

Introduction to Systems Programming

This section is about *advanced* techniques for coding in computer systems. however, as always, **It's concepts, not code.**

Therefore, it is recommended to first read the other sections, and then come back to this section *only* when needed for learning how to implement some of the general concepts described elsewhere.

1. A-INTERMEZZO-C-pointers.pdf
2. B-INTERMEZZO-1-non-local-flow-of-control.pdf
3. B-INTERMEZZO-2-C-code-setcontext.pdf
4. B-INTERMEZZO-3-C-code-LD__PRELOAD.pdf
5. C-INTERMEZZO-GDB-fine-art-of-debugging.pdf