Kernel dev

very basic stuffs

Where to start?

http://www.linuxfoundation.org/

https://www.kernel.org/

http://kernelnewbies.org

Tools?

gcc

git

make

vim (or some inferior editor)

Submitting patches?

must adhere to coding style

must add value

run checkpatch.pl

contact maintainer and send to LKML

more info:

http://kernelnewbies.org/FirstKernelPatch

Coding style?

80 columns

tab-indent (8 columns)

avoid more than 3 lvls of indentation

spaces after keywords

...

more info

https://www.kernel.org/doc/Documentation/CodingStyle

Writing patches?

C (with very occasional assembly sprinkled in)

modules vs core

GPL is preferred

useful tutorial:

http://www.linuxvoice.com/be-a-kernel-hacker/

Debugging

printk()

and read with dmesg

useful filesystems

[debugfs](#)

[sysfs](#)

[procfs](#)

Code review?

LKML (I guess)

worth checking out - [gerrit](#)

Testing

no formal test plans

community testing

existing frameworks

http://autotest.github.io/

http://linux-test-project.github.io/

http://elinux.org/Ktest#Git_Bisect_type

TY

questions?