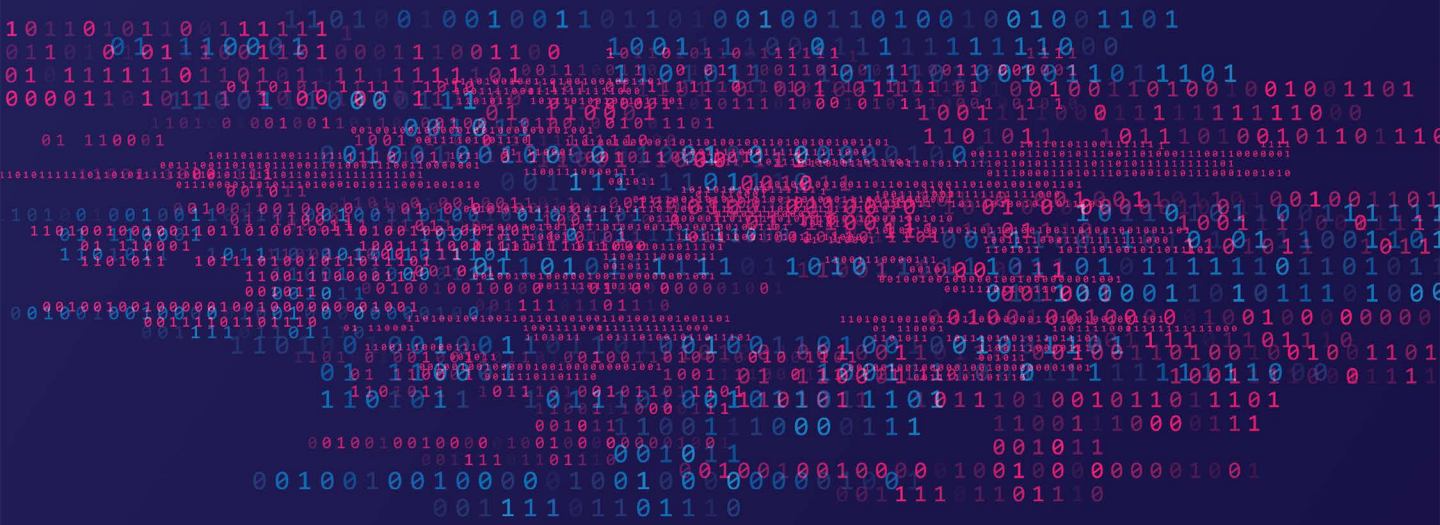
EXPERT INSIGHT

The Software Developer's Guide to Linux

A practical, no-nonsense guide to using the Linux command line and utilities as a software developer



David Cohen
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BIRMINGHAM—MUMBAI

Contributors

About the authors

David Cohen has, for the past 15 years, worked as a Linux system administrator, software engineer, infrastructure engineer, platform engineer, site reliability engineer, security engineer, web developer, and a few other things besides. In his free time, he runs the *tutorialinux* YouTube channel where he's taught hundreds of thousands of people the basics of Linux, programming, and DevOps. David has been at Hashicorp since 2019—first as an SRE, then as a reference architect, and now as a software engineer.

Thank you, Aleyna, for your unwavering support over the past few years as I've been developing and writing this book. Without you, this would just be another of my promising-but-unfinished projects languishing in some forgotten "Archive" directory. Thanks to Christian, who has stuck with me for over a decade as a friend and a partner on practically every wild tech project idea I've come up with since we met. Finally, a big "thank you" is also due to my friends and colleagues at Hashicorp and everywhere else I've been over the past 15 years, who have made me a better engineer and encouraged projects like this.

Christian Sturm is a consultant on software and systems architecture, having worked in various technical positions for well over a decade. He has worked as an application developer for the frontend and backend at companies large and small, such as zoomsquare and Plutonium Labs. On top of that, he is also an active contributor to various open source projects and has a deep understanding of fields including operating systems, networking protocols, security, and database management systems.

About the reviewers

Mario Splivalo works as a consultant dealing with databases extended into modern cloud-based architectures. He also helps companies design their infrastructure using IaaC tools such as *Terraform* and *AWS Cloudformation*. For five years, Mario worked with *Canonical* as an OpenStack engineer.

Mario's fascination with computers started back when Commodore 64 dominated the user space. He took his first steps using BASIC on his dad's C64, quickly shifting to Assembler. He gradually moved to PCs, finding a great love for programming, systems design, and database administration. He switched to Linux (Knoppix, then Ubuntu, and never looked back) in the early 2000s, continuing as a database administrator, programmer, and system administrator.

Nathan Chancellor is an independent contractor working on the Linux kernel, based in Arizona, US. As a developer, his focus is on improving the compatibility between the Linux kernel and the LLVM toolchain. He has used Linux since 2016 and it has been his primary development operating system since 2018. His distributions of choice are Arch Linux and Fedora.

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