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KEY=GNU - BALLARD WESTON

MANAGING PROJECTS WITH GNU MAKE

THE POWER OF GNU MAKE FOR BUILDING ANYTHING

"O'Reilly Media, Inc." 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.

GNU MAKE REFERENCE MANUAL

For GNU Make Version 4.1 The Make program is indispensable to maintainers of free software systems. The GNU Make manual, written by the program's original authors, is the definitive tutorial. It also includes an introductory chapter for novice users. The Make utility automates the process of compilation; it is especially useful when the source files of large programs change. It is a small program with a lot of power. This book will show you: How to write your own makefiles Make's rule syntax and how to write your own rules How the Make utility can be configured to automatically put binary and source files in the right places. How to use make to create archive files automatically Define, set and use Make's variables How Make uses targets so that you can broaden or narrow Make's recompilation efforts on demand. And much more! This manual provides a complete explanation of Make, both the basics and extended features. There is also a convenient Quick Reference appendix for experts.

GNU MAKE REFERENCE MANUAL

VERSION 4.2

The make utility automatically determines which pieces of a large program need to be recompiled, and issues commands to recompile them. This manual describes GNU make, which was implemented by Richard Stallman and Roland McGrath. This book is available as a free PDF from gnu.org. The Make program is indispensable to maintainers of free software systems. The GNU Make manual, written by the program's original authors, is the definitive tutorial. It also includes an introductory chapter for novice users. The Make utility automates the process of compilation; it is especially useful when the source files of large programs change. It is a small program with a lot of power. This book will show you: How to write your own makefiles Make's rule syntax and how to write your own rules How the Make utility can be configured to automatically put binary and source files in the right places. How to use make to create archive files automatically Define, set and use Make's variables How Make uses targets so that *you can broaden or narrow Make's recompilation efforts on demand. And much more This manual provides a complete explanation of Make, both the basics and extended features.*

THE GNU MAKE BOOK

No Starch Press "Covers GNU Make basics through advanced topics, including: user-defined functions, macros, and path handling; creating makefile assertions and debugging makefiles; parallelization; automatic dependency generation, rebuilding targets, and non-recursive Make; and using the GNU Make Standard Library"--

MANAGING PROJECTS WITH MAKE

"O'Reilly Media, Inc." Software -- Operating Systems.

GNU MAKE

A PROGRAM FOR DIRECTING RECOMPILATION : GNU MAKE VERSION 3.79.1

GNU MAKE

A PROGRAM FOR DIRECTED RECOMPILATION : GNU MAKE VERSION 3.81

BASH REFERENCE MANUAL

REFERENCE DOCUMENTATION FOR BASH EDITION 2.5B, FOR BASH VERSION 2.05B

Network Theory Limited This volume is the official reference manual for GNU Bash, the standard GNU command-line interpreter.

GNU EMACS MANUAL

USING GCC

THE GNU COMPILER COLLECTION REFERENCE MANUAL

The definitive reference manual for the most widely used C compiler in the world, written by the program's original author and its current developers. Learn how GCC supports language standards and extends support beyond them; how to fine-tune programs for your specific platform; and all the Objective-C runtime features. Also contains the complete list of GCC command options, and shows many features of GCC's language support. For intermediate-level and above programmers who know either C, C++ or Objective C.

GNU OCTAVE

BEGINNER'S GUIDE : BECOME A PROFICIENT OCTAVE USER BY LEARNING THIS HIGH-LEVEL SCIENTIFIC NUMERICAL TOOL FROM THE GROUND UP

Packt Publishing Ltd Today, scientific computing and data analysis play an integral part in most scientific disciplines ranging from mathematics and biology to imaging processing and finance. With GNU Octave you have a highly flexible tool that can solve a vast number of such different problems as complex statistical analysis and dynamical system studies. The GNU Octave Beginner's Guide gives you an introduction that enables you to solve and analyze complicated numerical problems. The book is based on numerous concrete examples and at the end of each chapter you will find exercises to test your knowledge. It's easy to learn GNU Octave, with the GNU Octave Beginner's Guide to hand. Using real-world examples the GNU Octave Beginner's Guide will take you through the most important aspects of GNU Octave. This practical guide takes you from the basics where you are introduced to the interpreter to a more advanced level where you will learn how to build your own specialized and highly optimized GNU Octave toolbox package. The book starts by introducing you to work variables like vectors and matrices, demonstrating how to perform simple arithmetic operations on these objects before explaining how to use some of the simple functionality that comes with GNU Octave, including plotting. It then goes on to show you how to write new functionality into GNU Octave and how to make a toolbox package to solve your specific problem. Finally, it demonstrates how to optimize your code and link GNU Octave with C and C++ code enabling you to solve even the most computationally *demanding tasks. After reading GNU Octave Beginner's Guide you will be able to use and tailor GNU Octave to solve most numerical problems and perform complicated data analysis with ease.*

THE GNU MAKE BOOK

No Starch Press GNU make is the most widely used build automation tool, but it can be challenging to master and its terse language can be tough to parse for even experienced programmers. Those who run into difficulties face a long, involved struggle, often leaving unsolved problems behind and GNU make's vast potential untapped. The GNU Make Book demystifies GNU make and shows you how to use its best features. You'll find a fast, thorough rundown of the basics of variables, rules, targets, and makefiles. Learn how to fix wastefully long build times and other common problems, and gain insight into more advanced capabilities, such as complex pattern rules. With this utterly pragmatic manual and cookbook, you'll make rapid progress toward becoming a more effective user. You'll also learn how to: –Master user-defined functions, variables, and path handling –Weigh the pitfalls and advantages of GNU make parallelization –Handle automatic dependency generation, rebuilding, and non-recursive make –Modify the GNU make source and take advantage of the GNU Make Standard Library –Create makefile assertions and debug makefiles GNU make is known for being tricky to use, but it doesn't have to be. If you’re looking for a deeper understanding of this indispensable tool, you'll find The GNU Make Book to be an indispensable guide.

GNU PARALLEL 2018

Lulu.com

LEARNING GNU EMACS

"O'Reilly Media, Inc." Carries readers from the beginning through the proficient stages of learning the GNU Emacs editor, covering everything from simple text editing to moderately complicated customization and programming. Original. (Advanced).

MYSQL REFERENCE MANUAL

DOCUMENTATION FROM THE SOURCE

"O'Reilly Media, Inc." This comprehensive reference guide offers useful pointers for advanced use of SQL and describes the bugs and workarounds involved in compiling MySQL for every system.

GNU EMACS MANUAL 26.1

GNU Emacs is much more than a word processor; over the years it has expanded into and entire workflow environment. Programmers are impressed by its integrated debugging and project management features. Emacs is also a multi-lingual word processor, can handle all your email and Usenet news needs, display web pages, and even has a diary and a calendar for your appointments. When you tire of all the work you can accomplish with it, Emacs contains games to play.Features include: Special editing modes for 25 programming languages including Java, Perl, C, C++, Objective C, Fortran, Lisp, Scheme, and Pascal.* Special scripting language modes for Bash, other common shells, and creating Makefiles for GNU/Linux, Unix, Windows/DOS and VMS systems* Support for typing and displaying in 21 non-English languages, including Chinese, Czech, Hindi, Hebrew, Russian, Vietnamese, and all Western European languages* Creates Postscript output from plain text files and has special editing modes for LaTeX and TeX* Compile and debug from inside Emacs* Maintain extensive ChangeLogs* Extensive file merge and diff functions* Directory navigation: flag, move, and delete files and sub-directories recursively* Run shell commands from inside Emacs, or even use Emacs as a shell itself (Eshell)* Version control management for release and beta versions, with CVS and RCS integration.* And much more!*

GNU OCTAVE 4.2 REFERENCE MANUAL

This manual is the definitive guide to GNU Octave, an interactive environment for numerical computation. GNU Octave provides a convenient command-line interface for solving linear and nonlinear problems using vectors and matrices. This updated edition of the manual covers version 4.2.1 of GNU Octave, and includes documentation for new features such as the new graphical userinterface, sparse matrices, linear programming and computational geometry. GNU Octave is free software, distributed under the GNU General Public License (GPL).

INTRODUCTION TO GNU OCTAVE

Lulu.com 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 ORG MODE 9.2 REFERENCE MANUAL

This manual is a printed edition of the official Org Mode 9.2 Reference Manual - release 9.2. A free PDF copy may be found at orgmode.org. Org is a mode for keeping notes, maintaining TODO lists, and project planning with a fast and effective plain-text system. It also is an authoring system with unique support for literate programming and reproducible research. Org is implemented on top of Outline mode, which makes it possible to keep the content of large files well structured. Visibility cycling and structure editing help to work with the tree. Tables are easily created with a built-in table editor. Plain text URL-like links connect to websites, emails, Usenet messages, BBDB entries, and any files related to the projects. Org develops organizational tasks around notes files that contain lists or information about projects as plain text. Project planning and task management makes use of metadata which is part of an outline node. Based on this data, specific entries can be extracted in queries and create dynamic agenda views that also integrate the Emacs calendar and diary. Org can be used to implement many different project planning schemes, such as David Allen's GTD system.

DEBUGGING WITH GDB

THE GNU SOURCE-LEVEL DEBUGGER

Specialized Systems Consultants

THE GAWK MANUAL

LINUX COOKBOOK

"O'Reilly Media, Inc." This collection of tips, tools, and scripts provides clear, concise, hands-on solutions that can be applied to the challenges facing anyone running a network of Linux servers from small networks to large data centers.

GNU TAR REFERENCE MANUAL: GNU TAR: AN ARCHIVER TOOL

Samurai Media Limited GNU tar creates and manipulates archives which are actually collections of many other files; the program provides users with an organized and systematic method for controlling a large amount of data. The name "tar" originally came from the phrase "Tape ARchive," but archives need not (and these days, typically do not) reside on tapes.

GNU SASL 1.8 REFERENCE MANUAL

The GNU SASL Manual gives the reader an understanding of the SASL framework and the GNU SASL implementation, and how the GNU SASL library is used in an application. The manual can be used as a reference manual to get just the information needed about any particular interface of the library. Experienced programmers might want to start looking at the examples at the end of the manual, and then only read up those parts of the interface which are unclear. This manual is available online for free at gnu.org. This manual is printed in grayscale.

THE LINUX COMMAND LINE

A COMPLETE INTRODUCTION

*No Starch Press You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to: * Create and delete files, directories, and symlinks * Administer your system, including networking, package installation, and process management * Use standard input and output, redirection, and pipelines * Edit files with Vi, the world’s most popular text editor * Write shell scripts to automate common or boring tasks * Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin"*

AUTOTOOLS

A PRACTITIONER'S GUIDE TO GNU AUTOCONF, AUTOMAKE, AND LIBTOOL

No Starch Press The GNU Autotools make it easy for developers to create software that is portable across many UNIX-like operating systems. Thousands of open source software packages use the Autotools, but the learning curve is unfortunately steep, and it can be difficult for a beginner to find anything more than basic reference material on using the powerful software suite. InAutotools, author John Calcote begins with an overview of high-level concepts; then tackles more advanced topics, like using the M4 macro processor with Autoconf, extending the Automake framework, and building Java and C# sources. You'll learn how to: Master the Autotools build system to maximize your software's portability Generate Autoconf configuration scripts to simplify the compilation process Produce portable makefiles with Automake Build cross-platform software libraries with Libtool Write your own Autoconf macros Autotoolsalso includes a variety of complete projects that you're encouraged to work through to gain a real-world sense of how to become an Autotools practitioner. For example, you'll turn the FLAIM and Jupiter projects' hand-coded, makefile-based build systems into a powerful Autotools-based build system.

EFFECTIVE AWK PROGRAMMING

A USER'S GUIDE FOR GNU AWK

Specialized Systems

PROGRAMMING EMBEDDED SYSTEMS

WITH C AND GNU DEVELOPMENT TOOLS

"O'Reilly Media, Inc." 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.

GNU DIFFUTILS REFERENCE MANUAL

Samurai Media Limited Computer users often find occasion to ask how two files differ. Perhaps one file is a newer version of the other file. Or maybe the two files started out as identical copies but were changed by different people. You can use the diff command to show differences between two files, or each corresponding file in two directories. diff outputs differences between files line by line in any of several formats, selectable by command line options. This set of differences is often called a diff or patch. For files that are identical, diff normally produces no output; for binary (non-text) files, diff normally reports only that they are different. You can use the cmp command to show the byte and line numbers where two files differ. cmp can also show all the bytes that differ between the two files, side by side. A way to compare two files character by character is the Emacs command M-x compare-windows. See Section "Other Window" in The GNU Emacs Manual, for more information on that command. You can use the diff3 command to show differences among three files. When two people have made independent changes to a common original, diff3 can report the differences between the original and the two changed versions, and can produce a merged file that contains both persons' changes together with warnings about conflicts. You can use the sdiff command to merge two files interactively. You can use the set of differences produced by diff to distribute updates to text files (such as program source code) to other people. This method is especially useful when the differences are small compared to the complete files. Given diff output, you can use the patch program to update, or patch, a copy of the file. If you think of diff as subtracting one file from another to produce their difference, you can think of patch as adding the difference to one file to reproduce the other. This manual first concentrates on making diffs, and later shows how to use diffs to update files.

PROGRAMMING WITH GNU SOFTWARE

"O'Reilly Media, Inc." Here is a complete package for programmers who are new to UNIX or who would like to make better use of the system. The book provides an introduction to all the tools needed for a C programmer. The CD contains sources and binaries for the most popular GNU tools, including their C/C++ compiler.

THE GNU C LIBRARY REFERENCE MANUAL VERSION 2.26

You can get a free PDF version of this 1156 page document at gnu.org. This document is printed in grayscale. The C language provides no built-in facilities for performing such common operations as input/output, memory management, string manipulation, and the like. Instead, these facilities are defined in a standard library, which you compile and link with your programs. The GNU C Library, *described in this document, defines all of the library functions that are specified by the ISO C standard, as well as additional features specific to POSIX and other derivatives of the Unix operating system, and extensions specific to GNU systems. The purpose of this manual is to explain how to use the facilities of the GNU C Library. We have mentioned which features belong to which standards to help you identify things that are potentially non-portable to other systems. But the emphasis in this manual is not on strict portability.*

AN INTRODUCTION TO GCC

FOR THE GNU COMPILERS GCC AND G++

Network Theory. 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.

THE ART OF UNIX PROGRAMMING

Addison-Wesley Professional 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.

GNU C LIBRARY 2.22 REFERENCE MANUAL 1/2

The GNU C Library, described in this document, defines all of the library functions that are specified by the ISO C standard, as well as additional features specific to POSIX and other derivatives of the Unix operating system, and extensions specific to GNU systems. The purpose of this manual is to tell you how to use the facilities of the GNU C Library. We have mentioned which features belong to which standards to help you identify things that are potentially non-portable to other systems. But the emphasis in this manual is not on strict portability. As the GNU C Library became such a big project over the years, we had to split this reference manual in two parts that are two separate physical books. To keep it consistent with the digital manual, the references and page numbers cover both physical books as it were one. Therefore please note that you probably want to have both parts.

YOCTO PROJECT DEVELOPMENT MANUAL

The following list describes what you can get from this book: Information that lets you get set up to develop using the Yocto Project. Information to help developers who are new to the open source environment and to the distributed revision control system Git, which the Yocto Project uses. An understanding of common end-to-end development models and tasks. Information about common development tasks generally used during image development for embedded devices. Information on using the Yocto Project integration of the QuickEMUlator (QEMU), which lets you simulate running on hardware an image you have built using the OpenEmbedded build system. Many references to other sources of related information.

GNU AUTOCONF, AUTOMAKE, AND LIBTOOL

Sams If you are a developer and are looking to participate in the Open Source development growth area you will need to learn new Open Source tools. GNU autoconf, GNU automake and GNU libtool are key tools for Open Source application development. These tools are not easy to learn, so some of the leading authorities on these tools have agreed to work together on this book to teach developers how to boost their productivity and the portability of their application. This book place New Riders/MTP at the center of the Open Source development community. Autoconf, Automake and Libtool is an efficient discourse on the use of autoconf, automake and libtool aimed at reducing the steep learning curve normally associated with these tools. This is a study guide to the interactions between the tools, and how best to get them to cooperate. If you are a developer and have no GNU build environment expertise, this book will help you develop these tools completely and confidently.

LINUX SHELL SCRIPTING COOKBOOK

Packt Publishing Ltd This book is written in a Cookbook style and it offers learning through recipes with examples and illustrations. Each recipe contains step-by-step instructions about everything necessary to execute a particular task. The book is designed so that you can read it from start to end for beginners, or just open up any chapter and start following the recipes as a reference for advanced users.If you are a beginner or an intermediate user who wants to master the skill of quickly writing scripts to perform various tasks without reading the entire manual, this book is for you. You can start *writing scripts and one-liners by simply looking at the similar recipe and its descriptions without any working knowledge of shell scripting or Linux. Intermediate/advanced users as well as system administrators/ developers and programmers can use this book as a reference when they face problems while coding.*

GNU SCIENTIFIC LIBRARY

REFERENCE MANUAL

Network Theory. The GNU Scientific Library (GSL) is a free numerical library for C and C++ programmers. It provides over 1,000 routines for solving mathematical problems in science and engineering. Written by the developers of GSL this reference manual is the definitive guide to the library. All the money raised from the sale of this book supports the development of the GNU Scientific Library. This is the third edition of the manual, and corresponds to version 1.12 of the library (updated January 2009).

THE GNU GRUB MANUAL

THE GRAND UNIFIED BOOTLOADER, VERSION 2.02

Briefly, a boot loader is the first software program that runs when a computer starts. It is responsible for loading and transferring control to an operating system kernel software (such as Linux or GNU Mach). The kernel, in turn, initializes the rest of the operating system (e.g. a GNU system). GNU GRUB is a very powerful boot loader, which can load a wide variety of free operating systems, as well as proprietary operating systems with chain-loading. GRUB is designed to address the complexity of booting a personal computer; both the program and this manual are tightly bound to that computer platform, although porting to other platforms may be addressed in the future. One of the important features in GRUB is flexibility; GRUB understands filesystems and kernel executable formats, so you can load an arbitrary operating system the way you like, without recording the physical position of your kernel on the disk. Thus you can load the kernel just by specifying its file name and the drive and partition where the kernel resides. This manual is available online for free at gnu.org. This manual is printed in grayscale.

VERSION MANAGEMENT WITH CVS

FOR CVS 1.11

Network Theory. Describes how to use CVS, the concurrent version system for source-code management.