Introducing Embedded Linux to universities

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This is a story about ....

An education framework .....
The Big Picture

Your program

- Application code
- C library

User space

Linux kernel

- System interface
- Generic services
- Device drivers

Kernel space

Hardware
The Big Picture

APP Development

Application & Innovation
- Recognize
- Analyze
- Apply
- Connect

Appropriation
- Create
- Evaluate

Instruction
- Understand
- Remember

HW

SOFTWARE AND SERVICES

Socialization
Use Previous Experience
Stimulus
Instruction

Stimulus

Understand

Remember
SOFTWARE AND SERVICES
Appropriation

- Use
  - Previous Experience
- Create
- Evaluate
They already know many things..
Oh !!!!

System Calls
Teach them to build:

- Boot Loader
- Kernel
- File System

SOFTWARE AND SERVICES
Application & Innovation

Socialization

Recognize | Analyze | Apply | Connect

- Real Problems
- Social baggage
- Innovate
SOFTWARE AND SERVICES
<table>
<thead>
<tr>
<th>APP Development</th>
<th>Application &amp; Innovation</th>
<th>Appropriation</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Recognize</td>
<td>Create</td>
<td>Understand</td>
</tr>
<tr>
<td></td>
<td>Analyze</td>
<td>Evaluate</td>
<td>Remember</td>
</tr>
<tr>
<td></td>
<td>Apply</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Connect</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Software and Services**

**HW**

**Socialization**

**Use Previous Experience**

**Stimulus**