Serial Port Complete 2nd Edition | 9f94de6bc03bc67b3d595857c79ef159

Programming Embedded Systems
Raspberry Pi Cookbook
Sexual Murder
Getting Started with Arduino
Linux Network Administrator's Guide
USB

Serial Port Complete 2nd Edition
Online Library

Embedded Linux Programming
Building Embedded Linux Systems
Cisco IOS Cookbook
Serial Communications
Hunting Serial Predators
Designing Embedded Systems with PIC Microcontrollers
Absolute OpenBSD, 2nd Edition
Embedded Microcomputer Systems: Real Time Interfacing
C Programmer's Guide to Serial Communications

Programming Embedded Systems

Raspberry Pi Cookbook

Presents an introduction to the open-source electronics prototyping platform.

Sexual Murder

Now published in a revised second edition, The Matter of Images searches through the resonances of the term 'representation', analysing images in terms of why they matter, what they are made of, and the material realities they refer to. Richard Dyer's analyses consider representations of 'out' groups and traditionally dominant groups alike, and encompass the eclectic texts of contemporary culture, from queers to straights, political correctness, representations of Empire and films including Gilda, Papillon and The Night of the Living Dead. Essays new to the second edition discuss Lillian Gish as the ultimate white movie star, the representation of whiteness in the South in Birth of a Nation, and society's fascination with serial killers. The Matter of Images is distinctive in its commitment to writing politically about contemporary culture, while insisting on the importance of understanding the formal qualities and complexity of the images it investigates.

Getting Started with Arduino

The majority of the available published accounts of serial murderers are not in scholarly or technical publications. Even such few academic reviews as do exist typically commence with reference to fictional accounts so that the profile of a serial murderer is typically far from clear or precise. Hunting Serial Predators is unique in that each chapter, written in detail, explains how to research and interpret, psychologically, the crime scene actions of serial killers. The book provides the reader an empirical facet model of the crime scene actions of American serial murderers based on information available to a police inquiry; an overview of the related scientific knowledge, introducing a new method to classify the serial predator, and accounts of the process and difficulties of profiling the serial murderer. By presenting a classification model of serial murderers and their crime scene behaviors based on empirical and repeatable studies, this book makes significant advances in the areas of police investigations, etiology, and treatment possible. The empirical process used to analyze serial murderers' crime scene actions described in Hunting Serial Predators makes it possible to make logical decisions about how to detect, apprehend, and eventually access their dangerousness.

Linux Network Administrator's Guide

Linux® is being adopted by an increasing number of embedded systems developers, who have been won over by its sophisticated scheduling and networking, its cost-free license, its open development model, and the support offered by rich and powerful programming tools. While there is a great deal of hype surrounding the use of Linux in embedded systems, there is not a lot of practical information. Building Embedded Linux Systems is the first in-depth, hard-core guide to putting together an embedded system based on the Linux kernel. This indispensable book features arcane and previously undocumented procedures for: Building your own GNU development toolchain Using an efficient embedded development framework Selecting, configuring, building, and installing a target-specific kernel Creating a complete target root filesystem Setting up, manipulating, and using solid-state storage devices Installing and configuring a bootloader for the target Cross-compiling a slew of utilities and packages Debugging your embedded system using a plethora of tools and techniques Details are provided for various target architectures and hardware configurations, including a thorough review of Linux's support for embedded hardware. All explanations rely on the use of open source and free software packages. By presenting how to build the operating system components from pristine sources and how to find more documentation or help, this book greatly simplifies the task of keeping complete control over one's embedded operating system, whether it be for technical or sound financial reasons. Author Karim Yaghmour, a well-known designer and speaker who is responsible for the Linux Trace Toolkit, starts by discussing the strengths and weaknesses of Linux as an embedded operating system. Licensing issues are included, followed by a discussion of the basics of building embedded Linux systems. The configuration, setup, and use of over forty different open source and free software packages commonly used in embedded Linux systems are also covered. uClibc, BusyBox, U-Boot, OpenSSH, httpd, tftp, strace, and gdb are among the packages discussed.

USB

Embedded Systems with PIC Microcontrollers: Principles and Applications is a hands-on introduction to the principles and practice of embedded system design using the PIC microcontroller. Packed with helpful examples and illustrations, the book provides an in-depth treatment of microcontroller design as well as programming in both assembly language and C, along with advanced topics such as techniques of connectivity and networking and real-time operating systems. In this one book students get all they need to know to be highly proficient at embedded systems design. This text combines embedded systems principles with applications, using the 16F84A, 16F873A and the 18F242 PIC microcontrollers. Students learn how to apply the principles using a multitude of sample designs and design ideas, including a robot in the form of an autonomous guide vehicle. Coverage between software and hardware is fully balanced, with full presentation given to PIC microcontroller design and software programming, using both assembler and C. The book is accompanied by a companion website containing copies of all programs and software tools used in the text and a 'student' version of the C compiler. This textbook will be ideal for introductory courses and lab-based courses on embedded systems, microprocessors using the PIC microcontroller, as well as more advanced courses which use the 18F series and teach C programming in an embedded environment. Engineers in industry and informed hobbyists will also find this book a valuable resource when designing and implementing both simple and sophisticated embedded systems using the PIC microcontroller. "Gain the
knowledge and skills required for developing today's embedded systems, through use of the PIC microcontroller. *Explore in detail the 16F84A, 16F873A and 18F242 microcontrollers as examples of the wider PIC family. *Learn how to program in Assembler and C. *Work through sample designs and design ideas, including a robot in the form of an autonomous guided vehicle. *Accompanied by a CD-ROM containing copies of all programs and software tools used in the text and a 'student' version of the C compiler.

Java I/O

FreeBSD—the powerful, flexible, and free Unix-like operating system—is the preferred server for many enterprises. But it can be even trickier to use than either Unix or Linux, and harder still to master. Absolute FreeBSD, 2nd Edition is your complete guide to FreeBSD, written by FreeBSD committee Michael W. Lucas. Lucas considers this completely revised and rewritten second edition of his landmark work to be his best work ever; a true product of his love for FreeBSD and the support of the FreeBSD community. Absolute FreeBSD, 2nd Edition covers installation, networking, security, network services, system performance, kernel tweaking, filesystems, SMP, upgrading, crash debugging, and much more, including coverage of how to:—Use advanced security features like packet filtering, virtual machines, and host-based intrusion detection —Build custom live FreeBSD CDs and bootable flash —Manage network services and filesystems —Use DNS and set up email, IMAP, web, and FTP services for both servers and clients —Monitor your system with performance-testing and troubleshooting tools —Run diskless systems —Manage schedulers, remap shared libraries, and optimize your system for your hardware and your workload —Build custom network appliances with embedded FreeBSD —Implement redundant disks, even without special hardware —Integrate FreeBSD-specific SNMP into your network management system. Whether you're just getting started with FreeBSD or you've been using it for years, you'll find this book to be the definitive guide to FreeBSD that you've been waiting for.

Arduino: A Quick-Start Guide

Arduino Cookbook

Revised, expanded, and updated, this second edition of Statistics for Environmental Science and Management is that rare animal, a resource that works well as a text for graduate courses and a reference for appropriate statistical approaches to specific environmental problems. It is uncommon to find so many important environmental topics covered in one book. Its strength is author Bryan Manly’s ability to take a non-mathematical approach while keeping essential mathematical concepts intact. He clearly explains statistics without dwelling on heavy mathematical development. The book begins by describing the important role statistics play in environmental science. It focuses on how to collect data, highlighting the importance of sampling and experimental design in conducting rigorous science. It presents a variety of key topics specifically related to environmental science such as monitoring, impact assessment, risk assessment, correlated and censored data analysis, to name just a few. Revised, updated or expanded material on: Data Quality Objectives Generalized Linear Models Spatial Data Analysis Censored Data Monte Carlo Risk Assessment There are numerous books on environmental statistics: however, while some focus on multivariate methods and others on the basic components of probability distributions and how they can be used for modeling phenomenon, most do not include the material on sampling and experimental design that this one does. It is the variety of coverage, not sacrificing too much depth for breadth, that sets this book apart.

The Matter of Images

From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8’s main APIs in particular. Recipes include: Methods for compiling, running, and debugging Manipulating, comparing, and rearranging text Regular expressions for string- and pattern-matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage Multithreading and concurrency

FPGA Prototyping by Verilog Examples

The quick way to learn Windows 10 This is learning made easy. Get more done quickly with Windows 10. Jump in wherever you need answers—brisk lessons and colorful screenshots show you exactly what to do, step by step. Discover fun and functional Windows 10 features! Work with the new, improved Start menu and Start screen Learn about different sign-in methods Put the Cortana personal assistant to work for you Manage your online reading list and annotate articles with the new browser, Microsoft Edge Help safeguard your computer, your information, and your privacy Manage connections to networks, devices, and storage resources

Absolute FreeBSD, 2nd Edition

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).

Junos Enterprise Routing

Software developer and author Karen Hazzah expands her original treatise on device drivers in the second edition of Writing Windows VxDs and Device Drivers. The book and companion disk include the author's library of wrapper functions that allow the prog

Windows 10 Step by Step
Embedded Microcomputer Systems: Real Time Interfacing provides an in-depth discussion of the design of real-time embedded systems using 9S12 microcontrollers. This book covers the hardware aspects of interfacing, advanced software topics (including interrupts), and a systems approach to typical embedded applications. This text stands out from other microcomputer systems books because of its balanced, in-depth treatment of both hardware and software issues important in real-time embedded systems design. It features a wealth of detailed case studies that demonstrate basic concepts in the context of actual working examples of systems. It also features a unique simulation software package on the bound-in CD-ROM (called Test Execute and Simulate, or TExAS, for short) that provides a self-contained software environment for designing, writing, implementing, and testing both the hardware and software components of embedded systems.

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Big Blue Book of Bicycle Repair

Master the techniques needed to build great, efficient embedded devices on Linux About This Book Discover how to build and configure reliable embedded Linux devices This book has been updated to include Linux 4.9 and Yocto Project 2.2 (Morty) This comprehensive guide covers the remote update of devices in the field and power management Who This Book Is For If you are an engineer who wishes to understand and use Linux in embedded devices, this book is for you. It is also for Linux developers and system programmers who are familiar with embedded systems and want to learn and program the best in class devices. It is appropriate for students studying embedded technologies, for developers implementing embedded Linux devices, and engineers supporting existing Linux devices, What You Will Learn Evaluate the Board Support Packages offered by most manufacturers of a system on chip or embedded module Use Buildroot and the Yocto Project to create embedded Linux systems quickly and efficiently Update IoT devices in the field without compromising security Reduce the power budget of devices to make batteries last longer Interact with the hardware without having to write kernel device drivers Debug devices remotely using GDB, and see how to measure the performance of the systems using powerful tools such as perf, trace, and valgrind Find out how to configure Linux as a real-time operating system In Detail Embedded Linux runs many of the devices we use every day, from smart TVs to WiFi routers, test equipment to industrial controllers - all of them have Linux at their heart. Linux is a core technology in the implementation of the inter-connected world of the Internet of Things. The comprehensive guide shows you the technologies and techniques required to build Linux into embedded systems. You will begin by learning about the fundamental elements that underpin all embedded Linux projects: the bootchain, the bootloader, the kernel, and the root filesystem. You'll see how to create each of these elements from scratch, and how to automate the process using Buildroot and the Yocto Project. Moving on, you'll find out how to implement an effective storage strategy for flash memory chips, and how to install updates to the device remotely once it is deployed. You'll also get to know the key aspects of writing code for embedded Linux, such as how to access hardware from applications, the implications of writing multi-threaded code, and techniques to manage memory in an efficient way. The final chapters show you how to debug your code, both in applications and in the Linux kernel, and how to profile the system so that you can look out for performance bottlenecks. By the end of the book, you will have a complete overview of the steps required to create a successful embedded Linux system. Style and approach This book is an easy-to-follow and pragmatic guide with in-depth analysis of the implementation of embedded devices. It follows the life cycle of a project from inception through to completion, at each stage giving both the theory that underlies the topic and practical step-by-step walkthroughs of an example implementation.

Health Communication

Infanticide, serial killings, war, terrorism, abortion, honour killings, euthanasia, suicide bombings and genocide: all involve taking of life. Put most simply, all involve killing one or more other people. Yet cultural context influences heavily how one perceives all of these, and indeed, some readers of this paragraph may already have thought: "But surely that doesn't belong with those others, that's not really killing." Why We Kill examines violence in many of its manifestations, exploring how culture plays a role in people's understanding of violent action. From the first chapter, which tries to understand multiple forms of domestic homicide including infanticide, filicide, spousal homicide and honour killings, to the final chapter's bone-chilling account of the massacre at Murambi in Rwanda, this fascinating book makes compelling reading.

Only Entertainment

The popularity of serial communications demands that additional serial port interfaces be developed to meet the expanding requirements of users. The Windows Serial Port Programming Handbook illustrates the principles and methods of developing various serial port interfaces using multiple languages. This comprehensive, hands-on, and practical guide

Producing New and Digital Media

Thoroughly revised and expanded, this second edition adds sections on MPLS, Security, IPv6, and IP Mobility and presents solutions to the most common configuration problems.

Java Cookbook

"The world of Raspberry Pi is evolving quickly, with many new interface boards and software libraries becoming available all the time. In this cookbook, prolific hacker and author Simon Monk provides more than 200 practical recipes for running this tiny low-cost computer with Linux, programming it with Python, and hooking up sensors, motors and other hardware--including Arduino. You'll also learn basic principles to help you use new technologies with Raspberry Pi as its ecosystem develops. Python and other code examples from the book are available on GitHub. This cookbook is ideal for programmers and hobbyists familiar with the Pi through resources such as Getting Started with Raspberry Pi (O'Reilly)."--

Why We Kill

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 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.

The Windows Serial Port Programming Handbook
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

Journal of Scientific and Industrial Research
This book uses a “learn by doing” approach to introduce the concepts and techniques of VHDL and FPGA to designers through a series of hands-on experiments. FPGA Prototyping by VHDL Examples provides a collection of clear, easy-to-follow templates for quick code development; a large number of practical examples to illustrate and reinforce the concepts and design techniques; realistic projects that can be implemented and tested on a Xilinx prototyping board; and a thorough exploration of the Xilinx PicoBlaze soft-core microcontroller.

FPGA Prototyping by VHDL Examples
Producing New and Digital Media is your guide to understanding new media, diving deep into topics such as cultural and social impacts of the web, the importance of digital literacy, and creating in an online environment. It features an introductory, hands-on approach to creating user-generated content, coding, cultivating an online brand, and storytelling in new and digital media. This book is accompanied by a companion website—designed to aid students and professors alike—that features chapter-related questions, links to resources, and lecture slides. In showing you how to navigate the world of digital media and also complete digital tasks, this book not only teaches you how to use the web, but understand why you use it. KEY FEATURES For students- a companion site that features research resources and links for further investigation For instructors- a companion site that features lecture slides, a sample syllabus, and an Instructor’s Manual. Features a unique approach that covers media studies aspects with production and design tutorials. Covers up-to-date forms of communication on the web such as memes, viral videos, social media, and more pervasive types of online languages.

Writing Windows VxDs and Device Drivers
Forensic psychologist and author Louis B. Schlesinger delves deep into the minds of sexual murderers. It is a place where few dare to tread, but a necessary journey if we are to understand the motivations behind their inconceivable actions. Culminating nearly 30 years of experience analyzing sexually motivated homicides, Sexual Murder: Catathymic a

Designing Embedded Hardware
A Comprehensible Guide to Controller Area Network by Wilfred Voss represents the most thoroughly researched and most complete work on CAN available in the marketplace. It includes:A Brief History of CAN, Main Characteristics, Message Frame Architecture, Message Broadcasting, Bus Arbitration, Error Detection & Fault Confinement, CAN Physical Layer, and more?

A Comprehensible Guide to Controller Area Network
Presents an introduction to the open-source electronics prototyping platform.

Programming Interactivity
Looks at the techniques of interactive design, covering such topics as 2D and 3D graphics, sound, computer vision, and geolocation.

Microcontroller Projects Using the Basic Stamp

Embedded Systems Design
Complete BS2P command reference Demo projects include: * Internet-to-Stamp gateways * Infrared remote controls * Test instrumentation * Robot motor controls Want to build an electronic game, a robot, or an automated manufacturing process? A

Statistics for Environmental Science and Management, Second Edition
Arduino is an open-source platform that makes DIY electronics projects easier than ever. Gone are the days when you had to learn electronics theory and arcane programming languages before you could even get an LED to blink. Now, with this new edition of the bestsellingArduino: A Quick-Start Guide, readers with no electronics experience can create their first gadgets quickly. This book is up-to-date for the new Arduino Zero board, with step-by-step instructions for building a universal remote, a motion-sensing game controller, and many other fun, useful projects. This Quick-Start Guide is packed with fun, useful devices to create, with step-by-step instructions and photos throughout. You’ll learn how to connect your Arduino to the Internet and program both client and server applications. You’ll build projects such as your own motion-sensing game controller with a three-axis accelerometer, create a universal remote with an Arduino and a few cheap parts, build your own burglar alarm that emails you whenever someone’s moving in your living room, build binary dice, and learn how to solder. In one of several new projects in this edition, you’ll create your own video game console that you can connect to your TV set. This book is completely updated for the new Arduino Zero board and the latest advances in supporting software and tools for the Arduino. Sidebars throughout the book point you to exciting real-world projects using the Arduino, exercises extend your skills, and “What If It Doesn’t Work” sections help you troubleshoot common problems. With this book, beginners can quickly join the worldwide community of hobbyists and professionals who use the Arduino to
prototype and develop fun, useful inventions. What You Need: This is the full list of all parts you’d need for all projects in the book; some of these are provided as part of various kits that are available on the web, or you can purchase individually. Sources include adafruit.com, makershed.com, radioshack.com, sparkfun.com, and mouser.com. Please note we do not support or endorse any of these vendors, but we list them here as a convenience for you. Arduino Zero (or Uno or Duemilanove or Diecimila) board USB cable Half-size breadboard Pack of LEDs (at least 3, 10 or more is a good idea) Pack of 100 ohm, 1k ohm, and 1k ohm resistors Four pushbuttons Breadboard jumper wire / connector wire Parallax Ping))) sensor Passive infrared sensor An infrared LED A 5V servo motor Analog Devices TMP36 temperature sensor ADXL335 accelerometer breakout board 6 pin 0.1” standard header (might be included with the ADXL335) Nintendo Nunchuk Controller Arduino Ethernet shield Arduino Proto shield and a tiny breadboard (optional but recommended) Piezo speaker/buzzer (optional) Tilt sensor (optional) A 25-30 Watts soldering iron with a tip (preferably 1/16”) A soldering stand and a sponge A standard 60/40 solder (rosin-core) spool for electronics work

Mastering Embedded Linux Programming

Building Embedded Linux Systems

All of Java's Input/Output (I/O) facilities are based on streams, which provide simple ways to read and write data of different types. Java provides many different kinds of streams, each with its own application. The universe of streams is divided into four large categories: input streams and output streams, for reading and writing binary data; and readers and writers, for reading and writing textual (character) data. You're almost certainly familiar with the basic kinds of streams—but did you know that there's a CipherInputStream for reading encrypted data? And a ZipOutputStream for automatically compressing data? Do you know how to use buffered streams effectively to make your I/O operations more efficient? Java I/O, 2nd Edition has been updated for Java 5.0 APIs and tells you all you ever need to know about streams—and probably more. A discussion of I/O wouldn't be complete without treatment of character sets and formatting. Java supports the Unicode standard, which provides definitions for the character sets of most written languages. Consequently, Java is the first programming language that lets you do I/O in virtually any language. Java also provides a sophisticated model for formatting textual and numeric data. Java I/O, 2nd Edition shows you how to control number formatting, use characters aside from the standard (but outdated) ASCII character set, and get a head start on writing truly multilingual software. Java I/O, 2nd Edition includes: Coverage of all I/O classes and related classes In-depth coverage of Java’s number formatting facilities and its support for international character sets

Cisco IOS Cookbook

Only Entertainment explores entertainment as entertainment, asking how and whether an emphasis on the primacy of pleasure sets it apart from other forms of art. Dyer focuses on the genres most associated with entertainment, from musicals to action movies, disco to porn. He examines the nature of entertainment in movies such as The Sound of Music and Speed, and argues that entertainment is part of a 'common sense' which is always historically and culturally constructed. This new edition of Only Entertainment features a revised introduction and five new chapters on topics from serial killer movies to Elizabeth Taylor. In the final chapter Dyer asks whether entertainment as we know it is on the wane.

Serial Communications

In this new edition the latest ARM processors and other hardware developments are fully covered along with new sections on Embedded Linux and the new freeware operating system eCOS. The hot topic of embedded systems and the Internet is also introduced. In addition a fascinating new case study explores how embedded systems can be developed and experimented with using nothing more than a standard PC. " A practical introduction to the hottest topic in modern electronics design " Covers hardware, interfacing and programming in one book " New material on Embedded Linux for embedded internet systems

Hunting Serial Predators

The BBB-4 Big Blue Book of Bicycle Repair by Calvin Jones is packed with easy-to-follow, step-by-step procedures, color photos and repair tips for keeping almost any road or off-road bike running smoothly and trouble-free. Whether it's repairing a flat tire, adjusting brakes and shifting systems, truing wheels, or maintaining hub, headset and bottom bracket bearing systems, the BBB-4 has you covered. Thoroughly researched and revised, the 4th edition of the Big Blue Book contains updated photos, torque specifications and troubleshooting tables, along with new content on wheel building, electronic shifting, 12-speed and 1X drivetrains, tubeless tires, disc brakes, headset and bottom bracket standards, and much more. Truly an indispensable tool and reference source for both the novice and advanced bicycle mechanic.

Designing Embedded Systems with PIC Microcontrollers

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

Absolute OpenBSD, 2nd Edition

OpenBSD, the elegant, highly secure Unix-like operating system, is widely used as the basis for critical DNS servers, routers, firewalls, and more. This long-awaited second edition of Absolute OpenBSD maintains author Michael Lucas’s trademark straightforward and practical approach that readers have enjoyed for years. You’ll learn the intricacies of the platform, the technical details behind certain design decisions, and best practices, with bits of humor sprinkled throughout. This edition has been completely updated for OpenBSD 5.3, including new coverage of OpenBSD’s boot system, security features like W/V X and ProPolice, and advanced networking techniques. You’ll learn how to: ~Manage network traffic with VLANs, trunks, IPv6, and the PF packet filter ~Make software management quick and effective using the ports and packages system ~Give users only the access they need with groups, sudo, and chroots ~Configure OpenBSD’s secure implementations of SNMP, DHCP, NTP, hardware sensors, and more ~Customize the installation and upgrade processes for your network and hardware, or build a custom OpenBSD release Whether you're a new user looking for a complete introduction to OpenBSD or an experienced sysadmin looking for a refresher, Absolute OpenBSD, 2nd Edition will give you everything you need to master the intricacies of the world's most secure operating system.

Embedded Computer Systems: Real Time Interfacing

FPGA Prototyping Using Verilog Examples will provide you with a hands-on introduction to Verilog synthesis and FPGA programming through a "learn by doing" approach. By following the clear, easy-to-understand templates for code development and the numerous practical examples, you can quickly develop and simulate a sophisticated digital circuit, realize it on a prototyping device, and verify the operation of its physical implementation. This introductory text that will
provide you with a solid foundation, instill confidence with rigorous examples for complex systems and prepare you for future development tasks.

C Programmer's Guide to Serial Communications

This bestselling book serves as the go-to study guide for Juniper Networks enterprise routing certification exams. The second edition has been updated with all the services available to the Junos administrator, including the new set of flow-based security services as well as design guidelines incorporating new services and features of MX, SRX, and EX network devices.