Developer Overview
Hobbitmon Architecture
VMWare image for Hobbitmon development
Autoconfistcate Hobbitmon
TWWconfiscate Hobbitmon
Hobbitmon Community
Summary

Developing Hobbitmon Yes, you can do it.

T.J. Yang

Hobbitmon Monitor Community

08/04 2008



Developer Overview
Hobbitmon Architecture
VMWare image for Hobbitmon development
Autoconfistcate Hobbitmon
TWWconfiscate Hobbitmon
Hobbitmon Community
Summary

Outline

- Developer Overview
 - Reasons to develop for Hobbitmon
- Proposition Architecture
 - Higher Avaiablity
- VMWare image for Hobbitmon development
 - No more guessing work.
 - Second Subsection
- Autoconfistcate Hobbitmon
 - Why the trouble ?
- TWWconfiscate Hobbitmon
 - Software lifecycle completed
- Hobbitmon Community
 - Software lifecycle completed
 - Coftware lifeavale come



Why developing Hobbitmon

Outline

- **Developer Overview**
 - Reasons to develop for Hobbitmon
- - Higher Avaiablity
- - No more guessing work.
 - Second Subsection
- - Why the trouble ?
- - Software lifecycle completed
- - Software lifecycle completed



Hobbitmon is open ie. No more vendor lock-in.

- Understand the software you are using by developing it.
- Two Brains are better than one.
- Accumulation of good software quality over time.

Summary

- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
- using the general uncover command:



Hobbitmon Architecture
VMWare image for Hobbitmon development
Autoconfistcate Hobbitmon
TWWconfiscate Hobbitmon
Hobbitmon Community
Summary

Why developing Hobbitmon

Make Titles Informative.

- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



Clients and Servers

Outline

- Developer Overview
 - Reasons to develop for Hobbitmon
- 2 Hobbitmon Architecture
 - Higher Avaiablity
- VMWare image for Hobbitmon development
 - No more guessing work.
 - Second Subsection
- Autoconfistcate Hobbitmon
 - Why the trouble ?
- TWWconfiscate Hobbitmor
 - Software lifecycle completed
- Hobbitmon Community
 - Software lifecycle completed
 - Tyng-Jing Yang



Clients and Servers

C programming Hobbitmon backbone is in ANSI C.

- Clients and Servers.
- Higher Avaiablity.
- SNMP Monitoring.
- Encrypted Messages.

- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



Outline

- Developer Overview
 - Reasons to develop for Hobbitmon
- 2 Hobbitmon Architecture
 - Higher Avaiablity
- VMWare image for Hobbitmon development
 - No more guessing work.
 - Second Subsection
- Autoconfistcate Hobbitmon
 - Why the trouble ?
- TWWconfiscate Hobbitmor
 - Software lifecycle completed
- 6 Hobbitmon Community
 - Software lifecycle completed
 - Coftware lifeavale comple



Developer Overview
Hobbitmon Architecture
VMWare image for Hobbitmon development
Autoconfistcate Hobbitmon
TWWconfiscate Hobbitmon
Hobbitmon Community
Summary

Source Code and development tool all-in-one Second Subsection

Complete Source Code and development evironment Eliminate the Guessing work

- Download the hobbitmon development vm image.
- Run the VM image.

Fedora 6 Virtual Box VDI image.

- using the pause command:
 - bittorrent.
 - iso images
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



Fedora 6 Virtual Box VDI image.

- using the pause command:
 - bittorrent.
 - iso images
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



Fedora 6 Virtual Box VDI image.

- using the pause command:
 - bittorrent.
 - iso images
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



Fedora 6 Virtual Box VDI image.

- using the pause command:
 - bittorrent.
 - iso images
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



Fedora 6 Virtual Box VDI image.

- using the pause command:
 - bittorrent.
 - iso images
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



Fedora 6 Virtual Box VDI image.

- using the pause command:
 - bittorrent.
 - iso images
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



Outline

- Developer Overview
 - Reasons to develop for Hobbitmon
- 2 Hobbitmon Architecture
 - Higher Avaiablity
- VMWare image for Hobbitmon development
 - No more guessing work.
 - Second Subsection
- Autoconfistcate Hobbitmon
 - Why the trouble ?
- TWWconfiscate Hobbitmor
 - Software lifecycle completed
- Hobbitmon Community
 - Software lifecycle completed
 - Coftware lifeavale come



Developer Overview
Hobbitmon Architecture
VMWare image for Hobbitmon development
Autoconfistcate Hobbitmon
TWWconfiscate Hobbitmon
Hobbitmon Community
Summary

Source Code and development tool all-in-one Second Subsection

Make Titles Informative.

Developer Overview
Hobbitmon Architecture
VMWare image for Hobbitmon development
Autoconfistcate Hobbitmon
TWWconfiscate Hobbitmon
Hobbitmon Community
Summary

Source Code and development tool all-in-one Second Subsection

Make Titles Informative.

Why the trouble?

Outline

- Developer Overview
 - Reasons to develop for Hobbitmon
- 2 Hobbitmon Architecture
 - Higher Avaiablity
- VMWare image for Hobbitmon development
 - No more guessing work.
 - Second Subsection
- 4 Autoconfistcate Hobbitmon
 - Why the trouble ?
- TWWconfiscate Hobbitmor
 - Software lifecycle completed
- 6 Hobbitmon Community
 - Software lifecycle completed
 - Coftware lifeavale comp



Why the trouble?

Autoconfiscate hobbitmon source code.

- Be a true GNU software.
- Easy the pain at source code compilation level.
- i18n.

- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item
 - Second item.
- using the general uncover command:
 - First item
 - Second item.



- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



Outline

- Developer Overview
 - Reasons to develop for Hobbitmon
- 2 Hobbitmon Architecture
 - Higher Avaiablity
- 3 VMWare image for Hobbitmon development
 - No more guessing work.
 - Second Subsection
- Autoconfistcate Hobbitmon
 - Why the trouble ?
- TWWconfiscate Hobbitmon
 - Software lifecycle completed
- Hobbitmon Community
 - Software lifecycle completed
 - L'attuvara litaavala



Install with packaging is binary litte.

- Use itemize a lot.
- Use very short sentences or short phrases.

- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



Softare Packaging and management

Make Titles Informative.

- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



Softare Packaging and management

Make Titles Informative.

- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



User community

Outline

- - Reasons to develop for Hobbitmon
- - Higher Avaiablity
- - No more guessing work.
 - Second Subsection
- - Why the trouble ?
- - Software lifecycle completed
- **Hobbitmon Community**
 - Software lifecycle completed



Install with packaging is binary litte.

- Use itemize a lot.
- Use very short sentences or short phrases.

Hobbitmon Wiki Books.

- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item
 - Second item
- using the general uncover command:
 - First item.
 - Second item.



Hobbitmon Wiki Books.

- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



Hobbitmon Wiki Books.

- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



Hobbitmon Wiki Books.

- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



Hobbitmon Wiki Books.

- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



Hobbitmon Wiki Books.

- using the pause command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general uncover command:
 - First item.
 - Second item.



Outline

- Developer Overview
 - Reasons to develop for Hobbitmon
- 2 Hobbitmon Architecture
 - Higher Avaiablity
- VMWare image for Hobbitmon development
 - No more guessing work.
 - Second Subsection
- Autoconfistcate Hobbitmon
 - Why the trouble ?
- TWWconfiscate Hobbitmor
 - Software lifecycle completed
- Hobbitmon Community
 - Software lifecycle completed
 - Continuate incoyers completed



Developer Overview
Hobbitmon Architecture
VMWare image for Hobbitmon development
Autoconfistcate Hobbitmon
TWWconfiscate Hobbitmon
Hobbitmon Community
Summary

Hobbit Development Summary

- Hobbitmon development is fun and rewarding.
- Hobbitmon development is fun and rewarding
- Outlook
 - Something you haven't solved.
 - Something else you haven't solved.