

FYOS: Input And Output Devices

This book describes the design and implementation of the BSD operating system--previously known as the Berkeley version of UNIX. Today, BSD is found in nearly every variant of UNIX, and is widely used for Internet services and firewalls, timesharing, and multiprocessing systems. Readers involved in technical and sales support can learn the capabilities and limitations of the system; applications developers can learn effectively and efficiently how to interface to the system; systems programmers can learn how to maintain, tune, and extend the system. Written from the unique perspective of the system's architects, this book delivers the most comprehensive, up-to-date, and authoritative technical information on the internal structure of the latest BSD system. As in the previous book on 4.3BSD (with Samuel Leffler), the authors first update the history and goals of the BSD system. Next they provide a coherent overview of its design and implementation. Then, while explaining key design decisions, they detail the concepts, data structures, and algorithms used in implementing the system's facilities. As an in-depth study of a contemporary, portable operating system, or as a practical reference, readers will appreciate the wealth of insight and guidance contained in this book. Highlights of the book: Details major changes in process and memory management Describes the new extensible and stackable filesystem interface Includes an invaluable chapter on the new network filesystem Updates information on networking and interprocess communication Have you ever wanted to build your own operating system, but didn't know where to begin? Then this book is for you! In this book, the author explains everything you need to know from getting and installing the necessary tools to writing, compiling, deploying, and testing your very own operating system. By the time you are done you will have an operating system to call your own. And, don't worry about destroying your existing hardware and software environment as everything in this book is written with the intention of running in a virtualized environment. However, should you choose to do so, the author also explains how to deploy and test your new OS on bare-metal hardware as well. The first few chapters give a brief overview of how modern day computers work. In these chapters you will (re)learn everything from memory allocation, stacks, and bootloaders to low-level machine code and programming languages. After that, you will jump into downloading and installing the tools you will use for building your very own operating system. Here you will learn how to develop a bootloader and kernel just like modern day computers rely on for operating. The last few chapters will explain how to deploy and test your operating system as well as how to expand your OS to do more and even how to cross-compile your shiny new operating system for other devices such as the Raspberry Pi. To give an idea of what you can find in this book, below is the Table of Contents. 0x01 OS Basics 0x02 Intro to Machine Code 0x03 Intro to the Assembly Programming Language 0x04 Into to the C Programming Language 0x05 Getting Started - Installing VirtualBox - Installing Linux - Installing GNOME - Preparing CentOS and the VM - Troubleshooting VirtualBox Guest Additions - Preparing the Development Environment 0x06 Bootstrapping with the Bootloader - Creating the Entry Point - GNU GRUB - Compiling the Entry Point 0x07 Welcome to the Kernel 0x08 Putting it all Together 0x09 Testing Your Operating System 0x0A Starting Your Architecture Library - Expanding the Console 0x0B Expanding Your OS 0x0C Cross-Compiling for Other Architectures - Create a Custom Cross-Compiler - Porting for the Raspberry Pi - Testing on Physical Hardware Conclusion Acknowledgments Appendix Index

The Fifth Edition of *A History of the Roman People* continues to provide a comprehensive analytical survey of Roman history from its prehistoric roots in Italy and the wider Mediterranean world to the dissolution of the Roman Empire in Late Antiquity in A.D. 600. Clearly organized and highly readable, the text's narrative of major political and military events provides a chronological and conceptual framework for the social, economic, and cultural developments of the periods covered. Major topics are treated separately so that students can easily grasp key concepts and ideas.

Offers an introduction to the principles of pre-calculus, covering such topics as functions, law of sines and cosines, identities, sequences, series, and binomials.

A Social History

Dissecting DOS

Pmi Risk Management Professional Exam

Linux Observability with BPF

The Technology and Its Social Implications

Implementation and Theory

This guide takes the pain out of designing for this popular interface with specific, detailed examples that show how to develop USB devices and the applications that communicate with them. How the USB communicates with the PC, deciding if a project should use a USB interface, choosing a USB controller chip for peripheral design, and determining code with Windows applications are covered in detail. The classic guide to UNIX® programming-completely updated! UNIX application programming requires a mastery of system-level services. Making sense of the many functions-more than 1,100 functions in the current UNIX specification-is a daunting task, so for years programmers have turned to Advanced UNIX Programming for its clear, expert advice on how to use the key functions reliably. An enormous number of changes have taken place in the UNIX environment since the landmark first edition. In Advanced UNIX Programming, Second Edition, UNIX pioneer Marc J. Rochkind brings the book fully up to date, with all-new, comprehensive coverage including: POSIX Solaris™ Linux® FreeBSD Darwin, the Mac™ OS X kernel And more than 200 new system calls Rochkind's fully updated classic explains all the UNIX system calls you're likely to need, all in a single volume! Interprocess communication, networking (sockets), pseudo terminals, asynchronous I/O, advanced signals, realtime, and threads Covers the system calls you'll actually use-no need to plow through hundreds of improperly implemented, obsolete, and otherwise unnecessary system calls! Thousands of lines of example code include a Web browser and server, a keystroke recorder/player, and a shell complete with pipelines, redirection, and background processes Emphasis on the practical-ensuring portability, avoiding pitfalls, and much more! Since 1985, the one book to have for mastering UNIX application programming has been Rochkind's Advanced UNIX Programming. Now completely updated, the second edition remains the choice for up-to-the-minute, in-depth coverage of the essential system-level services of the UNIX family of operating systems.

The first complete and definitive guide showing programmers how to exploit the full potential of DOS 5. Written from the ground up to support the new generation of hardware and software that will be the foundation of personal computing for the rest of this decade.

Now in its eighth edition, *The Moral of the Story* continues to bring understanding to difficult concepts in moral philosophy through storytelling and story analysis. From discussions on Aristotle ’ s virtues and vices to the moral complexities of the Game of Thrones series, Rosenstand ’ s work is lively and relatable, providing examples from contemporary film, fiction narratives, and even popular comic strips. The Connect course for this offering includes SmartBook, an adaptive reading and study experience which guides students to master, recall, and apply key concepts while providing automatically-graded assessments. McGraw-Hill Connect® is a subscription-based learning service accessible online through your personal computer or tablet. Choose this option if your instructor will require Connect to be used in the course. Your subscription to Connect includes the following:
• SmartBook® - an adaptive digital version of the course textbook that personalizes your reading experience based on how well you are learning the content.
• Access to your instructor ’ s homework assignments, quizzes, syllabus, notes, reminders, and other important files for the course.
• Progress dashboards that quickly show how you are performing on your assignments and tips for improvement.
• The option to purchase (for a small fee) a print version of the book. This binder-ready, loose-leaf version includes free shipping.
Complets system requirements to use Connect can be found here: http://www.mheducation.com/highered/platforms/connect/training-support-students.html

The Art of Linux Kernel Design

Illustrating the Operating System Design Principle and Implementation

The Rise of the Technocrats

USB Complete

Irish Dancing

No Red Pen

Laura Oliver has been teaching aspiring writers how to plumb emotional contradictions for insight for more than a decade in workshops and university classes. Now she has written the book her students have been asking her for, a book that aspiring writers of every genre can use to guide, coach, and encourage them on their journey.The Story Within employs the compelling art of memoir to illuminate craft and touches on nuanced subjects only a teacher who is herself actively writing knows to address. Each chapter offers excerpts from Laura's own stories, as well as those of students and published authors and then provides fresh advice and clear instruction on the subject of writing.

Have you ever wondered how to use the USB hardware to send and receive data from an attached device? Wondered how to detect and initialize the controller, retrieve the device's descriptors, configure the device, and then communicate with it to send or retrieve its data? This book explains the ins and outs of the four major controllers, starting with the UHCI, OHCI, EHCI, and then the new Super Speed xHCI Controller. It explains in detail how to communicate with the various devices such as HID mice and keyboards, mass storage devices, including UASP devices, printers, and other USB devices. If you are interested in working with bare hardware to communicate with the USB, with no operating system to get in the way, you don't need to look any further. This book does not need to be on the shelf every USB enthusiast, it needs to be right on the desk. Third Edition – 20180420

The first time I heard the term "computer crash," I started worrying about the challenge of mastering these machines. Frankly I had all the gear but little or no idea on how to even get started. With no accelerator, no brake, not even a steering wheel, how was I going to control and do something useful with this computer? It doesn't have to be that way as long as you have the proper instruction. Get your first computer driving lessons from Computers For Seniors For Dummies. The For Dummies team is known for making even the most difficult subjects easy - and fun - to master. In this book, you find the ideal road map for finding your way around a personal computer, your PC (learn something new already!) for the first time. Using Computers For Seniors For Dummies, you discover how to set up and fine tune your PC. You find out how to use Windows Vista - the petrol for your machine. Then the fun really begins! You can surf the vast world of the Internet to do anything from catching up on the latest news to finding out about a new hobby. (Be sure to visit me at www.stirlingmoss.com!) You can put your photos on the computer and share them with friends and family. You can play games. You can play music. You can shop for anything and everything under the sun. You can send greetings and gifts and join in online discussions. You can plan your vacations and print maps to your destination so you can get there without a wrong turn! And if you run into trouble, Computers For Seniors For Dummies has a repair shop - a section on working out and fixing the problem. Computers open up a great world of possibilities. You should be a part of it. With Computers For Seniors For Dummies, you have the power to participate in that world. If I can learn to drive a computer, although I still have my "L" plates on, so can you! Lose your fear and take control of your new machine with Computers For Seniors For Dummies - the book that is easy and fun to use and prepared especially for you.

Understanding Running Operation as the Main Thread Difficulty in understanding an operating system (OS) lies not in the technical aspects, but in the complex relationships inside the operating systems. The Art of Linux Kernel Design: Illustrating the Operating System Design Principle and Implementation addresses this complexity. Written from the perspective of the designer of an operating system, this book tackles important issues and practical problems on how to understand an operating system completely and systematically. It removes the mystery, revealing operating system design guidelines, explaining the BIOS code directly related to the operating system, and simplifying the relationships and guiding ideology behind it all. Based on the Source Code of a Real Multi-Process Operating System Using the 0.11 edition source code as a representation of the Linux basic design, the book illustrates the real states of an operating system in actual operations. It provides a complete, systematic analysis of the operating system source code, as well as a direct and complete understanding of the real operating system run-time structure. The author includes run-time memory structure diagrams, and an accompanying essay to help readers grasp the dynamics behind Linux and similar software systems. Identifies through diagrams the location of the key operating system data structures that lie in the memory Indicates through diagrams the current operating status information which helps users understand the interrupt state, and left time slice of processes Examines the relationship between process and memory, memory and file, file and process, and the kernel Explores the essential association, preparation, and transition, which is the vital part of operating system Develop a System of Your Own This text offers an in-depth study on mastering the operating system, and provides an important prerequisite for designing a whole new operating system.

Archie 3000

USB

Study Guide for the PMI Risk Management Professional (R) Exam

New Insights and Inspiration for Writers

Desserts, LaBelle

Elements of Computer Careers

Provides a toolbox of issues for consideration and recommendations for how to conduct a writers' workshop and offer critique that fundamentally respects the writer and the work.

A drabble is a short form of fiction that is exactly 100 words long (not including the title). Kevin J. Kennedy, has once again brought together the best of the horror world to bring you an anthology that is packed with creepy tales. Between these pages you will find over one hundred drabbles, written by a wealth of talented authors. From the best indie horror authors to Bram Stoker award winners and Amazon top sellers. We have monsters, mayhem and madness. Come join us. Contains drabbles by: Amy Cross, William F. Nolan, Lisa Morton, Gord Rolto, Michael A. Arzen, Mark Lukens, Richard Chiznar, Rick Gualtieri, Jeff Strand, Kevin J. Kennedy, P. Matten, Lee Mountford, Ike Hamill, Michael Bray, Andrew Lennon, Craig Saunders, Matt Hickman, Glenn Rolfe and many more.

Linux Kernel Networking takes you on a guided in-depth tour of the current Linux networking implementation and the theory behind it. Linux kernel networking is a complex topic, so the book won't burden you with topics not directly related to networking. This book will also not overload you with cumbersome line-by-line code walkthroughs not directly related to what you're searching for; you'll find just what you need, with in-depth explanations in each chapter and a quick reference to the Linux Kernel Networking is the only online reference guide to understanding how networking is implemented, and it will be indispensable in years to come since so many devices now use Linux or operating systems based on Linux, like Android, and since Linux is so prevalent in the data center area, including Linux-based virtualization technologies like Xen and KVM.

The source code of MS-DOS is both secret and copyright-protected. Using the DOS work-alike RxDOS, created to emulate and parallel the commercial system, Dissecting DOS reveals for the first time the code-level operation of DOS. By studying the source code of RxDOS included on disk, readers will be able to understand MS-DOS's inner workings.

Computers and Society

Advanced UNIX Programming

The Developer's Guide

Pre-Calculus For Dummies

A History of the Roman People

Understanding Solid State Electronics

Provides step-by-step instructions for dances from around the world, including the jig step and the Spanish flamenco.

FyosInput and Output DevicesCreatespace Independent Publishing Platform

First published in 2006, Routledge is an imprint of Taylor & Francis, an informa company.

Explore Implementation of core kernel subsystems About This Book Master the design, components, and structures of core kernel subsystems Explore kernel programming interfaces and related algorithms under the hood Completely updated material for the 4.12.10 kernel Who This Book Is For If you are a kernel programmer with a knowledge of kernel APIs and are looking to build a comprehensive understanding, and eager to explore the implementation, of kernel subsystems, this book is for you. It sets out to unravel the underlying details of kernel APIs and data structures, piercing through the complex kernel layers and gives you the edge you need to take your skills to the next level. What You Will Learn Comprehend processes and fles—the core abstraction mechanisms of the Linux kernel that promote effective simplification and dynamism Decipher process scheduling and understand effective capacity utilization under general and real-time dispositions Simplify and learn more about process communication techniques through signals and IPC mechanisms Capture the rudiments of memory by grasping the key concepts and principles of physical and virtual memory management Take a sharp and precise look at all the key aspects of interrupt management and the clock subsystem Understand concurrent execution on SMP platforms through kernel synchronization and locking techniques In Detail Mastering Linux Kernel Development looks at the Linux kernel, its internal arrangement and design, and various core subsystems, helping you to gain significant understanding of this open source marvel. You will look at how the Linux kernel, which possesses a kind of collective intelligence thanks to its scores of contributors, remains so elegant owing to its great design. This book also looks at all the key kernel code, core data structures, functions, and macros, giving you a comprehensive foundation of the implementation details of the kernel's core services and mechanisms. You will also look at the Linux kernel as well-designed software, which gives us insights into software design in general that are easily scalable yet fundamentally strong and safe. By the end of this book, you will have considerable understanding of and appreciation for the Linux kernel. Style and approach Each chapter begins with the basic conceptual know-how for a subsystem and extends into the details of its implementation. We use appropriate code excerpts of critical routines and data structures for subsystems.

Fast Fourier Transforms

The Moral of the Story; An Introduction to Ethics

Assembly Language Step-by-Step

Laptops For Dummies

Getting Started with Networking, Scripting, and Security in Kali

Everything You Need to Develop Custom USB Peripherals

This textbook is intended to provide students with an awareness of the possible alternatives in the computer field and with the background information necessary for them to evaluate those alternatives intelligently. Problem solving and simulated work experiences are emphasized as students are familiarized with the functions and limitations of computers, how information is processed, hardware and software, techniques and tools, and systems concepts. The final chapter provides more specific discussions of several computer-related careers: data preparation clerk (or data clerk), computer operator, computer programmer, systems programmer, systems analyst, and computer center manager. Topics addressed include relative salary levels, requirements of the job (skills, education, personal characteristics, and working conditions), and career potential. The appendix includes an explanation of the use of binary codes and a glossary of terms is included. (CHC)

This practical, tutorial-style book uses the Kali Linux distribution to teach Linux basics with a focus on how hackers would use them. Topics include Linux command line basics, filesystems, networking, BASH basics, package management, logging, and the Linux kernel and drivers. If you're getting started along the exciting path of hacking, cybersecurity, and pentesting, Linux Basics for Hackers is an excellent first step. Using Kali Linux, an advanced penetration testing distribution of Linux, you'll learn the basics of using the Linux operating system and acquire the tools and techniques you'll need to take control of a Linux environment. First, you'll learn how to install Kali on a virtual machine and get an introduction to basic Linux concepts. Next, you'll tackle broader Linux topics like manipulating text, controlling file and directory permissions, and managing user environment variables. You'll then focus in on foundational hacking concepts like security and anonymity and learn scripting skills with bash and Python. Practical tutorials and exercises throughout will reinforce and test your skills as you learn how to: - Cover your tracks by changing your network information and manipulating the rsyslog logging utility - Write a tool to scan for network connections, and connect and listen to wireless networks - Keep your internet activity stealthy using Tor, proxy servers, VPNs, and encrypted email - Write a bash script to scan open ports for potential targets - Use and abuse services like MySQL, Apache web server, and OpenSSH - Build your own hacking tools, such as a remote video spy camera and a password cracker Hacking is complex, and there is no single way in. Why not start at the beginning with Linux Basics for Hackers?

The first study guide for the PMI-Risk Management Professional certification exam (RMP). This Book has a unique study framework that will take you step by step to cover all the information needed to thoroughly prepare for the test. Many sample questions, and exercises are designed to strengthen mastery of key concepts and help candidates pass the exam on the first attempt.

ARCHIE 3000 is the complete collection featuring the classic series. This is presented in the new higher-end format of Archie Comics Presents, which offers 200+ pages at a value while taking a design cue from successful all-ages graphic novels. Travel to the 31st Century with Archie and his friends! In the year 3000, Riverdale is home to hoverboards, intergalactic travel, alien life and everyone's favorite space case, Archie! Follow the gang as they encounter detention robots, teleporters, wacky fashion trends and much more. Will the teens of the future get in as much trouble as the ones from our time?

And Other National Dances

The Story Within

From Scratch

DOS Internals

Build Your Own Computer

This book is Volume 3 of the series, FYOS: Operating System Design, and will show the reader how to detect, initialize, and communicate with three of the most common media hardware devices, the Floppy Disk Controller, the IDE Hard Disk Controller, and the SATA (AHC) Hard Disk Controller. The reader will learn how to detect the controller, what type of controller it is, initialize it to default values, detect attached devices, and then communicate with those devices, such as reading and writing to the attached media. All of this is done without any outside help, such as operating system calls or the help of the BIOS. The reader will learn how to communicate with the hardware directly, reading and writing to the system bus to achieve these tasks. The companion CD-ROM contains complete source code of each example within the book, showing how to accomplish these tasks. This book, and its companion series of books, does not expect you to build the next great wonder of the computer world. It simply will help you with your interest in controlling the computer's hardware, from the point the BIOS releases execution to your boot code to the point of a fully working Graphical User Interface. It is not required that you know much about operating system design, though a good knowledge of C Programming Language and a moderate knowledge of an Intel(R)/AMD(R) x86 computer's hardware is expected to use this book.

Build your expertise in the BPF virtual machine in the Linux kernel with this practical guide for systems engineers. You'll not only dive into the BPF program lifecycle but also learn to write applications that observe and modify the kernel's behavior; inject code to monitor, trace, and securely observe events in the kernel; and more. Authors David Calavera and Lorenzo Fontana help you harness the power of BPF to make any computing system more observable. Familiarize yourself with the essential concepts you'll use on a day-to-day basis and augment your knowledge about performance optimization, networking, and security. Then see how it all comes together with code examples in C, Go, and Python. Write applications that use BPF to observe and modify the Linux kernel's behavior and demand Inject code to monitor, trace, and observe events in the kernel in a secure way—no need to recompile the kernel or reboot the system Explore code examples in C, Go, and Python Gain a more thorough understanding of the BPF program lifecycle

This book is Volume 6 of the series, FYOS: Operating System Design, and will show the reader how to create a Graphical User Interface, with all the bells and whistles that go along with it. It will show how to draw to the video screen, create windows and objects such as, buttons, menus, bitmaps, progress bars, and other objects. It will show how to send event messages so that other windows can communicate with the root object, and software, techniques and tools, and systems concepts. The final chapter provides more specific discussions of several computer-related careers: data preparation clerk (or data clerk), computer operator, computer programmer, systems programmer, systems analyst, and computer center manager. Topics addressed include relative salary levels, requirements of the job (skills, education, personal characteristics, and working conditions), and career potential. The appendix includes an explanation of the use of binary codes and a glossary of terms is included. (CHC)

The bestselling PC reference on the planet—now available in its 13th edition Completely updated to cover the latest technology and software, the 13th edition of PCs For Dummies tackles using a computer in friendly, human terms. Focusing on the needs of the beginning computer user, while also targeting those who are familiar with PCs, but need to get up to speed on the latest version of Windows. This hands-on guide takes the dread out of working with a personal computer. Leaving painful jargon and confusing terminology behind, it covers Windows 10 OS, connecting to and using services and data in the cloud, and so much more. Written by Dan Gookin, the original For Dummies author, it tells you how to make a PC purchase, what to look for in a new PC, how to work with the latest operating system, ways to protect your files, what you can do online, media management tips, and even basic topics you're probably too shy to ask a friend about. Determine what you need in a PC and how to set it up Configure your PC, hook up a printer, and connect to the Internet Find your way around Windows 10 OS with ease and confidence Play movies and music, view photos, and explore social media If you're a first-time PC user at home or at work or just need to brush up on the latest technological advancements, the new edition of this bestselling guide gets you up and running fast.

Input and Output Devices

The Graphical User Interface

Soullt Sweets to Sing About

Writers, Writing Groups & Critique

Advanced Programming for Performance Analysis and Networking

Project Oberon

Second Edition of the study guide to pass the Risk Manager professional exam offered by the Project Management Institute in the USA. The first study guide for the PMI-Risk Management Professional certification exam (RMP). This Book has a unique study framework that will take you step by step to cover all the information needed to thoroughly prepare for the test. Many sample questions, and exercises are designed to strengthen mastery of key concepts and help candidates pass the exam on the first attempt First edition ISBN 978-9948153795

Developers who want to access USB devices from their embedded systems will find a helpful resource in USB Embedded Hosts: The Developer's Guide. This new book from the author of USB Complete shows how small systems can take advantage of the same wealth of USB devices available to conventional PCs. The book begins with a review of USB host communication protocols. Readers then learn which USB host requirements are relaxed for embedded systems and what new requirements some embedded systems must meet. To help in selecting a development platform, the book explores available hardware and software for USB host communications in small systems. The heart of the book focuses on communicating with USB devices. The topics (with example code) include USB drives, keyboards, virtual serial ports, network bridges, mics, speakers, video cameras, and printers, plus devices that don't fit defined USB classes. Also discussed are systems that support both USB host and device functions. The example code is written for the BeagleBoard-AM open development board using a distribution of Linux targeted to small systems. Also covered is how to use Linux commands and utilities to learn about, monitor, and debug communications with USB devices.

The eagerly anticipated new edition of the bestselling introduction to x86 assembly language The long-awaited third edition of this bestselling introduction to assembly language has been completely rewritten to focus on 32-bit protected-mode Linux and the free NASM assembler. Assembly is the fundamental language bridging human ideas and the pure silicon hearts of computers, and popular author Jeff Dunteman retains his distinctive lighthearted style as he presents a step-by-step approach to this difficult technical discipline. He starts at the very beginning, explaining the basic ideas of programmable computing, the binary and hexadecimal number systems, the Intel x86 computer architecture, and the process of software development under Linux. From that foundation he systematically treats the x86 instruction set, memory addressing, procedures, macros, and interface to the C-language code libraries upon which Linux itself is built. Serves as an ideal introduction to x86 computing concepts, as demonstrated by the only language directly understood by the CPU itself Uses an approachable, conversational style that assumes no prior experience in programming of any kind Presents x86 architecture and assembly concepts through a cumulative tutorial approach that is ideal for self-paced instruction Focuses entirely on free, open-source software, including Ubuntu Linux, the NASM assembler, the Kate editor, and the Gdb/Insight debugger Includes an x86 instruction set reference for the most common machine instructions, specifically tailored for use by programming beginners Woven into the presentation are plenty of assembly code examples, plus practical tips on software design, coding, testing, and debugging, all using free, open-source software that may be downloaded without charge from the Internet.

Here's the best advice ever to fall in your lap if you need a laptop for home, school or the office. From how to unpack the box (yes, it DOES matter!) to being selective about software, managing your power and protecting your Internet connection, this plain-English guide helps you make the most of your laptop whether you're travelling on a bus or a jumbo jet. Now you can take it with you!

Linux Basics for Hackers

100 Word Horrors

The Developer's Guide

USB Embedded Hosts

The Design and Implementation of the 4.4 BSD Operating System

Fyos

Superstar singer, bestselling cookbook author, and cooking show host Patti LaBelle shares her favorite dessert recipes and kitchen memories. Her New York Times bestseller LaBelle Cuisine: Recipes to Sing About, which sold more than 300,000 copies, established her as a cooking star. Today, Patti's baking skills have the country buzzing. In Fall 2015, a fan's YouTube review of her sweet potato pie became a viral sensation, with over 20 million views. In just one weekend, her pies were completely sold out at Wal-Mart stores across the country. Now, for the first time, fans of Patti's pie can make their own, as well as other amazing sweets! Filled with her favorite recipes for pies, cakes, cookies, and puddings, as well as a chapter on diabetic-friendly recipes, moving personal stories from her career and life, this is the most personal cookbook LaBelle has written. Every fan of soul and sweets will want to own it.

This book is Volume 4 of the series, FYOS: Operating System Design, and will show the reader how to detect, initialize, and communicate with the Serial and Parallel Ports, the PS2 ports, and the mice and keyboards that may be attached to them, as well as the Sound Blaster Audio device. This book does not, however, discuss input devices attached via a USB port. This type of device is described in Volume 8 of this series, "FYOS: The Universal Serial Bus." All of this is done without any outside help, such as operating system calls or the help of the BIOS. The reader will learn how to communicate with the hardware directly, reading and writing to the system bus to achieve these tasks. The companion CD-ROM contains complete source code of each example within the book, showing how to accomplish these tasks. This book, and its companion series of books, does not expect you to build the next great wonder of the computer world. It simply will help you with your interest in controlling the computer's hardware, from the point the BIOS releases execution to your boot code to the point of a fully working Graphical User Interface. It is not required that you know much about operating system design, though a good knowledge of C Programming Language and a moderate knowledge of an Intel(R)/AMD(R) x86 computer's hardware is expected to use this book.

Since the release of V0.01 in 2006, to the present V4.0 version, RT-Thread has developed a reputation among developers for its open source strategy. RT-Thread has gained a large following among members of the embedded open source community in China with hundreds of thousands of enthusiasts. RT-Thread is widely used in energy, automotive, medical, consumer electronics, among other applications, making it a mature and stable open source embedded operating system. The purpose of RT-Thread RTOS Design and Implementation is to create an easy learning curve for mastering RT-Thread, so that more developers can participate in the development of RT-Thread and work together to create an open source, tiny, and beautiful Internet of Things operating system. The book's first part introduces the RT-Thread kernel and starts with an overview of RT-Thread before covering thread management, clock management, inter-thread synchronization, inter-thread communication, memory management, and interrupt management. The second part begins with RT-Thread kernel porting and explains how to port RT-Thread to a hardware board to run it. The second part also introduces RT-Thread components and discusses the Env development environment, FinSH console, device management, and network framework. Additional topics covered include: The I/O device framework Virtual file systems Peripheral interfaces Devices including the PIN device, UART device, and ADC device, among others. Each chapter features code samples, as well as helpful tables and graphs, so you can practice as you learn as well as perform your own experiments.

Computing, general.

The Design and Implementation of the RT-Thread Operating System

Computers for Seniors for Dummies

The Design of an Operating System and Compiler

PCs For Dummies

A kernel developer's reference manual

Programming with Linux

Project Oberon contains a definition of the Oberon Language and describes its relation to Modula-2 and the software tools developed with the system. This definitive, first-hand account of the design, development, and implementation of Oberon completes the Oberon trilogy.

In this book, I begin with first principles (AND, OR, and NOT logic) and carry out a basic computer design finishing with a working computer using a Field Programmable Gate Array. A knowledge of computer science or electronics is not needed to follow along. Each step will rely on supplied information and simple reasoning. Whether novice or computer professional, knowing how a computer works allows you to take full advantage of its capabilities.

The Universal Serial Bus

Create Your Own Operating System

Linux Kernel Networking

Media Storage Devices

Mastering Linux Kernel Development