ARM yourself with an ecosystem of Linux apps

LAS 2021
Rhys Davies

- Developer Advocate
- Product Manager
- Open Source
- Books
Once upon a time ...

Stonker
A Step-by-Step Guide to Building Your First Mobile App


How To Make An App - (2021) Create An App in 10 Steps

Build desktop apps for Windows PCs - Windows applications …

Walkthrough: Create a traditional Windows Desktop ...

https://makealinux.app
Apple made a BIG mistake - M1 MacBooks Review
2.2M views • 4 months ago
Linus Tech Tips
Apple's new M1-equipped MacBooks have been out for a while now, but there are still many lingering questions. First among...

Apple M1 Mac Review: Time to Recalibrate!
7M views • 5 months ago
Marques Brownlee
The Macbook with M1 chip is... different. Time to think a little different about laptops. That shirt: http://shop.MKBHD.com Tech I'm...
Elbow and arm pain - NHS


Arm diagnosis things you don’t want to know about …

All the apps and games Apple promises for Arm-based Macs


Porting Your macOS Apps to Apple Silicon | Apple Developer …

Is running Linux on ARM processor any different? : Linux


Ubuntu for ARM | Download | Ubuntu

Yes.
Yes.

Install Ubuntu on a Raspberry Pi

Running Ubuntu on your Raspberry Pi is easy. Just pick the OS image you want, flash it onto a microSD card, load it onto your Pi and away you go.

First time installing Ubuntu on Raspberry Pi?

Follow our desktop or server tutorials.
“Hey, software packaging and distribution on Linux is a bit of a mess. Don’t worry though, options can be good, and they’re all good for different reasons. Just remember, how you package the app doesn’t *really* matter. It’s the app that matters, and thanks for writing it for Linux. So, what are your goals? What’s your use case? And we’ll see what packaging is right for you.”
Getting started with Flutter on Ubuntu

Alan Pope
on 8 February 2021

Tags: Flutter, snap:scflutter, Ubuntu

How to make your first snap

by Rhys Davies on 8 April 2021
name: snapcraft
base: core18
summary: easily create snaps
description: |
  Snapcraft aims to make upstream developers' lives easier and as such is not
  a single toolset, but instead is a collection of tools that enable the
  natural workflow of an upstream to be extended with a simple release step
  into Snap.
  adopt-info: snapcraft
  confinement: classic
  license: GPL-3.0
  assumes:
    - snapd2.39

apps:
  snapcraft:
    environment:
      PATH: "/snap/bin:/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin"
      # https://github.com/lxc/pylxd/pull/361
      PYLXD_WARNINGS: "none"
      command: usr/bin/python3 $SNAP/bin/snapcraft
      completer: snapcraft-completion

build-packages:
  - build-essential
  - intltool
  - libapt-pkg-dev
$ snapcraft remote-build

viu-image-viewer_v1.3.0-10-g0dba818_amd64.snap
viu-image-viewer_v1.3.0-10-g0dba818_arm64.snap
viu-image-viewer_v1.3.0-10-g0dba818_armhf.snap
viu-image-viewer_v1.3.0-12-g4160c8b_s390x.snap
viu-image-viewer_v1.3.0-12-g4160c8b_ppc64el.snap
Stonker
Summary

01 Visibility
Work on targeting new users with relatable titles and google juice

02 Packages are baggage
Sigh

03 ARM yourself
Let's get ahead of the game
For any other questions, reach out to:

✉ rhys.davies@canonical.com

🐦 @rhys_the_davies
“Questions?”

-- Audience (You)
Thank you!