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Development Pre-Silicon BeagleBone: C/C++
Cross-Compilation for Embedded Linux using
Eclipse (Luna), CDT, RSE \u0026 Remote Debug
Introduction to Embedded Linux Raspberry Pi
Kernel Development | Writing a Raspberry Pi ARM
GPIO Driver in C | Embedded Concepts When you
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Buildroot | Digi-Key Electronics Cross Debugging
with GDB: Embedded Linux STOP Learning These
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and QTCreator ECE2012 - Buildroot Eclipse
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developers Embedded Linux Development with
Eclipse - Guide Embedded Linux Development
Training Course from The Linux Foundation The
HARDEST part about programming ☐♂ #code
#programming #technology #tech #software
#developer
Linux: Embedded Development
Embedded Linux Projects Using Yocto Project
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Exploring Raspberry Pi
Test Driven Development for Embedded C
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Computational Technologies

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Embedded Linux Primer
Exploring BeagleBone
Intelligent Computing
Linux for Embedded and Real-time Applications
Building Embedded Linux Systems
Linux for Embedded and Real-time Applications
Mobile Phone Programming
Pro Linux Embedded Systems
Embedded and Ubiquitous Computing

*Embedded
Linux
Development
Using
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edited by

**JAYLEN
ELLIANA**

**Linux:
Embedded
Development**
Walter de
Gruyter GmbH
& Co KG
The Eclipse
environment
solves the
problem of
having to
maintain your
own
Integrated

Development
Environment
(IDE), which is
time
consuming
and costly.
Embedded
tools can also
be easily
integrated
into Eclipse.
The
C/C++CDT is
ideal for the
embedded
community
with more
than 70% of
embedded
developers

using this
language to
write
embedded
code. Eclipse
simplifies
embedded
system
development
and then
eases its
integration
into larger
platforms and
frameworks.
In this book,
Doug Abbott
examines
Eclipse, an
IDE, which can

be vital in saving money and time in the design and development of an embedded system. Eclipse was created by IBM in 2001 and then became an open-source project in 2004. Since then it has become the de-facto IDE for embedded developers. Virtually all of the major Linux vendors have adopted this platform, including MontVista, LynuxWorks, and Wind River. *Details

the Eclipse Integrated Development Environment (IDE) essential to streamlining your embedded development process *Overview of the latest C/C++ Developer's Toolkit (CDT) *Includes case studies of Eclipse use including Monta Vista, LynuxWorks, and Wind River *Embedded Linux Projects Using Yocto Project Cookbook* Newnes This book focuses on the

core areas of computing and their applications in the real world. Presenting papers from the Computing Conference 2020 covers a diverse range of research areas, describing various detailed techniques that have been developed and implemented. The Computing Conference 2020, which provided a venue for academic and industry practitioners to share new

ideas and development experiences, attracted a total of 514 submissions from pioneering academic researchers, scientists, industrial engineers and students from around the globe. Following a double-blind, peer-review process, 160 papers (including 15 poster papers) were selected to be included in these proceedings. Featuring state-of-the-art intelligent methods and techniques for

solving real-world problems, the book is a valuable resource and will inspire further research and technological improvements in this important area.

Embedded Linux Development using Yocto Projects

"O'Reilly Media, Inc."

Harness the power of Linux to create versatile and robust embedded solutions

About This Book Create efficient and secure

embedded devices using Linux

Minimize project costs by using open source tools and programs

Explore each component technology in depth, using sample implementations as a guide

Who This Book Is For This book is ideal for Linux developers and system programmers who are already familiar with embedded systems and who want to know how to create best-in-class devices.

A basic

<p>understanding of C programming and experience with systems programming is needed.</p> <p>What You Will Learn</p> <p>Understand the role of the Linux kernel and select an appropriate role for your application</p> <p>Use Buildroot and Yocto to create embedded Linux systems quickly and efficiently</p> <p>Create customized bootloaders using U-Boot</p> <p>Employ perf and ftrace to identify performance</p>	<p>bottlenecks</p> <p>Understand device trees and make changes to accommodate new hardware on your device</p> <p>Write applications that interact with Linux device drivers</p> <p>Design and write multi-threaded applications using POSIX threads</p> <p>Measure real-time latencies and tune the Linux kernel to minimize them</p> <p>In Detail</p> <p>Mastering Embedded Linux Programming takes you through the product cycle</p>	<p>and gives you an in-depth description of the components and options that are available at each stage.</p> <p>You will begin by learning about toolchains, bootloaders, the Linux kernel, and how to configure a root filesystem to create a basic working device. You will then learn how to use the two most commonly used build systems, Buildroot and Yocto, to speed up and</p>
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simplify the development process. Building on this solid base, the next section considers how to make best use of raw NAND/NOR flash memory and managed flash eMMC chips, including mechanisms for increasing the lifetime of the devices and to perform reliable in-field updates. Next, you need to consider what techniques are best suited to writing applications

for your device. We will then see how functions are split between processes and the usage of POSIX threads, which have a big impact on the responsiveness and performance of the final device. The closing sections look at the techniques available to developers for profiling and tracing applications and kernel code using `perf` and `ftrace`. Style and approach
This book is

an easy-to-follow and pragmatic guide consisting of an in-depth analysis of the implementation of embedded devices. Each topic has a logical approach to it; this coupled with hints and best practices helps you understand embedded Linux better. [Making Embedded Systems](#) Springer Science & Business Media 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, tftpd, tftp, strace, and gdb are among the packages discussed.

**EMBEDDED
LINUX
DEVELOPMENT WITH**

YOCTO PROJECT

"O'Reilly Media, Inc." This book provides a solid overview of mobile phone programming for readers in both academia and industry. Coverage includes all commercial realizations of the Symbian, Windows Mobile and Linux platforms. The text introduces each programming language (JAVA, Python, C/C++) and offers a set of

development environments "step by step," to help familiarize developers with limitations, pitfalls, and challenges. [Exploring Raspberry Pi](#) John Wiley & Sons There's a great deal of excitement surrounding the use of Linux in embedded systems -- for everything from cell phones to car ABS systems and water-filtration plants -- but not a lot of practical information.

Building Embedded Linux Systems offers an in-depth, hard-core guide to putting together embedded systems based on Linux. Updated for the latest version of the Linux kernel, this new edition gives you the basics of building embedded Linux systems, along with the configuration, setup, and use of more than 40 different open source and free software packages in

common use. The book also looks at the strengths and weaknesses of using Linux in an embedded system, plus a discussion of licensing issues, and an introduction to real-time, with a discussion of real-time options for Linux. 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

Using the uClibc, BusyBox, U-Boot, OpenSSH, tftpd, tftp, strace, and gdb packages
By presenting how to build the operating system components from pristine sources and how to find more documentation or help, Building Embedded Linux Systems greatly simplifies the task of keeping complete control over your embedded operating system.

TEST DRIVEN DEVELOPMENT FOR EMBEDDED C

John Wiley & Sons
With a mixture of theory, examples, and well-integrated figures, *Embedded Software for the IoT* helps the reader understand the details in the technologies behind the devices used in the Internet of Things. It provides an overview of IoT, parameters of designing an

embedded system, and good practice concerning code, version control and defect-tracking needed to build and maintain a connected embedded system. After presenting a discussion on the history of the internet and the world wide web the book introduces modern CPUs and operating systems. The author then delves into an in-depth view of core IoT domains including: Wired and

wireless networking
Digital filters
Security in embedded and networked systems
Statistical Process Control for Industry 4.0
This book will benefit software developers moving into the embedded realm as well as developers already working with embedded systems.
[Mastering Embedded Systems From Scratch](#) Packt Publishing Ltd
Up-to-the-Minute, Complete

Guidance for Developing Embedded Solutions with Linux Linux has emerged as today's #1 operating system for embedded products. Christopher Hallinan's Embedded Linux Primer has proven itself as the definitive real-world guide to building efficient, high-value, embedded systems with Linux. Now, Hallinan has thoroughly updated this highly praised book for the newest Linux kernels,

capabilities, tools, and hardware support, including advanced multicore processors. Drawing on more than a decade of embedded Linux experience, Hallinan helps you rapidly climb the learning curve, whether you're moving from legacy environments or you're new to embedded programming. Hallinan addresses today's most important development challenges

and demonstrates how to solve the problems you're most likely to encounter. You'll learn how to build a modern, efficient embedded Linux development environment, and then utilize it as productively as possible. Hallinan offers up-to-date guidance on everything from kernel configuration and initialization to bootloaders, device drivers to file systems, and BusyBox

utilities to real-time configuration and system analysis. This edition adds entirely new chapters on UDEV, USB, and open source build systems. Tour the typical embedded system and development environment and understand its concepts and components. Understand the Linux kernel and userspace initialization processes. Preview bootloaders, with specific emphasis on U-Boot.

Configure the Memory Technology Devices (MTD) subsystem to interface with flash (and other) memory devices. Make the most of BusyBox and latest open source development tools. Learn from expanded and updated coverage of kernel debugging. Build and analyze real-time systems with Linux. Learn to configure device files and driver loading with UDEV. Walk

through detailed coverage of the USB subsystem. Introduces the latest open source embedded Linux build systems. Reference appendices include U-Boot and BusyBox commands.

EMBEDDED LINUX DEVELOPMENT USING ECLIPSE

keroles karam
khalil khela
shenouda
Build a strong foundation in designing and implementing real-time systems with the help of

practical examples Key Features Get up and running with the fundamentals of RTOS and apply them on STM32 Enhance your programming skills to design and build real-world embedded systems Get to grips with advanced techniques for implementing embedded systems Book Description A real-time operating system (RTOS) is used to develop systems that respond to events within

strict timelines. Real-time embedded systems have applications in various industries, from automotive and aerospace through to laboratory test equipment and consumer electronics. These systems provide consistent and reliable timing and are designed to run without intervention for years. This microcontrollers book starts by introducing you to the concept of RTOS and

compares some other alternative methods for achieving real-time performance. Once you've understood the fundamentals, such as tasks, queues, mutexes, and semaphores, you'll learn what to look for when selecting a microcontroller and development environment. By working through examples that use an STM32F7 Nucleo board, the STM32CubeIDE, and

SEGGER debug tools, including SEGGER J-Link, Ozone, and SystemView, you'll gain an understanding of preemptive scheduling policies and task communication. The book will then help you develop highly efficient low-level drivers and analyze their real-time performance and CPU utilization. Finally, you'll cover tips for troubleshooting and be able to take your new-found skills to the

next level. By the end of this book, you'll have built on your embedded system skills and will be able to create real-time systems using microcontrollers and FreeRTOS. What you will learn when to use an RTOS for a project. Explore RTOS concepts such as tasks, mutexes, semaphores, and queues. Discover different microcontroller units (MCUs) and choose the best one

for your project. Evaluate and select the best IDE and middleware stack for your project. Use professional-grade tools for analyzing and debugging your application. Get FreeRTOS-based applications up and running on an STM32 board. Who this book is for: This book is for embedded engineers, students, or anyone interested in learning the complete RTOS feature set with

embedded devices. A basic understanding of the C programming language and embedded systems or microcontrollers will be helpful.

COMPUTATIONAL TECHNOLOGIES

Prentice Hall Expand Raspberry Pi capabilities with fundamental engineering principles Exploring Raspberry Pi is the innovators guide to bringing Raspberry Pi to life. This

book favors engineering principles over a 'recipe' approach to give you the skills you need to design and build your own projects. You'll understand the fundamental principles in a way that transfers to any type of electronics, electronic modules, or external peripherals, using a "learning by doing" approach that caters to both beginners and experts. The book begins with basic Linux and

programming skills, and helps you stock your inventory with common parts and supplies. Next, you'll learn how to make parts work together to achieve the goals of your project, no matter what type of components you use. The companion website provides a full repository that structures all of the code and scripts, along with links to video tutorials and supplementary content that takes you deeper into

your project. The Raspberry Pi's most famous feature is its adaptability. It can be used for thousands of electronic applications, and using the Linux OS expands the functionality even more. This book helps you get the most from your Raspberry Pi, but it also gives you the fundamental engineering skills you need to incorporate any electronics into any project. Develop the Linux and

programming skills you need to build basic applications. Build your inventory of parts so you can always "make it work". Understand interfacing, controlling, and communicating with almost any component. Explore advanced applications with video, audio, real-world interactions, and more. Be free to adapt and create with *Exploring Raspberry Pi. Open Source Development, Communities*

and Quality Embedded Linux Development Using Eclipse. This handbook of research is one of the few texts to combine Open Source Software (OSS) in public and private sector activities into a single reference source. It examines how the use of OSS affects practices in society, business, government, education, and law. *Embedded Linux Primer*. Springer The

Designer's Guide to the Cortex-M Family is a tutorial-based book giving the key concepts required to develop programs in C with a Cortex M- based processor. The book begins with an overview of the Cortex- M family, giving architectural descriptions supported with practical examples, enabling the engineer to easily develop basic C programs to run on the Cortex-M0/M0+/M3

and M4. It then examines the more advanced features of the Cortex architecture such as memory protection, operating modes and dual stack operation. Once a firm grounding in the Cortex M processor has been established the book introduces the use of a small footprint RTOS and the CMSIS DSP library. With this book you will learn: The key differences between the Cortex

M0/M0+/M3 and M4 How to write C programs to run on Cortex-M based processors How to make best use of the Coresight debug system How to do RTOS development The Cortex-M operating modes and memory protection Advanced software techniques that can be used on Cortex-M microcontrollers How to optimise DSP code for the cortex M4 and how to build real time DSP

systems An Introduction to the Cortex microcontroller software interface standard (CMSIS), a common framework for all Cortex M-based microcontrollers Coverage of the CMSIS DSP library for Cortex M3 and M4 An evaluation tool chain IDE and debugger which allows the accompanying example projects to be run in simulation on the PC or on low cost hardware

Exploring

BeagleBone Packt Publishing Ltd The open source nature of Linux has always intrigued embedded engineers, and the latest kernel releases have provided new features enabling more robust functionality for embedded applications. Enhanced real-time performance, easier porting to new architectures, support for microcontrollers and an improved I/O system give embedded

engineers even more reasons to love Linux! However, the rapid evolution of the Linux world can result in an eternal search for new information sources that will help embedded programmers to keep up! This completely updated second edition of noted author Doug Abbott's respected introduction to embedded Linux brings readers up-to-speed on all the latest

developments. This practical, hands-on guide covers the many issues of special concern to Linux users in the embedded space, taking into account their specific needs and constraints. You'll find updated information on:

- The GNU toolchain
- Configuring and building the kernel
- BlueCat Linux
- Debugging on the target
- Kernel Modules
- Devices Drivers
- Embedded Networking

Real-time programming tips and techniques • The RTAI environment • And much more The accompanying CD-ROM contains all the source code from the book's examples, helpful software and other resources to help you get up to speed quickly. This is still the reference you'll reach for again and again! * 100+ pages of new material adds depth and breadth to the 2003

embedded bestseller. * Covers new Linux kernel 2.6 and the recent major OS release, Fedora. * Gives the engineer a guide to working with popular and cost-efficient open-source code. Intelligent Computing CRC Press The peripheral component interconnect (PCI) bus is the dominant bus system used to connect the different elements making up today's high-performance

computer systems. Different PCI implementations have also been developed for such applications as telecommunications and embedded computing. If an application calls for high speed, high reliability, flexible configuration, and bus mastering, then PCI is the only logical bus choice. This book is an applications-oriented introduction to the PCI bus, with an

emphasis on implementing PCI in a variety of computer architectures. Special attention is given to industrial and mission-critical applications of PCI bus. Fully describes PCI electrical specifications, mechanical requirements, and signal types. Covers advanced topics through numerous design examples to increase the readers understanding of the subject. Includes updated

coverage of PCI-X 2.0
Linux for Embedded and Real-time Applications
 Packt Publishing Ltd
 If you are an embedded developer learning about embedded Linux with some experience with the Yocto project, this book is the ideal way to become proficient and broaden your knowledge with examples that are immediately applicable to your embedded developments. Experienced

embedded
Yocto
developers
will find new
insight into
working
methodologies
and ARM
specific
development
competence.

BUILDING EMBEDDED LINUX SYSTEMS

No Starch
Press
In-depth
instruction
and practical
techniques for
building with
the
BeagleBone
embedded
Linux platform
Exploring
BeagleBone is
a hands-on
guide to
bringing

gadgets,
gizmos, and
robots to life
using the
popular
BeagleBone
embedded
Linux
platform.
Comprehensiv
e content and
deep detail
provide more
than just a
BeagleBone
instruction
manual—you'll
also learn the
underlying
engineering
techniques
that will allow
you to create
your own
projects. The
book begins
with a
foundational
primer on
essential
skills, and
then gradually

moves into
communicatio
n, control, and
advanced
applications
using C/C++,
allowing you
to learn at
your own
pace. In
addition, the
book's
companion
website
features
instructional
videos, source
code,
discussion
forums, and
more, to
ensure that
you have
everything
you need. The
BeagleBone's
small size,
high
performance,
low cost, and
extreme
adaptability

have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide

to the device, including a crash course in computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming Master interfacing electronic circuits, buses and modules, with practical examples Explore the Internet-connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing

applications, including video and sound Explore the BeagleBone's Programmable Real-Time Controllers Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques

presented in Exploring BeagleBone, the practical handbook for the popular computing platform.

Linux for Embedded and Real-time Applications

Newnes
Based upon the authors' experience in designing and deploying an embedded Linux system with a variety of applications, Embedded Linux System Design and Development contains a full embedded Linux system development

roadmap for systems architects and software programmers. Explaining the issues that arise out of the use of Linux in embedded systems, the book facilitates movement to embedded Linux from traditional real-time operating systems, and describes the system design model containing embedded Linux. This book delivers practical solutions for writing, debugging,

and profiling applications and drivers in embedded Linux, and for understanding Linux BSP architecture. It enables you to understand: various drivers such as serial, I2C and USB gadgets; uClinux architecture and its programming model; and the embedded Linux graphics subsystem. The text also promotes learning of methods to reduce system boot time, optimize memory and storage, and find memory

leaks and corruption in applications. This volume benefits IT managers in planning to choose an embedded Linux distribution and in creating a roadmap for OS transition. It also describes the application of the Linux licensing model in commercial products. Mobile Phone Programming "O'Reilly Media, Inc." Modern embedded systems are used for connected,

media-rich, and highly integrated handheld devices such as mobile phones, digital cameras, and MP3 players. This book provides an understanding of the platform architecture of modern embedded computing systems that drive mobile devices.

PRO LINUX EMBEDDED SYSTEMS

Packt Publishing Ltd
Leverage the power of Linux to develop captivating and powerful

embedded Linux projects
About This Book Explore the best practices for all embedded product development stages Learn about the compelling features offered by the Yocto Project, such as customization, virtualization, and many more Minimize project costs by using open source tools and programs
Who This Book Is For If you are a developer who wants to build embedded systems using Linux, this

book is for you. It is the ideal guide for you if you want to become proficient and broaden your knowledge. A basic understanding of C programming and experience with systems programming is needed. Experienced embedded Yocto developers will find new insight into working methodologies and ARM specific development competence. What You Will Learn Use the

Yocto Project in the embedded Linux development process Get familiar with and customize the bootloader for a board Discover more about real-time layer, security, virtualization, CGL, and LSB See development workflows for the U-Boot and the Linux kernel, including debugging and optimization Understand the open source licensing requirements and how to

comply with them when cohabiting with proprietary programs Optimize your production systems by reducing the size of both the Linux kernel and root filesystems Understand device trees and make changes to accommodate new hardware on your device Design and write multi-threaded applications using POSIX threads Measure real-time latencies and tune the Linux kernel

to minimize them In Detail Embedded Linux is a complete Linux distribution employed to operate embedded devices such as smartphones, tablets, PDAs, set-top boxes, and many more. An example of an embedded Linux distribution is Android, developed by Google. This learning path starts with the module Learning Embedded Linux Using the Yocto Project. It

introduces embedded Linux software and hardware architecture and presents information about the bootloader. You will go through Linux kernel features and source code and get an overview of the Yocto Project components available. The next module Embedded Linux Projects Using Yocto Project Cookbook takes you through the installation of a professional embedded Yocto setup,

then advises you on best practices. Finally, it explains how to quickly get hands-on with the Freescale ARM ecosystem and community layer using the affordable and open source Wandboard embedded board. Moving ahead, the final module Mastering Embedded Linux Programming takes you through the product cycle and gives you an in-depth description of the

components and options that are available at each stage. You will see how functions are split between processes and the usage of POSIX threads. By the end of this learning path, your capabilities will be enhanced to create robust and versatile embedded projects. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It

includes content from the following Packt products: Learning Embedded Linux Using the Yocto Project by Alexandru Vaduva Embedded Linux Projects Using Yocto Project Cookbook by Alex Gonzalez Mastering Embedded Linux Programming by Chris Simmonds Style and approach This comprehensive, step-by-step, pragmatic guide enables you to build

custom versions of Linux for new embedded systems with examples that are immediately applicable to your embedded developments. Practical examples provide an easy-to-follow way to learn Yocto project development using the best practices and working methodologies . Coupled with hints and best practices, this will help you understand embedded Linux better. **Embedded and**

Ubiquitous Computing

Addison-Wesley Professional
 Another day without Test-Driven Development means more time wasted chasing bugs and watching your code deteriorate. You thought TDD was for someone else, but it's not! It's for you, the embedded C programmer. TDD helps you prevent defects and build software with a long useful life. This is the first book to teach the hows and

whys of TDD for C programmers. TDD is a modern programming practice C developers need to know. It's a different way to program---unit tests are written in a tight feedback loop with the production code, assuring your code does what you think. You get valuable feedback every few minutes. You find mistakes before they become bugs. You get early warning of design problems. You

get immediate notification of side effect defects. You get to spend more time adding valuable features to your product. James is one of the few experts in applying TDD to embedded C. With his 1.5 decades of training, coaching, and practicing TDD in C, C++, Java, and C# he will lead you from being a novice in TDD to using the techniques that few have mastered. This book is full of code

written for embedded C programmers. You don't just see the end product, you see code and tests evolve. James leads you through the thought process and decisions made each step of the way. You'll	learn techniques for test-driving code right nextto the hardware, and you'll learn design principles and how to apply them to C to keep your code clean and flexible. To run the examples in	this book, you will need a C/C++ development environment on your machine, and the GNU GCC tool chain or Microsoft Visual Studio for C++ (some project conversion may be needed).
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