SysPlay elearning Academy for You

Playing with Systems



# "Online Training on Linux System Programming" by **Pradeep Tewani**

## + Session 1: Introduction

- Introduction & Getting Comfortable
- Linux System Overview
- Linux System Components

## + Session 2: System Calls in Linux

- W's of System calls
- System Calls & Library function
- System call examples

## + Session 3: Processes in Linux Part 1

- Process Overview
- Process Creation & operations

## + Session 4: Processes in Linux Part 2

- Waiting for the Process termination
- Zombie Processes

## + Session 5: Signals

- W's of Signals
- Types of Signals
- Signal Examples

## + Session 6: Inter Process Communication Part 1

- IPC Overview
- Pipe & Fifo
- Message Qs

## + Session 7: Inter Process Communication Part 2

- Shared Memory
- Process Semaphores

## + Session 8: Threads in Linux Part 1

- W's of thread
- POSIX Threads & their Internals
- Threads Creation, Operations & Usages

## + Session 9: Threads in Linux Part 2

- Thread Joining
- Thread Cancellation

## + Session 10: Synchronization in Linux

- Synchronization Overview
- Synchronization Mechanisms





## Playing with Systems

#### + Session 11: Linux Network Management

- Network Management Overview
- Introduction to Sockets
- Basic Socket Programming

#### + Session 12: Wrap Up

- Do it yourself
- What Next?

Caution: All sessions are highly interactive & hands-on with PC





## Hands-On Details

#### + System Calls

- System call tracing
- Hands-on with System calls

## + Signals

• Communicating using Signals

## + Processes & IPCs

- Processes all Around
- Relations drive Communications

## + Multi-threading & Synchronization

- Threading w/ pthreads
- Synchronization between pthreads

## + Socket Programming

• Various Client-Server implementations

## + Do It Yourself

• Left for Guessing