# SUMMARY

## *FIRST  HALF:*

- *Improvisation of Multiple Client Server Program*
  - *Tried using Queue*
  - *Non-blocking technique*

## *SECOND HALF :*

- *Pursued Yocto study which include:*
  - *Important unfamiliar Yocto Project Terms*
    - *Container Layer*
    - *Cross-Development Toolchain*
    - *eSDK's*
    - *Image*
    - *Layer Metadata*
    - *OE-Core/OE-build system*
    - *Package/Package-groups*
    - *Poky,recipe,Reference kit*
  - *Yocto Releases and the stable Release Process*
  - *Started Source directory structure*
- *Committed the changes on git*