Advanced Net Debugging Addison Wesley Microsoft Technology

?????Linux??????1??????????????Linux??????? ?????????????Linux??????????????? ??????????????????????????Linux???????? ???Linux???????????????? ????????????????????????? ????Linux???-?????????????? ?????Linux??????????????????? ??? ?????????????????????????? ??????????? *?? ?????????Linux????????Internet??????????
*??? *????????????????? ?????????????ssh?vnc?xrdp?????????dhcp?ntp???????samba?nfs?iscsi?????????????ssh? ????????????????????????? *??????????????DNS?WWW?FTP?mail server...??????? #???? GOTOP Information Inc.

Debugging is one of the most vexing, yet most important, tasks facing any developer, including programmers working in Windows. Yet information about how to debug is difficult to come by, scattered among many different areas online. ???????,????:????????,??????????????,?????????,????,?????,????????,???????,?????????? ?,???????.

This expanded and updated edition of "Practical Enterprise Software Development Techniques" includes a new chapter which explains what makes enterprise scale software development different from other development endeavors. Chapter 4 has been expanded with

additional coverage of code review, bug tracker systems and agile software applications. The chapter order has been changed in response to feedback from readers and instructors who have taught classes using the previous version (which was also published by Apress). This book provides an overview of tools and techniques used in enterprise software development, many of which are not taught in academic programs or learned on the job. This is an ideal resource containing lots of practical information and code examples that you need to master as a member of an enterprise development team. This book aggregates many of these "on the job" tools and techniques into a concise format and presents them as both discussion topics and with code examples. The reader will not only get an overview of these tools and techniques, but also several discussions concerning operational aspects of enterprise software development and how it differs from smaller development efforts. For example, in the chapter on Design Patterns and Architecture, the author describes the basics of design patterns but only highlights those that are more important in enterprise applications due to separation of duties, enterprise security, etc. The architecture discussion revolves has a similar emphasis – different teams may manage different aspects of the application's components with little or no access to the developer. This aspect of restricted access is also mentioned in the section on logging. Theory of logging and discussions of what to log are briefly mentioned, the configuration of the logging tools is demonstrated along with a discussion of why it's very important in an enterprise environment.
?????????????????????.
Advanced Android™ Application Development, Fourth Edition, is the definitive guide to building robust, commercial-grade Android apps. Systematically revised and updated, this guide brings

together powerful, advanced techniques for the entire app development cycle, including design, coding, testing, debugging, and distribution. With the addition of quizzes and exercises in every chapter, it is ideal for both professional and classroom use. An outstanding practical reference for the newest Android APIs, this guide provides in-depth explanations of code utilizing key API features and includes downloadable sample apps for nearly every chapter. Together, they provide a solid foundation for any modern app project. Throughout, the authors draw on decades of in-the-trenches experience as professional mobile developers to provide tips and best practices for highly efficient development. They show you how to break through traditional app boundaries with optional features, including the Android NDK, Google Analytics and Android Wear APIs, and Google Play Game Services. New coverage in this edition includes Integrating Google Cloud Messaging into your apps Utilizing the new Google location and Google Maps Android APIs Leveraging in-app billing from Google Play, as well as third-party providers Getting started with the Android Studio IDE Localizing language and using Google Play App Translation services Extending your app's reach with Lockscreen widgets and DayDreams Leveraging improvements to Notification, Web, SMS, and other APIs Annuzzi has released new source code samples for use with Android Studio. The code updates are posted to the associated blog site: http://advancedandroidbook.blogspot.com/ This title is an indispensable resource for intermediate- to advanced-level Java programmers who are now developing for Android, and for seasoned mobile developers who want to make the most of the new Android platform and hardware. This revamped, newly titled edition is a complete update of Android™ Wireless Application Development, Volume II: Advanced Topics, Third Edition. This advanced resource is ideal for experienced programmers seeking practical solutions to

real problems. Discover valuable coding techniques and best practices while learning to master Microsoft's newest cross-platform programming language. This definitive guide will show you how to expertly apply and integrate C# into your business applications. Create user controls, special effects text, dynamic user interfaces, custom attributes--plus, you'll also find reliable security and authentication methods.

This volume presents selected papers from prominent researchers participating in the 11th International Conference on Future Information Technology and the 10th International Conference on Multimedia and Ubiquitous Engineering, Beijing, China, April 20-22, 2016. These large international conferences provided an opportunity for academic and industry professionals to discuss recent progress in the fields of multimedia technology and ubiquitous engineering including new models and systems and novel applications associated with the utilization and acceptance of ubiquitous computing devices and systems. The contributions contained in this book also provide more information about digital and multimedia convergence, intelligent applications, embedded systems, mobile and wireless communications, bio-inspired computing, grid and cloud computing, the semantic web, user experience and HCI, security and trust computing. This book describes the state of the art in multimedia and ubiquitous engineering, and future IT models and their applications.

Shows developers how COM operates and how to use it to create efficient and stable programs consistent with the COM philosophy, allowing disparate applications and components to work together across a variety of languages, platforms, and host machines. Original. (Advanced).

- The WinForms team at Microsoft praises Chris as a definitive authority; Microsoft has named

Chris one of eight Software Legends - The content and structure are based on years of experience both building apps with WinForms as well as teaching other developers about WinForms - Alan Cooper, the 'father of Visual Basic', has provided the foreword for the book Debugging becomes more and more the bottleneck to chip design productivity, especially while developing modern complex integrated circuits and systems at the Electronic System Level (ESL). Today, debugging is still an unsystematic and lengthy process. Here, a simple reporting of a failure is not enough, anymore. Rather, it becomes more and more important not only to find many errors early during development but also to provide efficient methods for their isolation. In Debugging at the Electronic System Level the state-of-the-art of modeling and verification of ESL designs is reviewed. There, a particular focus is taken onto SystemC. Then, a reasoning hierarchy is introduced. The hierarchy combines well-known debugging techniques with whole new techniques to improve the verification efficiency at ESL. The proposed systematic debugging approach is supported amongst others by static code analysis, debug patterns, dynamic program slicing, design visualization, property generation, and automatic failure isolation. All techniques were empirically evaluated using real-world industrial designs. Summarized, the introduced approach enables a systematic search for errors in ESL designs. Here, the debugging techniques improve and accelerate error detection, observation, and isolation as well as design understanding.

With a slew of advanced new features, ColdFusion MX 7 represents both an opportunity and a challenge for those developing Web apps with it. The opportunity, of course, lies in taking their applications to new and increasingly sophisticated levels. The challenge is digging deep enough into ColdFusion to discover the features and techniques that will take them there. In

these pages Ben Forta and the Macromedia team have made this information not only accessible but also easily digestible for intermediate and advanced ColdFusion developers. Users won't want to waste any time before getting down to the serious business of unraveling ColdFusion's new features so that they can use Structured Business Reports to deliver business data in an understandable format; deploy the ColdFusion language in mobile phones and instant messaging clients; build rich, multistep data-entry forms; use Enterprise Manager to cluster multiple ColdFusion servers on a single machine; and more. Through step-by-step instructions and real-world examples, you'll learn how to do everything from create secure applications to employ Java components.

???????????20??????.???????????,??????????????,??????????????????????.??,????60?? ?????,??????????????????????.

???"TM"?"Java"?????

Explores topics including how to use ADO.NET to access relational data stores, using the DataSet class for in-memory data representation, and mapping database information using ASP.NET WebForm.

CD-ROM contains: Code samples used in text.

Advanced .NET DebuggingAddison-Wesley Professional

This book provides an overview of tools and techniques used in enterprise software development, many of which are not taught in academic programs or learned on the job. This is an ideal resource containing lots of practical information and code examples that you need to master as a member of an enterprise development team. This book aggregates many of these "on the job" tools and techniques into a concise format and presents them as both

discussion topics and with code examples. The reader will not only get an overview of these tools and techniques, but also several discussions concerning operational aspects of enterprise software development and how it differs from smaller development efforts. For example, in the chapter on Design Patterns and Architecture, the author describes the basics of design patterns but only highlights those that are more important in enterprise applications due to separation of duties, enterprise security, etc. The architecture discussion revolves has a similar emphasis – different teams may manage different aspects of the application's components with little or no access to the developer. This aspect of restricted access is also mentioned in the section on logging. Theory of logging and discussions of what to log are briefly mentioned, the configuration of the logging tools is demonstrated along with a discussion of why it's very important in an enterprise environment. ????????????,????,??????????????????????????,?????????????,?????????????,???????????????????????.
.NET??????????????????????????? ??Windows?????????????????.NET??????OS?????????????I/O ?GC???
The only complete, pragmatic guide to the advanced CLR debugging techniques developers need to find and fix the toughest .NET software bugs. • •By Mario Hewardt, co-author of the best-selling, widely-praised Advanced Windows Debugging.. •Shows how to use .NET's powerful native CLR debugging tools to track down challenging bugs far more quickly. •Includes the best coverage of .NET memory debugging available anywhere. •Illuminates the

debugging implications of the latest .NET 4.0 runtime changes. Advanced .NET Debugging is the definitive guide to tracking down the most complex and challenging bugs in today's .NET application code. Authored by Mario Hewardt, co-author of the widely-praised Advanced Windows Debugging this is the only book to focus entirely on .NET's immensely powerful native debuggers: the Debugging Tools for Windows, including WinDBG and SoS. Using this book, experienced .NET programmers will be able to analyze problematic code and identify the root causes of problems far more quickly than they ever could with visual tools. Hewardt begins by introducing the essential concepts developers must master in order to debug code with the native debuggers, including the tools available, the core fundamentals of the .NET CLR runtime, and essential debugging tasks. Next, he turns to sophisticated debugging techniques, teaching through real-world examples that demonstrate a broad spectrum of common C# programming errors. Hewardt thoroughly covers postmortem debugging without access to the physical machine; PowerDBG and other .NET debugging 'power tools'; and, finally, the debugging implications of the brandnew .NET CLR 4.0.
?????? ?????? ?? ?????? ???? ?? .NET ???????? ??????????????????? ??? ????? ?????????? ???? ? CLR, ???????????? , ??? ?????? ???, ??????? ????? ?????? ??????. ?????????????? ????????? ?????? ??????????, ?????????????? ? ????????? ????? ?? ????????? .NET- ?????? ? ????. ? ???? ??????? ?????????? ??? ?????????? ? ?????????, ????????? ? .NET ?? ????????? ????????? ???, ? ??? ????? ?????????? ???????? ????? ???????????? , ?????????? ????????????? ???? ? ???????????. ??? ???? ????????? ?? ???, ?????????????? ? ?????: • ????????? ??????? ??????? ??? ? ????????? ??????, ????????? ? ???????. • ??????????????? ????????????? Visual Studio ? ?????? ???????????? . •

?????????????? ???????? ?? ????????? ????????????. • ????? ???????? ????????? ?????? ??????. • ?????? ?????????????? ?????????? ????. • ????? ????????? ?????? LINQ. • ??????, ?????????? ?????????????? ???????? ???????? ??????, ????? ??? ASP.NET, ADO.NET ? WPF. • ????? ?????????? ????????? .NET, ??????? ??????????? ?? ??????, ??????????? ??????? ? SIMD. • ?????????????? ? ?????????????? ?????????? ????????????. • ??????????? ????????????? ?????????? Task Parallel. • ????????????? ? ?? ????????????? ? ????????????? API. • ???????? ?????????????????? ? ????????????? ETW-???????. • ??????????? ???????, ????????? ?? ????????? ?????? ?????????????????.

Demonstrates how to create generic frameworks, libraries, classes, and tools that can be used in the .NET environment and provides instructions on how to select the right language to develop parts of a system and how to integrate them at runtime.

This book provides comprehensive coverage of verification and debugging techniques for embedded software, which is frequently used in safety critical applications (e.g., automotive), where failures are unacceptable. Since the verification of complex systems needs to encompass the verification of both hardware and embedded software modules, this book focuses on verification and debugging approaches for embedded software with hardware dependencies. Coverage includes the entire flow of design, verification and debugging of embedded software and all key approaches to debugging, dynamic, static, and hybrid verification. This book discusses the current, industrial embedded software verification flow, as well as emerging trends with focus on formal and hybrid verification and debugging approaches.

The purpose of ASP.NET JumpStart is to show readers the practical applications of

.NET and ASP.NET by illustrating how to build Web-based applications using Web Forms and Web Services. Emphasis will be on good programming standards and practices. The reader will be taken from an introduction of the VB .NET language to intermediate topics through a step-by-step approach, which gives the reader the opportunity to try out the practices presented in each chapter.

bull; There are many books on Software Engineering, and many books on .NET, but this is the first to bring them together bull; The authors use an extended case study, with each chapter building on the previous one, involving readers at every stage bull; By the end the reader has created a really cool working imaging application while learning best practices of software development in .NET

?????Go???????????????????Go?????????????????Go??????????JavaScript?Ruby?Python?Java?C++??????????????

??????Go??????????????????????????????????????? ?????????Go??Go?????????????? ????????????Go?? ???????????????????goroutine?channel?????????Go?? ???????Go??????????reflection???????????????unsafe???????????????????cgo????Go?C?????? ???????????Go??http://gopl.io/??????go get???????????? #???? GOTOP Information Inc.

Advanced Techniques in Computing Sciences and Software Engineering includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Software Engineering, Computer Engineering, and Systems Engineering and Sciences. Advanced Techniques in Computing Sciences and Software Engineering includes selected papers form the conference proceedings of the International Conference on Systems, Computing Sciences and Software Engineering (SCSS 2008) which was part of the International Joint Conferences on Computer, Information and Systems Sciences and Engineering (CISSE 2008).

??????????????PHP?MySQL?????,????PHP?MySQL??????,?PHP?MySQL?????????? ???????????,????????????PHP?????

????:Richard Helm,Ralph Johnson,John Vlissides ????:???,??,???

bull; Demystifies aspects of Visual Basic .NET that are difficult to master, such as remoting, multithreading, reflection, security, and COM interoperability. bull; Contains in-depth coverage of topics barely touched upon in other books. bull; Author is a well-known and respected guru in the Microsoft programming community.

C# Deconstructed answers a seemingly simply question: Just what is going on, exactly, when you run C# code on the .NET Framework? To answer this question we will dig ever deeper into the structure of the C# language and the onion-skin abstraction layers of the .NET Framework that underpins it. We'll follow the execution thread downwards,

first to MSIL (Microsoft Intermediate Language) then down through just-in-time compilation into Machine Code before finally seeing the results executed at the hardware level. The aim of this deep-dive is to provide you with a much more rounded knowledge of the environment within which you code exists. As a managed language, it's best-practice to let the Framework deal with device interaction but you'll find the experience of taking the cover off once in a while a very rewarding one that will greatly enrich your appreciate of the C# language and the way in which in functions.

In the Information Society, the smart card, or smart device with its processing power and link to its owner, will be the potential human representation or delegate in Ambient Intelligence (Pervasive Computing), where every appliance or computer will be connected, and where control and trust of the personal environment will be the next decade challenge. Smart card research is of increasing importance as the need for information security grows rapidly. Smart cards will play a very large role in ID management in secure systems. In many computer science areas, smart cards introduce new dimensions and opportunities. Disciplines like hardware design, operating systems, modeling systems, cryptography and distributed systems find new areas of applications or issues; smart cards also create new challenges for these domains. CARDIS, the IFIP Conference on Smart Card Research and Advanced Applications, gathers researchers and technologists who are focused in all aspects of the design, development, deployment, validation and application of smart cards or

smart personal devices.This volume contains the 20 papers that have been selected by the CARDIS Program Committee for presentation at the 6th International Conference on Smart Card Research and Advanced Applications (CARDIS 2004), which was held in conjunction with the IFIP 18th World Computer Congress in Toulouse, France in August 2004 and sponsored by the International Federation for Information Processing (IFIP). With 20% of the papers coming from Asia, 20% from America, and 60% from Europe, the competition was particularly severe this year, with only 20 papers selected out of 45 very good submissions. Smart Card Research and Advanced Applications VI presents the latest advances in smart card research and applications, and will be essential reading for developers of smart cards and smart card applications, as well as for computer science researchers in computer architecture, computer security, and cryptography.
????15??????????????GDI+???????????;??????????????????????????????????????Web???,??12?13??????ADO.NET?WinForms??????

Take performance to the next level!

This book does not just teach you how the CLR works---it teaches you exactly what you need to do now to obtain the best performance today. It will expertly guide you through the nuts and bolts of extreme performance optimization in .NET, complete with in-depth examinations of CLR functionality, free tool recommendations and tutorials, useful

anecdotes, and step-by-step guides to measure and improve performance.

This second edition incorporates the advances and improvements in .NET over the last few years, as well as greatly expanded coverage of tools, more topics, more tutorials, more tips, and improvements throughout the entire book.

New in the 2nd Edition:

- 50% increase in content!
- New examples, code samples, and diagrams throughout entire book
- More ways to analyze the heap and find memory problems
- More tool coverage, including expanded usage of Visual Studio
- More benchmarking
- New GC configuration options
- Code warmup techniques
- New .NET features such as ref-returns, value tuples, SIMD, and more
- More detailed analysis of LINQ
- Tips for high-level feature areas such as ASP.NET, ADO.NET, and WPF

Also find expanded coverage and discover new tips and tricks for:

- Profiling with multiple tools to quickly find problem areas
- Detailed description of the garbage collector, how to optimize your code for it, and how to diagnose difficult memory-related issues
- How to analyze JIT and diagnose warmup problems
- Effective use of the Task Parallel Library to maximize throughput
- Which .NET features and APIs to use and which to avoid
- Instrument your program with performance counters and ETW events
- Use the latest and greatest .NET features
- Build a performance-minded team
- ...and so much more

The complete guide for iPhone developers who want to build Windows Phone 7 apps - and developers who want to build apps for both platforms * *Reaches two huge audiences: current iPhone developers seeking new markets, and Microsoft developers who want to build mobile apps. *Helps iPhone developers leverage what they already know - so they can write proquality Windows Phone 7 apps more quickly. *By a top expert on both Apple's and Microsoft's platforms who recently presented on both at Apple's Worldwide Developer's Conference. With Windows Phone 7, Microsoft offers its most aggressive competition for Apple's iPhone and Google's Android smartphone platforms. Microsoft is banking heavily on Windows Phone 7's integration with other

Microsoft properties like Windows Live and Xbox Live to make its devices especially appealing for both business professionals and consumers who want a single phone to handle business and consumer-grade activities. This makes Windows Phone 7 devices a rich, prime target for application developers who are finding it increasingly difficult to break through the clutter of the crowded iPhone and Android marketplaces. This practical tutorial is designed to help current iPhone developers leverage what they already know, so they can build production quality Windows Phone 7 apps far more quickly. Each chapter shows how to apply specific iPhone development knowledge to Microsoft's new Windows Phone 7 development environment. While primarily intended to help iPhone developers move to Windows Phone 7, this book will also be an exceptional resource for anyone who wants to build new cross-platform apps from the ground up, or port existing apps to new markets.

Now 100% updated to reflect Microsoft's latest platform advances, .NET Internals and Advanced Debugging Techniques, Second Edition offers focused, pragmatic guidance for tracking down today's most complex and challenging application bugs. Authored by Mario Hewardt, one of Microsoft's most respected developers, this is a "deep dive" into the most sophisticated debugging techniques for .NET 4/4.5+, Windows 8/8.1/RT, and the newest versions of Visual Studio. Hewardt helps you take full advantage of powerful debugging tools such as DebugDiag and PSSCOR; and illuminates crucial CLR concepts and behaviors every advanced Windows developer should understand. Step

by step, he walks through a wide range of debugging tasks; addressing the assembly loader, managed heap, garbage collection, synchronization, interoperability, postmortem debugging, and the unique issues associated with debugging modern Windows 8 apps. This edition's extensive revisions range from the latest CLR constructs and debugging commands to major changes associated with memory, and new issues associated with WinRT process management. Reflecting his immense experience with Windows internals, Hewardt reveals how to quickly identify the real root causes of problems - so you can fix them far more rapidly and effectively. Maximizing the performance of your algorithms and applications is extremely important and can give you a competitive advantage, a lower cost of ownership, and happier users. Pro .NET Performance explains the internals of Windows, the CLR, and the physical hardware that affect the performance of your applications, and gives you the knowledge and tools to measure how your code performs in isolation from external factors. The book is full of C# code samples and tips to help you squeeze every bit of juice from your application—lower memory utilization, consistent CPU usage, and fewer I/O operations across the network and disk. Pro .NET Performance will change the way you think about .NET application development. Guides you through performance measurement with a variety of profilers and other tools Explains how OS and CLR internals affect your application's performance in unexpected ways Provides you with tips and real-life case studies for improving application performance

Copyright: 36285358a3c757fe132f10548dcf3fb3