers the questions and tackles the configuration issues that frequently plague users, but are seldom addressed in other books. This fifth edition of *Running Linux* is greatly expanded, reflecting the maturity of the operating system and the teeming wealth of software available for it. Hot consumer topics such as audio and video playback applications, groupware functionality, and spam filtering are covered, along with the basics in configuration and management that always have made the book popular. *Running Linux* covers basic communications such as mail, web surfing, and instant messaging, but also delves into the subtleties of network configuration--including dial-up, ADSL, and cable modems--in case you need to set up your network manually. The book can make you proficient on office suites and personal productivity applications--and also tells you what programming tools are available if you're interested in contributing to these applications. Other new topics in the fifth edition include encrypted email and filesystems, advanced shell techniques, and remote login applications. Classic discussions on booting, package management, kernel recompilation, and X configuration have also been updated. The authors of *Running Linux* have anticipated problem areas, selected stable and popular solutions, and provided clear instructions to ensure that you'll have a satisfying experience using Linux. The discussion is direct and complete enough to guide novice users, while still providing

the additional information experienced users will need to progress in their mastery of Linux. Whether you're using Linux on a home workstation or maintaining a network server, *Running Linux* will provide expert advice just when you need it.

*Bash Guide for Beginners (Second Edition)* - Machtelt Garrels 2010

The *Bash Guide for Beginners (Second Edition)* discusses concepts useful in the daily life of the serious Bash user. While a basic knowledge of shell usage is required, it starts with a discussion of shell building blocks and common practices. Then it presents the *grep*, *awk* and *sed* tools that will later be used to create more interesting examples. The second half of the course is about shell constructs such as loops, conditional tests, functions and traps, and a number of ways to make interactive scripts. All chapters come with examples and exercises that will help you become familiar with the theory.

**Linux with Operating System Concepts** - Richard Fox 2021-12-29

A True Textbook for an Introductory Course, System Administration Course, or a Combination Course *Linux with Operating System Concepts, Second Edition* 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 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, interpreters versus compilers, file compression, file system integrity through backups, RAID and encryption

technologies, booting and the GNUs C compiler. New in this Edition The book has been updated to systemd Linux and the newer services like Cockpit, NetworkManager, firewalld and journald. This edition explores Linux beyond CentOS/Red Hat by adding detail on Debian distributions. Content across most topics has been updated and improved.

*The Linux Programming Interface* - Michael Kerrisk 2010-10-01

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.

**Lions' Commentary on UNIX 6th Edition with Source Code** - John Lions 1996-01-01

For the past 20 years, UNIX insiders have cherished and zealously guarded pirated photocopies of this manuscript, a "hacker trophy" of sorts. Now legal (and legible) copies are available. An international "who's who" of UNIX wizards, including Dennis Ritchie, have contributed

essays extolling the merits and importance of this underground classic. *Dive Into Systems* - Suzanne J. Matthews 2022-09-20

Dive into Systems is a vivid introduction to computer organization, architecture, and operating systems that is already being used as a classroom textbook at more than 25 universities. This textbook is a crash course in the major hardware and software components of a modern computer system. Designed for use in a wide range of introductory-level computer science classes, it guides readers through the vertical slice of a computer so they can develop an understanding of the machine at various layers of abstraction. Early chapters begin with the basics of the C programming language often used in systems programming. Other topics explore the architecture of modern computers, the inner workings of operating systems, and the assembly languages that translate human-readable instructions into a binary representation that the computer understands. Later chapters explain how to optimize code for various architectures, how to implement parallel computing with shared memory, and how memory management works in multi-core CPUs. Accessible and easy to follow, the book uses images and hands-on exercise to break down complicated topics, including code examples that can be modified and executed.

*The Cathedral & the Bazaar* - Eric S. Raymond 2001-02-01

Open source provides the competitive advantage in the Internet Age. According to the August Forrester Report, 56 percent of IT managers interviewed at Global 2,500 companies are already using some type of open source software in their infrastructure and another 6 percent will install it in the next two years. This revolutionary model for collaborative software development is being embraced and studied by many of the biggest players in the high-tech industry, from Sun Microsystems to IBM to Intel. The Cathedral & the Bazaar is a must for anyone who cares about the future of the computer industry or the dynamics of the information economy. Already, billions of dollars have been made and lost based on the ideas in this book. Its conclusions will be studied, debated, and implemented for years to come. According to Bob Young, "This is Eric Raymond's great contribution to the success of the open

source revolution, to the adoption of Linux-based operating systems, and to the success of open source users and the companies that supply them."The interest in open source software development has grown enormously in the past year. This revised and expanded paperback edition includes new material on open source developments in 1999 and 2000. Raymond's clear and effective writing style accurately describing the benefits of open source software has been key to its success. With major vendors creating acceptance for open source within companies, independent vendors will become the open source story in 2001.

How Linux Works, 3rd Edition - Brian Ward 2021-04-19

Best-selling guide to the inner workings of the Linux operating system with over 50,000 copies sold since its original release in 2014. Linux for the Superuser Unlike some operating systems, Linux doesn't try to hide the important bits from you—it gives you full control of your computer. But to truly master Linux, you need to understand its internals, like how the system boots, how networking works, and what the kernel actually does. In this third edition of the bestselling *How Linux Works*, author Brian Ward peels back the layers of this well-loved operating system to make Linux internals accessible. This edition has been thoroughly updated and expanded with added coverage of Logical Volume Manager (LVM), virtualization, and containers. You'll learn: How Linux boots, from boot loaders to init (systemd) How the kernel manages devices, device drivers, and processes How networking, interfaces, firewalls, and servers work How development tools work and relate to shared libraries How to write effective shell scripts You'll also explore the kernel and examine key system tasks inside user-space processes, including system calls, input and output, and filesystem maintenance. With its combination of background, theory, real-world examples, and thorough explanations, *How Linux Works, 3rd Edition* will teach you what you need to know to take control of your operating system. NEW TO THIS EDITION: Hands-on coverage of the LVM, journald logging system, and IPv6 Additional chapter on virtualization, featuring containers and cgroups Expanded discussion of systemd Covers systemd-based installations

The Art of UNIX Programming - Eric S. Raymond 2003-09-23

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.

Software Development - Allen Tucker 2011-01-19

To understand the principles and practice of software development, there is no better motivator than participating in a software project with real-world value and a life beyond the academic arena. *Software Development: An Open Source Approach* immerses students directly into an agile free and open source software (FOSS) development process. It focus

Snort For Dummies - Charlie Scott 2004-06-14

Snort is the world's most widely deployed open source intrusion-detection system, with more than 500,000 downloads—a package that can perform protocol analysis, handle content searching and matching, and detect a variety of attacks and probes Drawing on years of security experience and multiple Snort implementations, the authors guide readers through installation, configuration, and management of Snort in a busy operations environment No experience with intrusion detection systems (IDS) required Shows network administrators how to plan an IDS implementation, identify how Snort fits into a security management environment, deploy Snort on Linux and Windows systems, understand and create Snort detection rules, generate reports with ACID and other tools, and discover the nature and source of attacks in real time CD-ROM includes Snort, ACID, and a variety of management tools

The Definitive Guide to Django - Jacob Kaplan-Moss 2008-03-08

Django, the Python-based Web development framework, is one of the hottest topics in Web development today. Its creator (and co-author of

this book) Adrian Holovaty has built a compelling array of Web applications using Django, including <http://chicagocrime.org>. Django creator Adrian Holovaty and lead developer Jacob Kaplan-Moss have created this book as the definitive guide to the technology. Beginning with fundamentals such as installation and configuration, the book tackles sophisticated features of Django, such as outputting non-HTML content such as RSS feeds and PDFs, caching, and user management. Also includes a detailed reference to Django's many configuration options and commands.

**Casting the Net** - Peter H. Salus 1995

Focusing on the design decisions and standards which have made internetworking possible, this new book charts the intriguing history of this communications/computing phenomenon. From its beginnings as a Department of Defense project to its current position as the global network for computing communications, the full Internet story is told here.

[Teaching Fundamental Concepts of Informatics](#) - Juraj Hromkovič  
2010-01-08

This book constitutes the refereed proceedings of the fourth International Conference on Informatics in Secondary Schools - Evolution and Perspectives, ISSEP 2010, held in Zurich, Switzerland in January 2010. The 14 revised full papers presented together with 6 invited papers were carefully reviewed and selected from 32 submissions. A broad variety of topics related to teaching informatics in secondary schools is addressed ranging from national experience reports to pedagogical and methodological issues. Contributions solicited cover a variety of topics including but not limited to accessibility, assessment, classroom management, communication skills, computer science contests, computers and society, courseware, curriculum issues, research in informatics education, diagnostic teaching, empirical methods, ethical/societal issues, gender and diversity issues, high school/college transition issues, information systems, information technology, interdisciplinary courses and projects, laboratory/active learning, multimedia, object-oriented issues, pedagogy, student retention

and persistence, role of programming and algorithmics, using emerging instructional, technologies and web-based techniques/web services.

**For Fun and Profit** - Christopher Tozzi 2017-08-11

The free and open source software movement, from its origins in hacker culture, through the development of GNU and Linux, to its commercial use today. In the 1980s, there was a revolution with far-reaching consequences—a revolution to restore software freedom. In the early 1980s, after decades of making source code available with programs, most programmers ceased sharing code freely. A band of revolutionaries, self-described “hackers,” challenged this new norm by building operating systems with source code that could be freely shared. In *For Fun and Profit*, Christopher Tozzi offers an account of the free and open source software (FOSS) revolution, from its origins as an obscure, marginal effort by a small group of programmers to the widespread commercial use of open source software today. Tozzi explains FOSS's historical trajectory, shaped by eccentric personalities—including Richard Stallman and Linus Torvalds—and driven both by ideology and pragmatism, by fun and profit. Tozzi examines hacker culture and its influence on the Unix operating system, the reaction to Unix's commercialization, and the history of early Linux development. He describes the commercial boom that followed, when companies invested billions of dollars in products using FOSS operating systems; the subsequent tensions within the FOSS movement; and the battles with closed source software companies (especially Microsoft) that saw FOSS as a threat. Finally, Tozzi describes FOSS's current dominance in embedded computing, mobile devices, and the cloud, as well as its cultural and intellectual influence.

**The Rise of Open Source Licensing** - Mikko Välimäki 2005

**Introduction to GNU Octave** - Jason Lachniet 2018-11-21

A brief introduction to scientific computing with GNU Octave. Designed as a textbook supplement for freshman and sophomore level linear algebra and calculus students.

**The Struggle with the Daemon** - Stefan Zweig 2012-07-24

The Struggle with the Daemon is a brilliant analysis of the European

psyche by the great novelist and biographer Stefan Zweig. Zweig studies three giants of German literature and thought: Friedrich Holderlin, Heinrich von Kleist and Friedrich Nietzsche – powerful minds whose ideas were at odds with the scientific positivism of their age; troubled spirits whose intoxicating passions drove them mad but inspired them to great works. In their struggle with their inner creative force, Zweig reflects the conflict at the heart of the European soul – between science and art, reason and inspiration. Both highly personal and philosophically wide-ranging, this is one of the most fascinating of Zweig’s renowned biographical studies. From the Trade Paperback edition.

An Introduction to GCC - Brian Gough 2004

Provides an introduction to the GNU C and C++ compilers, gcc and g++. This manual includes: compiling C and C++ programs using header files and libraries, warning options, use of the preprocessor, static and dynamic linking, optimization, platform-specific options, profiling and coverage testing, paths and environment variables, and more.

**A Quarter Century of UNIX** - Peter H. Salus 1994

Based on interviews with the key software engineers who invented and built the powerful UNIX operating system, this book provides unique insight into the operating system that dominates the modern computing environment. Originating from a small project in a backroom at AT & T Bell Labs, UNIX has grown to be a dominant operating system in the commercial computing world -the operating system responsible for the development of the C programming language and the modern networked environment. Peter Salus is a longtime and well-recognized promoter and spokesman for UNIX and the UNIX community.

Software Applications: Concepts, Methodologies, Tools, and Applications

- Tiako, Pierre F. 2009-03-31

Includes articles in topic areas such as autonomic computing, operating system architectures, and open source software technologies and applications.

**How Linux Works, 2nd Edition** - Brian Ward 2014-11-14

Unlike some operating systems, Linux doesn’t try to hide the important bits from you—it gives you full control of your computer. But to truly

master Linux, you need to understand its internals, like how the system boots, how networking works, and what the kernel actually does. In this completely revised second edition of the perennial best seller *How Linux Works*, author Brian Ward makes the concepts behind Linux internals accessible to anyone curious about the inner workings of the operating system. Inside, you’ll find the kind of knowledge that normally comes from years of experience doing things the hard way. You’ll learn: -How Linux boots, from boot loaders to init implementations (systemd, Upstart, and System V) -How the kernel manages devices, device drivers, and processes -How networking, interfaces, firewalls, and servers work -How development tools work and relate to shared libraries -How to write effective shell scripts You’ll also explore the kernel and examine key system tasks inside user space, including system calls, input and output, and filesystems. With its combination of background, theory, real-world examples, and patient explanations, *How Linux Works* will teach you what you need to know to solve pesky problems and take control of your operating system.

*Expert C Programming* - Peter Van der Linden 1994

Software -- Programming Languages.

Underground - Suelette Dreyfus 2012-01-05

Suelette Dreyfus and her co-author, WikiLeaks founder Julian Assange, tell the extraordinary true story of the computer underground, and the bizarre lives and crimes of an elite ring of international hackers who took on the establishment. Spanning three continents and a decade of high level infiltration, they created chaos amongst some of the world's biggest and most powerful organisations, including NASA and the US military. Brilliant and obsessed, many of them found themselves addicted to hacking and phreaking. Some descended into drugs and madness, others ended up in jail. As riveting as the finest detective novel and meticulously researched, *Underground* follows the hackers through their crimes, their betrayals, the hunt, raids and investigations. It is a gripping tale of the digital underground.

*Thinking in Java* - Bruce Eckel 2003

An overview of the programming language's fundamentals covers syntax,

initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

**UNIX and Linux System Administration Handbook** - Evi Nemeth  
2017-09-14

“As an author, editor, and publisher, I never paid much attention to the competition—except in a few cases. This is one of those cases. The UNIX System Administration Handbook is one of the few books we ever measured ourselves against.” —Tim O’Reilly, founder of O’Reilly Media  
“This edition is for those whose systems live in the cloud or in virtualized data centers; those whose administrative work largely takes the form of automation and configuration source code; those who collaborate closely with developers, network engineers, compliance officers, and all the other worker bees who inhabit the modern hive.” —Paul Vixie, Internet Hall of Fame-recognized innovator and founder of ISC and Farsight Security  
“This book is fun and functional as a desktop reference. If you use UNIX and Linux systems, you need this book in your short-reach library. It covers a bit of the systems’ history but doesn’t blaviate. It’s just straight-forward information delivered in a colorful and memorable fashion.” —Jason A. Nunnelley  
UNIX® and Linux® System Administration Handbook, Fifth Edition, is today’s definitive guide to installing, configuring, and maintaining any UNIX or Linux system, including systems that supply core Internet and cloud infrastructure. Updated for new distributions and cloud environments, this comprehensive guide covers best practices for every facet of system administration, including storage management, network design and administration, security, web hosting, automation, configuration management, performance analysis, virtualization, DNS, security, and the management of IT service organizations. The authors—world-class, hands-on technologists—offer indispensable new coverage of cloud platforms, the DevOps philosophy, continuous deployment, containerization, monitoring, and many other essential topics. Whatever your role in running systems and networks built on UNIX or Linux, this conversational, well-written guide will improve your efficiency and help solve your knottiest problems.

*Programming Linux Games* - Loki Software, Inc 2001

Explains how to build a scrolling game engine, play sound effects, manage compressed audio streams, build multiplayer games, construct installation scripts, and distribute games to the Linux community.

Linux Server Security - Michael D. Bauer 2005

Provides advice on ways to ensure network security, covering such topics as DNS, Apache web server, OpenLDAP, email encryption, Cyrus IMAP service, and FTP server.

**After the Software Wars** - Keith Curtis 2009

Computers are an advancement whose importance is comparable to the invention of the wheel or movable type. While computers and the Internet have already changed many aspects of our lives, we still live in the dark ages of computing because proprietary software is still the dominant model. One might say that the richest alchemist who ever lived is my former boss, Bill Gates. (Oracle founder Larry Ellison, and Google co-founders Sergey Brin and Larry Page are close behind.) Human knowledge increasingly exists in digital form, so building new and better models requires the software to be improved. People can only share ideas when they also share the software to display and modify them. It is the expanded use of free software that will allow a greater ability for people to work together and increase the pace of progress. This book will demonstrate that a system where anyone can edit, share, and review the body of work will lead not just to something that works, but eventually to the best that the world can achieve! With better cooperation among our scientists, robot-driven cars is just one of the many inventions that will arrive -- pervasive robotics, artificial intelligence, and much faster progress in biology, all of which rely heavily on software. - Publisher.

**Innovation Happens Elsewhere** - Ron Goldman 2005-04-25

It's a plain fact: regardless of how smart, creative, and innovative your organization is, there are more smart, creative, and innovative people outside your organization than inside. Open source offers the possibility of bringing more innovation into your business by building a creative community that reaches beyond the barriers of the business. The key is developing a web-driven community where new types of collaboration

and creativity can flourish. Since 1998 Ron Goldman and Richard Gabriel have been helping groups at Sun Microsystems understand open source and advising them on how to build successful communities around open source projects. In this book the authors present lessons learned from their own experiences with open source, as well as those from other well-known projects such as Linux, Apache, and Mozilla. \* Winner of 2006 Jolt Productivity Award for General Books \* Describes how open source development works and offers persuasive reasons for using it to help achieve business goals. \* Shows how to use open source in day-to-day work, discusses the various licenses in use, and describes what makes for a successful project. \* Written in an engaging style for executives, managers, and engineers that addresses the human and business issues involved in open source development as well as its history, philosophy, and future

CEH v9 - Sean-Philip Oriyano 2016-04-29

The ultimate preparation guide for the unique CEH exam. The CEH v9: Certified Ethical Hacker Version 9 Study Guide is your ideal companion for CEH v9 exam preparation. This comprehensive, in-depth review of CEH certification requirements is designed to help you internalize critical information using concise, to-the-point explanations and an easy-to-follow approach to the material. Covering all sections of the exam, the discussion highlights essential topics like intrusion detection, DDoS attacks, buffer overflows, and malware creation in detail, and puts the concepts into the context of real-world scenarios. Each chapter is mapped to the corresponding exam objective for easy reference, and the Exam Essentials feature helps you identify areas in need of further study. You also get access to online study tools including chapter review questions, full-length practice exams, hundreds of electronic flashcards, and a glossary of key terms to help you ensure full mastery of the exam material. The Certified Ethical Hacker is one-of-a-kind in the cybersecurity sphere, allowing you to delve into the mind of a hacker for a unique perspective into penetration testing. This guide is your ideal exam preparation resource, with specific coverage of all CEH objectives and plenty of practice material. Review all CEH v9 topics systematically

Reinforce critical skills with hands-on exercises Learn how concepts apply in real-world scenarios Identify key proficiencies prior to the exam The CEH certification puts you in professional demand, and satisfies the Department of Defense's 8570 Directive for all Information Assurance government positions. Not only is it a highly-regarded credential, but it's also an expensive exam—making the stakes even higher on exam day. The CEH v9: Certified Ethical Hacker Version 9 Study Guide gives you the intense preparation you need to pass with flying colors.

Client-Centered Software Development - Allen B. Tucker 2019-05-30  
Client-Centered Software Development: The CO-FOSS Approach introduces a method to creating a customized software product for a single client, either from scratch or by reusing open source components. The clients are typically non-profit humanitarian, educational, or public service organizations. This approach has been used in undergraduate courses where students learn the principles of software development while implementing a real-world software product. This book provides instructors, students, clients, and professional software developers with detailed guidance for developing a new CO-FOSS product from conceptualization to completion. Features Provides instructors, students, clients, and professional software developers with a roadmap for the development of a new CO-FOSS product from conceptualization to completion Motivates students with real-world projects and community service experiences Teaches all elements of the software process, including requirements gathering, design, collaboration, coding, testing, client communication, refactoring, and writing developer and user documentation Uses source code that can be reused and refitted to suit the needs of future projects, since each CO-FOSS product is free and open source software Provides links to a rich variety of resources for instructors and students to freely use in their own courses that develop new CO-FOSS products for other non-profits.

Hacking- The art Of Exploitation - J. Erickson 2018-03-06

This text introduces the spirit and theory of hacking as well as the science behind it all; it also provides some core techniques and tricks of hacking so you can think like a hacker, write your own hacks or thwart

potential system attacks.

**The Daemon, the Gnu, and the Penguin** - Peter H. Salus 2008-09-01

In addition to covering a history of free and open source, *The Daemon, the Gnu, and the Penguin* explores how free and open software is changing the world. It is authored by Peter H. Salus, a noted UNIX, open source, and Internet historian and author of *A Quarter Century of UNIX* and *Casting The Net* and other books. Salus has interviewed well over a hundred key figures to document the history and background of free and open source software. In his book, Salus reaches back into the early days of computing, showing that even in "pre-UNIX" days there was freely available software, and rapidly moves forward to the Free Software movement of today and what it means for the future, drawing analogies and linkages from various aspects of economics and life.

**Writing GNOME Applications** - John Raymond Sheets 2001

PLEASE PROVIDE DESCRIPTION

*Linux For Dummies* - Richard Blum 2009-07-17

One of the fastest ways to learn Linux is with this perennial favorite. Eight previous top-selling editions of *Linux For Dummies* can't be wrong. If you've been wanting to migrate to Linux, this book is the best way to get there. Written in easy-to-follow, everyday terms, *Linux For Dummies* 9th Edition gets you started by concentrating on two distributions of Linux that beginners love: the Ubuntu LiveCD distribution and the gOS Linux distribution, which comes pre-installed on Everex computers. The book also covers the full Fedora distribution. Linux is an open-source operating system and a low-cost or free alternative to Microsoft Windows; of numerous distributions of Linux, this book covers Ubuntu Linux, Fedora Core Linux, and gOS Linux, and includes them on the DVD. Install new open source software via Synaptic or RPM package

managers Use free software to browse the Web, listen to music, read e-mail, edit photos, and even run Windows in a virtualized environment Get acquainted with the Linux command line If you want to get a solid foundation in Linux, this popular, accessible book is for you. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

**Kill It with Fire** - Marianne Bellotti 2021-03-17

*Kill It with Fire* chronicles the challenges of dealing with aging computer systems, along with sound modernization strategies. How to survive a legacy apocalypse "Kill it with fire," the typical first reaction to a legacy system falling into obsolescence, is a knee-jerk approach that often burns through tons of money and time only to result in a less efficient solution. This book offers a far more forgiving modernization framework, laying out smart value-add strategies and proven techniques that work equally well for ancient systems and brand-new ones. Renowned for restoring some of the world's oldest, messiest computer networks to operational excellence, software engineering expert Marianne Bellotti distills key lessons and insights from her experience into practical, research-backed guidance to help you determine when and how to modernize. With witty, engaging prose, Bellotti explains why new doesn't always mean better, weaving in illuminating case studies and anecdotes from her work in the field. You'll learn: Where to focus your maintenance efforts for maximum impact and value How to pick the right modernization solutions for your specific needs and keep your plans on track How to assess whether your migrations will add value before you invest in them What to consider before moving data to the cloud How to determine when a project is finished Packed with resources, exercises, and flexible frameworks for organizations of all ages and sizes, *Kill It with Fire* will give you a vested interest in your technology's future.