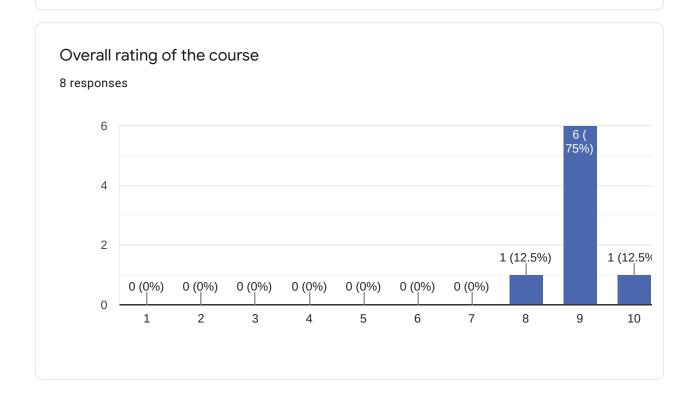
Bootlin training course evaluation

8 responses

Publish analytics





6 responses

The content and the execution of the course are great.

Miquel Raynal and Clement Leger are very knowledge with the Linux kernel topics. I would like to acknowledge that the training is priceless for those who are wiling to learn about the kernel internals.

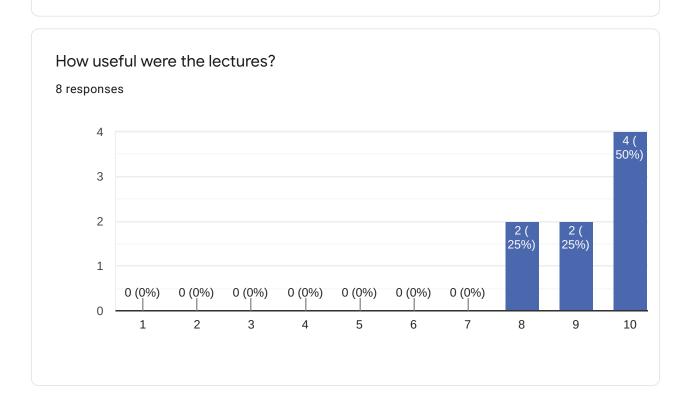
It is a very good course with great material and good selection of subjects. I would suggest that there are more ways to get people feel more involved in the trainings.

Publishing the course content and make the group review it before the sessions with more anticipation would allow people to get more prepare for the course contents and labs.

Give more possible ways to keep working on topics for the labs would be a very good thing to have.

-> Make following modifications to nInvasors to make the cursor to move more quickly.etc

The course is great, it covers a lot of information but would be great to do more labs (small ones) to cover the rest of the topics that didn't have practical exercises





5 responses

Really good and clear information

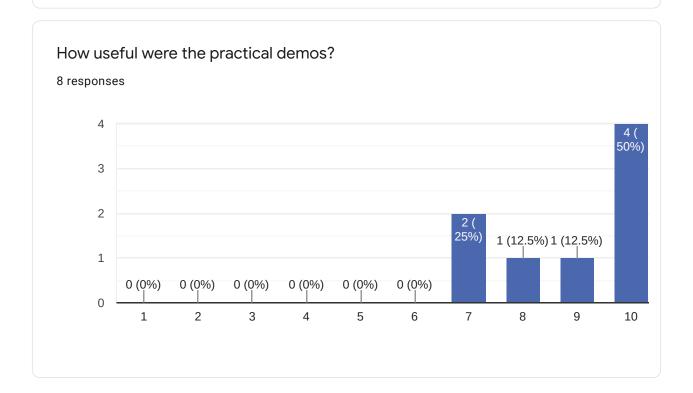
Lectures help cleared a lot of my questions I had in the past.

Providing a few videos for before the training would make the lectures more useful since we can check specific subjects for people that is familiar with the kernel and also make the subjects available for people unfamiliar with the code.

With subjects made available before the lectures people can ask more questions while lecture is given.

The information was presented very well.

N/A





5 responses

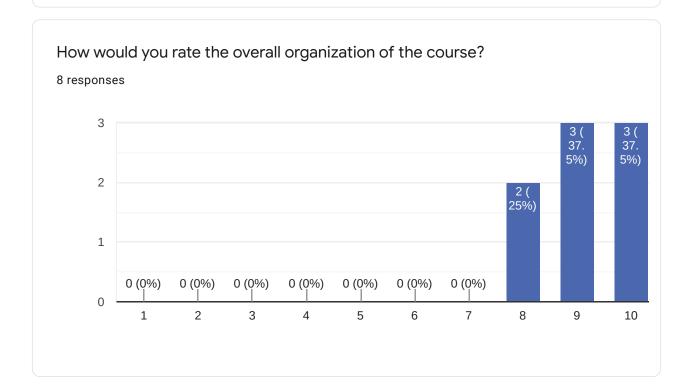
Considering the online sessions, I was not able to stay up-to-date with the labs. But the trainer was helpful in presenting all the labs step-by-step and also shared the code.

Practical demos are important because we can check the actual concepts applied. Adding a couple of more challenges to each lab without giving the answer in the lecture would be also good.

More labs on the really useful topics such as debugging, virtual addressing, pinctrl and GPIOs in general.

labs for more advanced topics as spinlocks, atomic, top and half processing

The nunchuk demo is not really appealing for people without a console.

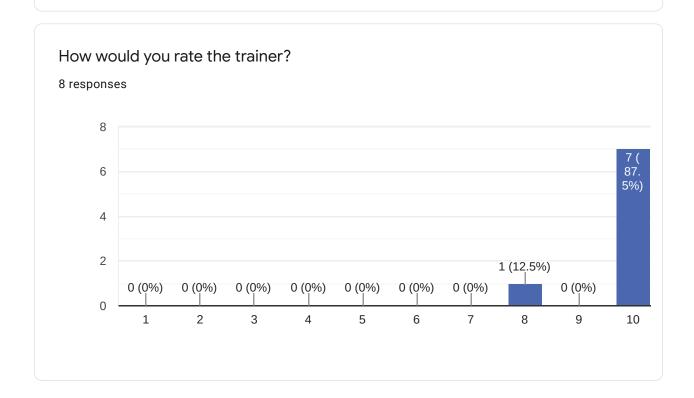




2 responses

The only complain I have with the organization is that I found out very late, just a few days before the first day of the course, that a Wii Nunchuk controller and an adapter for it was needed to follow the labs properly, and I ended up making 1 adapter myself with the help of an NES/SNES Classic-mini controller extension cable which uses the same Nintendo propetary connector. Would be better to know this with time to take precautions. Also, the bootloader version used by the instructor himself was not provided and I belived a certain version is needed to properly follow the labs instructutions (some u-boot commands are not available in old u-boot versions). This can be prepared by the attending student with time.

N/A





6 responses

The trainer shown a deep understanding of the subject of the course, also he was patient and willing to listen and answer questions.

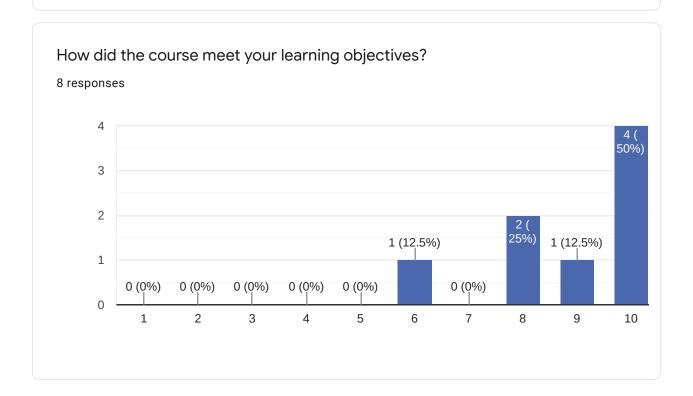
Miquel Raynal and Clement Leger are very clear at explaining complex topics in an easy way with a lot of examples. I would like to thank both of them for their patience in answering all my questions clearly.

Trainer was very knowledgeable and was always willing to provide answers to any kind of question.

Excellent trainers, both Miquèl and Clément. Very well prepared with the given information, solved almost all the problems that arose with the labs in no time, and also great english speakers.

N/A

Great. The really know a lot about Linux Kernel.





3 responses

There is always more to learn. But the course helped me to go in the right direction with a lot of resources.

N/A

I was expecting more advanced topics. I was good as a refresher or update on a few new things

What part(s) of the course did you like most?

7 responses

The device model part.

I2C labs, easy to digest and fully applicable to my current needs

Device model, interrupt handling and power management.

I2C input device driver implementation.

Labs involving the use of i2c bus protocol, kernel driver development and the usage of a well known Nintendo Wii Controller

All of them

Device tree and nunchuk driver



What part(s) of the course did you like least?

6 responses

Memory management

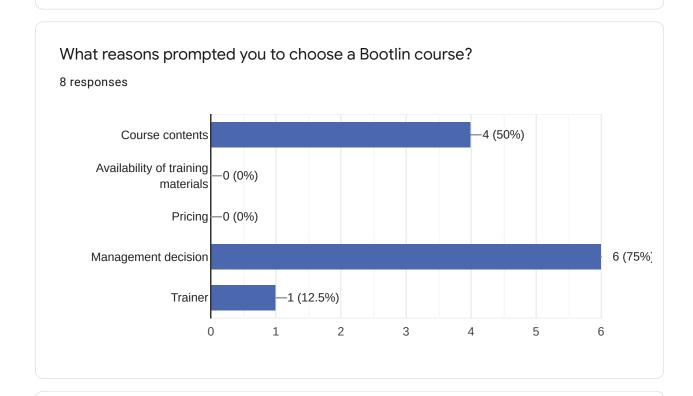
4 hours in a row are pretty heavy.

N/A

Locking, I think I needed more examples to actually understand the subject better.

The lack of labs for the last parts of the training, and the fact that debugging didn't take up much time in practical examples and labs.

Concurrent Access to Resource, maybe is a good idea to include a lab for this topics, with an User space app tha interacts with the lab



Comments

1 response

N/A



Further training needs? 5 responses
Maybe Yocto build system, Android
BSP creation
Debugging
N/A
Kernel Networking, Yocto and BSP deep dive creation

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