Advanced Windows Jeffrey Richter

This is the eBook version of the print title, Framework Design Guidelines, Second Edition . Access to all the samples, applications, and content on the DVD is available through the product catalog page www.informit.com/title/9780321545619 Navigate to the “Downloads” tab and click on the “DVD Contents” links - see instructions in back pages of your eBook. Framework Design Guidelines, Second Edition, teaches developers the best practices for designing reusable libraries for the Microsoft .NET Framework. Expanded and updated for .NET 3.5, this new edition focuses on the design issues that directly affect the programmability of a class library, specifically its publicly accessible APIs. This book can improve the work of any .NET developer producing code that other developers will use. It includes copious annotations to the guidelines by thirty-five prominent architects and practitioners of the .NET Framework, providing a lively discussion of the reasons for the guidelines as well as examples of when to break those guidelines. Microsoft architects Krzysztof Cwalina and Brad Abrams teach framework design from the top down. From their significant combined experience and deep insight, you will learn The general philosophy and fundamental principles of framework design Naming guidelines for the various parts of a framework Guidelines for the design and extending of types and members of types Issues affecting–and guidelines for ensuring–extensibility How (and how not) to design exceptions Guidelines for–and examples of–common

framework design patterns Guidelines in this book are presented in four major forms: Do, Consider, Avoid, and Do not. These directives help focus attention on practices that should always be used, those that should generally be used, those that should rarely be used, and those that should never be used. Every guideline includes a discussion of its applicability, and most include a code example to help illuminate the dialogue. Framework Design Guidelines, Second Edition, is the only definitive source of best practices for managed code API development, direct from the architects themselves. A companion DVD includes the Designing .NET Class Libraries video series, instructional presentations by the authors on design guidelines for developing classes and components that extend the .NET Framework. A sample API specification and other useful resources and tools are also included.

See how the core components of the Windows operating system work behind the scenes—guided by a team of internationally renowned internals experts. Fully updated for Windows Server(R) 2008 and Windows Vista(R), this classic guide delivers key architectural insights on system design, debugging, performance, and support—along with hands-on experiments to experience Windows internal behavior firsthand. Delve inside Windows architecture and internals: Understand how the core system and management mechanisms work—from the object manager to services to the registry Explore internal system data structures using tools like the kernel debugger Grasp the scheduler's priority and CPU placement algorithms Go inside the Windows security

model to see how it authorizes access to data Understand how Windows manages physical and virtual memory Tour the Windows networking stack from top to bottom—including APIs, protocol drivers, and network adapter drivers Troubleshoot file-system access problems and system boot problems Learn how to analyze crashes

Delve inside Windows architecture and internals—and see how core components work behind the scenes. Led by three renowned internals experts, this classic guide is fully updated for Windows 7 and Windows Server 2008 R2—and now presents its coverage in two volumes. As always, you get critical insider perspectives on how Windows operates. And through hands-on experiments, you'll experience its internal behavior firsthand—knowledge you can apply to improve application design, debugging, system performance, and support. In Part 1, you will: Understand how core system and management mechanisms work—including the object manager, synchronization, Wow64, Hyper-V, and the registry Examine the data structures and activities behind processes, threads, and jobs Go inside the Windows security model to see how it manages access, auditing, and authorization Explore the Windows networking stack from top to bottom—including APIs, BranchCache, protocol and NDIS drivers, and layered services Dig into internals hands-on using the kernel debugger, performance monitor, and other tools

In Essential Windows Workflow Foundation, two WF lead architects–Dharma Shukla and Bob Schmidt–offer an under-the-hood look at the technology, explaining the

why and not just the how of WF's key concepts and architecture. Serious WF developers seeking details about how to effectively utilize and extend the framework by writing activities will find cogent explanations and answers here. With simple and illustrative examples, the authors demonstrate exactly how to leverage WF's extensible programming model to craft domain-specific programs. Drawing on their unique vantage point in designing and developing WF, Shukla and Schmidt deliver authoritative coverage of The core concepts and ideas that form the heart of WF's programming model The execution model for activities, with details of the activity automaton, bookmarking, scheduling, and the threading model of the WF runtime Advanced execution concepts, including activity execution contexts, transactions, persistence points, passivation, fault handling, cancellation, compensation, and synchronization Hosting the WF runtime in applications The activity component model, with details of validation, compilation, serialization, and visualization Databinding, XAML, dependency properties, and WF program metadata Declarative conditions and rules, activity designers, and designer hosting Custom control flow patterns ranging from simple sequencing and iteration to more complex graphs and state machines Dynamic editing of running WF program instances Essential Windows Workflow Foundation is the definitive resource for developers seeking an in-depth understanding of this novel technology.

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Dig deep and master the intricacies of the common language runtime, C#, and .NET development. Led by programming expert Jeffrey Richter, a longtime consultant to the Microsoft .NET team - you'll gain pragmatic insights for building robust, reliable, and responsive apps and components. Fully updated for .NET Framework 4.5 and Visual Studio 2012 Delivers a thorough grounding in the .NET Framework architecture, runtime environment, and other key topics, including asynchronous programming and the new Windows Runtime Provides extensive code samples in Visual C# 2012 Features authoritative, pragmatic guidance on difficult development concepts such as generics and threading

Make it easy to find the class library details that are essential to every .NET Framework developer—with four full-color posters. Created by .NET expert Jeffrey Richter, each poster includes an easy-to-scan class derivation hierarchy of the most useful types, a comprehensive list of value types, an interface cross-reference map, and an assembly cross-reference map. Keep them on your wall as quick references that you`ll use again and again to find important class library details and relationships in the .NET Framework 2.0.

Providing an overview of the Solaris and POSIX

multithreading architectures, this book explains threads at a level that is completely accessible to programmers and system architects with no previous knowledge of threads. It covers the business and technical benefits of threaded programs, along with discussions of third party software that is threaded, pointing out the benefits. It also describes the design of the Solaris MT API, with references to distinctions in POSIX, contains a set of example programs which illustrate the usage of the Solaris and POSIX APIs, and explains the use of programming tools: Thread Analyzer, LockLint, LoopTool and Debugger.

Practical explanations are given of Microsoft's networking APIs. This definitive reference covers the network programming interfaces available on the Windows 98, Windows NT/200, and Windows CE platforms. The CD-ROM features reusable code examples in Visual C++.

Get the focused, pragmatic guidance you need to build professional cloud applications using Windows Azure Storage. This is one of the few books centered around Storage capabilities, and the author provides essential, expert coverage of the four key services - BLOB, tables, queues, and drives. Developers will gain hands-on insights, including detailed sections on business use cases and guidance for choosing the right storage option for the job. Provides architectural and programming guidance to professional developers and architects proficient with Microsoft Visual Studio, C#, and LINQ Illuminates when and how to use BLOB storage, table storage, queues, and Windows Azure Drive to build,

host, and scale applications in Microsoft-managed datacenters Presents business-case context for choosing the right service for your scenario, e.g. readers will compare relational tables to Windows Azure tables to understand benefits and tradeoffs

A guide to the workings of the common language runtime, Microsoft .NET, and C#.

Master Windows 8.1/Windows Runtime Programming Through 80 Expert Projects This is the most complete, hands-on, solutions-focused guide to programming modern Windows applications with the Windows Runtime. Leading Windows development consultants Jeremy Likness and John Garland present easy-to-adapt C# and XAML example code for more than 80 projects. Their real-world application examples help you apply Windows 8.1's best improvements, including large tiles, the new search control, flyouts, command bars, native WinRT networking, and new deployment and sideloading options. Drawing on their pioneering experience, they illuminate key areas of the Windows Runtime API, offering uniquely detailed coverage of encryption, cloud connectivity, devices, printers, and media integration. You'll find cutting-edge tips and tricks available in no other book. This is an indispensable resource for all intermediate-to-advanced Windows developers, and for any architect building desktop, tablet, or mobile solutions with Microsoft technologies. Its focus on both C# and XAML will make it valuable to millions of Windows developers already familiar with Silverlight, WPF, and/or .NET. Coverage includes • Creating robust app interfaces with the newest XAML controls, including

flyouts and command bars • Saving data in a persistent "roaming zone" for syncing across Windows 8.1 devices • Using Visual State Manager (VSM) to build apps that adapt to various device resolutions and orientations • Integrating virtually any form of data into your apps • Connecting with web services, RSS, Atom feeds, and social networks • Securing apps via authentication, encrypting, signing, and single sign-on with Microsoft Account, Facebook, Google, and more • Leveraging Windows 8.1 media enhancements that improve battery life and app performance • Networking more effectively with Windows 8.1's revamped HTTP implementation and new location APIs • Using Tiles and Toasts to keep apps alive and connected, even when they aren't running • Enabling users to send content between devices via NFC tap and send • Ensuring accessibility and globalizing your apps • Efficiently debugging, optimizing, packaging, and deploying your apps • Building sideloadable apps that don't have to be published in Windows Store "This book doesn't just focus on singular concepts, it also provides end-to-end perspective on building an app in WinRT. It is one of those essential tools for Windows developers that will help you complete your software goals sooner than without it!" —Tim Heuer, Principal Program Manager Lead, XAML Platform, Microsoft Corporation

"Look it up in Petzold" remains the decisive last word in answering questions about Windows development. And in PROGRAMMING WINDOWS, FIFTH EDITION, the esteemed Windows Pioneer Award winner revises his classic text with authoritative coverage of the latest

versions of the Windows operating system—once again drilling down to the essential API heart of Win32 programming. Topics include: The basics—input, output, dialog boxes An introduction to Unicode Graphics—drawing, text and fonts, bitmaps and metafiles The kernel and the printer Sound and music Dynamic-link libraries Multitasking and multithreading The Multiple-Document Interface Programming for the Internet and intranets Packed as always with definitive examples, this newest Petzold delivers the ultimate sourcebook and tutorial for Windows programmers at all levels working with Microsoft Windows 95, Windows 98, or Microsoft Windows NT. No aspiring or experienced developer can afford to be without it. An electronic version of this book is available on the companion CD. For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook. Build, operate, and orchestrate scalable microservices applications in the cloud This book combines a comprehensive guide to success with Microsoft Azure Service Fabric and a practical catalog of design patterns and best practices for microservices design, implementation, and operation. Haishi Bai brings together all the information you'll need to deliver scalable and reliable distributed microservices applications on Service Fabric. He thoroughly covers the crucial DevOps aspects of utilizing Service Fabric, reviews its interactions with key cloud-based services, and introduces essential service integration mechanisms such as messaging systems and reactive systems. Leading Microsoft Azure expert Haishi Bai shows how to:

Set up your Service Fabric development environment Program and deploy Service Fabric applications to a local or a cloud-based cluster Compare and use stateful services, stateless services, and the actor model Design Service Fabric applications to maximize availability, reliability, and scalability Improve management efficiency via scripting Configure network security and other advanced cluster settings Collect diagnostic data, and use Azure Operational Management Suite to interpret it Integrate microservices components developed in parallel Use containers to mobilize applications for failover, replication, scaling, and load balancing Streamline containerization with Docker in Linux and Windows environments Orchestrate containers to schedule workloads and maintain services at desired states Implement proven design patterns for common cloud application workloads Balance throughput, latency, scalability, and cost

When you have questions about C# 7.0 or the .NET CLR and its core Framework assemblies, this bestselling guide has the answers you need. Since its debut in 2000, C# has become a language of unusual flexibility and breadth, but its continual growth means there's always more to learn. Organized around concepts and use cases, this updated edition provides intermediate and advanced programmers with a concise map of C# and .NET knowledge. Dive in and discover why this Nutshell guide is considered the definitive reference on C#. Get up to speed on the C# language, from the basics of syntax and variables to advanced topics such as pointers, operator overloading, and dynamic binding Dig

deep into LINQ via three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including XML, regular expressions, networking, serialization, reflection, application domains, and security Delve into Roslyn, the modular C# 7.0 compiler-as-a-service

Delve into programming the Windows operating system through the Windows API in with C++. Use the power of the Windows API to working with processes, threads, jobs, memory, I/O and more. The book covers current Windows 10 versions, allowing you to get the most of what Windows has to offer to developers in terms of productivity, performance and scalability.

- 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

Master the intricacies of application development with unmanaged C++ code—straight from the experts. Jeffrey Richter’s classic book is now fully revised for Windows XP, Windows Vista, and Windows Server 2008. You get in-depth, comprehensive guidance, advanced techniques, and extensive code samples to help you program Windows–based applications. Discover how to: Architect and implement your applications for both 32-bit and 64-bit Windows Create and manipulate processes and jobs Schedule, manage, synchronize and destroy threads Perform asynchronous and synchronous device I/O operations with

the I/O completion port Allocate memory using various techniques including virtual memory, memory-mapped files, and heaps Manipulate the default committed physical storage of thread stacks Build DLLs for delay-loading, API hooking, and process injection Using structured exception handling, Windows Error Recovery, and Application Restart services "When you begin using multi-threading throughout an application, the importance of clean architecture and design is critical. . . . This places an emphasis on understanding not only the platform's capabilities but also emerging best practices. Joe does a great job interspersing best practices alongside theory throughout his book." – From the Foreword by Craig Mundie, Chief Research and Strategy Officer, Microsoft Corporation Author Joe Duffy has risen to the challenge of explaining how to write software that takes full advantage of concurrency and hardware parallelism. In Concurrent Programming on Windows, he explains how to design, implement, and maintain large-scale concurrent programs, primarily using C# and C++ for Windows. Duffy aims to give application, system, and library developers the tools and techniques needed to write efficient, safe code for multicore processors. This is important not only for the kinds of problems where concurrency is inherent and easily exploitable—such as server applications, compute-intensive image manipulation, financial analysis, simulations, and AI algorithms—but also for problems that can be speeded up using parallelism but require more effort—such as math libraries, sort routines, report generation, XML manipulation, and stream processing algorithms. Concurrent Programming on Windows has four major sections: The first introduces concurrency at a high level, followed by a section that focuses on the fundamental platform features, inner workings, and API details. Next, there is a section that describes common patterns, best practices, algorithms, and data

structures that emerge while writing concurrent software. The final section covers many of the common system-wide architectural and process concerns of concurrent programming. This is the only book you'll need in order to learn the best practices and common patterns for programming with concurrency on Windows and .NET.

With the release of Microsoft's new 32-bit version of Windows--Windows 95--the number of programmers using this interface will increase dramatically. This book shows how to maintain compatibility with Windows NT and explains how Win32 (the base of Windows 95) and other API sets add extended functionality. Simon also tells which APIs are NT specific and which will work on both NT and 95.

A guide to 32-bit programming demonstrates its elegant and powerful capabilities over conventional 16-bit applications and includes accompanying sample code and compiled applications. Original. (Intermediate).

Offers application debugging techniques for Microsoft .NET Framework and Windows, covering topics such as exception monitoring, crash handlers, and multithreaded deadlocks.

The Definitive Guide to Windows API Programming, Fully Updated for Windows 7, Windows Server 2008, and Windows Vista Windows System Programming, Fourth Edition, now contains extensive new coverage of 64-bit programming, parallelism, multicore systems, and many other crucial topics. Johnson Hart's robust code examples have been updated and streamlined throughout. They have been debugged and tested in both 32-bit and 64-bit versions, on single and multiprocessor systems, and under Windows 7, Vista, Server 2008, and Windows XP. To clarify program operation, sample programs are now illustrated with dozens of screenshots. Hart systematically covers Windows externals at the API level, presenting practical coverage of all the services Windows programmers need, and emphasizing how Windows functions

actually behave and interact in real-world applications. Hart begins with features used in single-process applications and gradually progresses to more sophisticated functions and multithreaded environments. Topics covered include file systems, memory management, exceptions, processes, threads, synchronization, interprocess communication, Windows services, and security. New coverage in this edition includes Leveraging parallelism and maximizing performance in multicore systems Promoting source code portability and application interoperability across Windows, Linux, and UNIX Using 64-bit address spaces and ensuring 64-bit/32-bit portability Improving performance and scalability using threads, thread pools, and completion ports Techniques to improve program reliability and performance in all systems Windows performance-enhancing API features available starting with Windows Vista, such as slim reader/writer locks and condition variables A companion Web site, jmhartsoftware.com, contains all sample code, Visual Studio projects, additional examples, errata, reader comments, and Windows commentary and discussion.

There is nothing like the power of the kernel in Windows - but how do you write kernel drivers to take advantage of that power? This book will show you how.The book describes software kernel drivers programming for Windows. These drivers don't deal with hardware, but rather with the system itself: processes, threads, modules, registry and more. Kernel code can be used for monitoring important events, preventing some from occurring if needed. Various filters can be written that can intercept calls that a driver may be interested in.

“Mario Hewardt’s Advanced .NET Debugging is an excellent resource for both beginner and experienced developers working with .NET. The book is also packed with many debugging tips and discussions of CLR internals, which will benefit developers architecting software.” –Jeffrey Richter,

consultant, trainer, and author at Wintellect “Mario has done it again. His Advanced Windows Debugging (coauthored with Daniel Pravat) is an invaluable resource for native code debugging, and Advanced .NET Debugging achieves the same quality, clarity, and breadth to make it just as invaluable for .NET debugging.” –Mark Russinovich, Technical Fellow, Microsoft Corporation The Only Complete, Practical Guide to Fixing the Toughest .NET Bugs Advanced .NET Debugging is the first focused, pragmatic guide to tracking down today’s most complex and challenging .NET application bugs. It is the only book to focus entirely on using powerful native debugging tools, including WinDBG, NTSD, and CDB, to debug .NET applications. Using these tools, author Mario Hewardt explains how to identify the real root causes of problems—far more quickly than you ever could with other debuggers. Hewardt first introduces the key concepts needed to successfully use .NET’s native debuggers. Next, he turns to sophisticated debugging techniques, using real-world examples that demonstrate many common C# programming errors. This book enables you to Make practical use of postmortem debugging, including PowerDBG and other “power tools” Understand the debugging details and implications of the new .NET CLR 4.0 Master and successfully use Debugging Tools for Windows, as well as SOS, SOSEX, CLR Profiler, and other powerful tools Gain a deeper, more practical understanding of CLR internals, such as examining thread-specific data, managed heap and garbage collector, interoperability layer, and .NET exceptions Solve difficult synchronization problems, managed heap problems, interoperability problems, and much more Generate and successfully analyze crash dumps A companion web site (advanceddotnetdebugging.com) contains all sample code, examples, and bonus content. Microsoft's Active Server Pages (ASP) is a technology that is

rapidly gaining in popularity. Part of the reason is its flexibility: the output of ASP scripts is most commonly HTML, which is included in the text stream returned to the client, making it a convenient way of creating browser-independent web content. But an additional reason-and one that will become more and more important over time, as web applications replace web pages-is its extensibility. And the Most effective way to extend ASP is to develop custom ASP components. However, the techniques for developing custom ASP components, along with the snags and pitfalls you encounter while developing them, are not well documented. in addition, successfully developing ASP components; requires that you be a jack-of-all-trades: programming requires some knowledge of COM, threading models, and the ASP object model, as well as a mastery of one or more language tools and development environments. That's where Developing ASP Components comes in. The first section of the book explores the following topics, which you need to understand to develop components for ASP effectively: - The configuration of your ASP development environment. - ASP components and the Component Object Model (COM). - ASP components and threading models. - ASP components and the Microsoft Transaction Server, which can be used to provide a variety of services to ASP components. - The objects, properties, methods, and events available in the ASP object model. Because more and more developers find themselves using more than a single language tool, the remaining three sections of the book focus on ASP component development using any of the three major development tools: Microsoft Visual Basic, Microsoft Visual C++ and the ActiveX Template Library (AU), and Microsoft J++. Each section carefully focuses on the issues that concern the ASP component developer using that particular development environment. These include: - Accessing ASP's

intrinsic objects. - Accessing data using either OLE DB (in the case of C++) or ADO (in the case of VB and J++). - Creating n-tier web applications with VB. - Handling persistence using MFC along with Visual C++/ATL. - Accessing native code (the Windows libraries, which are written in C) from J++. Thorough coverage of the background information needed to develop ASP components, and a focus on component development in each of three major development environments, makes Developing ASP Components the definitive resource for ASP application and component developers.

If you want to build applications that take full advantage of Windows Vista's new user interface capabilities, you need to learn Microsoft's Windows Presentation Foundation (WPF). This new edition, fully updated for the official release of .NET 3.0, is designed to get you up to speed on this technology quickly. By page 2, you'll be writing a simple WPF application. By the end of Chapter 1, you'll have taken a complete tour of WPF and its major elements. WPF is the new presentation framework for Windows Vista that also works with Windows XP. It's a cornucopia of new technologies, which includes a new graphics engine that supports 3-D graphics, animation, and more; an XML-based markup language, called XAML, for declaring the structure of your Windows UI; and a radical new model for controls. This second edition includes new chapters on printing, XPS, 3-D, navigation, text and documents, along with a new appendix that covers Microsoft's new WPF/E platform for delivering richer UI through standard web browsers -- much like Adobe Flash. Content from the first edition has been significantly expanded and modified. Programming WPF includes: Scores of C# and XAML examples that show you what it takes to get a WPF application up and running, from a simple "Hello, Avalon" program to a tic-tac-toe game Insightful discussions of the powerful new programming styles that WPF brings to

Windows development, especially its new model for controls A color insert to better illustrate WPF support for 3-D, color, and other graphics effects A tutorial on XAML, the new HTML-like markup language for declaring Windows UI An explanation and comparison of the features that support interoperability with Windows Forms and other Windows legacy applications WPF represents the best of the control-based Windows world and the content-based web world. Programming WPF helps you bring it all together.

Here is the perfect book for Windows developers who want to join the forces of Windows NT developers. Each chapter attacks a specific topic of Windows NT programming, explaining how it fits into the big picture and then detailing what programmers need to know to exploit the feature or mechanism in their program.

An authoritative guide to programming with Active Template Library (ATL), complete with under-the-hood details and explanations. Visual C++ programmers will learn how to develop components easier and faster by mastering ATL. The CD-ROM supplies programmers with the book's sample code as well as abundant sample controls and components.

Windowsreg; 95 and Windows NT & allow software developers to use the powerful programming technique of multithreading: dividing a single application into multiple "threads " that execute separately and get their own CPU time. This can result in significant performance gains, but also in programming headaches. Multithreading is difficult to do well, and previous coverage of the subject in Windows has been incomplete. In this book programmers will get hands-on experience in when and how to use multithreading, together with expert advice and working examples in C++ and MFC. The CD-ROM includes the code and sample applications from the book, including code that works with Internet Winsock.

Understand .NET memory management internal workings, pitfalls, and techniques in order to effectively avoid a wide range of performance and scalability problems in your software. Despite automatic memory management in .NET, there are many advantages to be found in understanding how .NET memory works and how you can best write software that interacts with it efficiently and effectively. Pro .NET Memory Management is your comprehensive guide to writing better software by understanding and working with memory management in .NET. Thoroughly vetted by the .NET Team at Microsoft, this book contains 25 valuable troubleshooting scenarios designed to help diagnose challenging memory problems. Readers will also benefit from a multitude of .NET memory management “rules” to live by that introduce methods for writing memory-aware code and the means for avoiding common, destructive pitfalls. What You'll Learn Understand the theoretical underpinnings of automatic memory management Take a deep dive into every aspect of .NET memory management, including detailed coverage of garbage collection (GC) implementation, that would otherwise take years of experience to acquire Get practical advice on how this knowledge can be applied in real-world software development Use practical knowledge of tools related to .NET memory management to diagnose various memory-related issues Explore various aspects of advanced memory management, including use of Span and Memory types Who This Book Is For .NET developers, solution architects, and performance engineers

Delve inside the Windows Runtime - and learn best ways to design and build Windows Store apps. Guided by Jeffrey Richter, a recognized expert in Windows and .NET programming, along with principal Windows consultant Maarten van de Bospoort, you'll master essential concepts. And you'll gain practical insights and tips for how to architect,

design, optimize, and debug your apps. With this book, you will: Learn how to consume Windows Runtime APIs from C# Understand the principles of architecting Windows Store apps See how to build, deploy, and secure app packages Understand how apps are activated and the process model controlling their execution Study the rich features available when working with files and folders Explore how to transfer, compress, and encrypt data via streams Design apps that give the illusion of running using live tiles, background transfers, and background tasks Share data between apps using the clipboard and the Share charm Get advice for monetizing your apps through the Windows Store About This Book Requires working knowledge of Microsoft .NET Framework, C#, and the Visual Studio IDE Targeted to programmers building Windows Store apps Some chapters also useful to those building desktop apps Technologies Covered Windows 8.1 Microsoft Visual Studio 2013

Provides information on writing more secure code for Microsoft Windows Vista, covering such topics as application compatibility, buffer overrun defenses, network security, Windows CardSpace, parental controls, and Windows Defender APIs.

Kovach provides an ideal tutorial to the Direct3D APIs and shows how to use them in real gaming applications, with an emphasis on best performance practices. The author shows how to add 3D effects to any application's UI quickly, and demonstrates how to get great performance and impact from the investment.

Use Windows debuggers throughout the development cycle—and build better software Rethink

your use of Windows debugging and tracing tools—and learn how to make them a key part of test-driven software development. Led by a member of the Windows Fundamentals Team at Microsoft, you'll apply expert debugging and tracing techniques—and sharpen your C++ and C# code analysis skills—through practical examples and common scenarios. Learn why experienced developers use debuggers in every step of the development process, and not just when bugs appear. Discover how to: Go behind the scenes to examine how powerful Windows debuggers work Catch bugs early in the development cycle with static and runtime analysis tools Gain practical strategies to tackle the most common code defects Apply expert tricks to handle user-mode and kernel-mode debugging tasks Implement postmortem techniques such as JIT and dump debugging Debug the concurrency and security aspects of your software Use debuggers to analyze interactions between your code and the operating system Analyze software behavior with Xperf and the Event Tracing for Windows (ETW) framework

This complete, hands-on Windows 2000 registry guide is organized around the specific problems and solutions Windows professionals actually encounter. Readers get an introduction to the functions of the registry and learn everything else they need to know about using, maintaining, troubleshooting, and

securing it.

Dependency Injection in .NET is a comprehensive guide than introduces DI and provides an in-depth look at applying DI practices to .NET apps. In it, you will also learn to integrate DI together with such technologies as Windows Communication Foundation, ASP.NET MVC, Windows Presentation Foundation and other core .NET components.Building on your existing knowledge of C# and the .NET platform, this book will be most beneficial for readers who have already built at least a few software solutions of intermediate complexity. Most examples are in plain C# without use of any particular DI framework. Later, the book introduces several well-known DI frameworks, such as StructureMap, Windsor and Spring.NET. For each framework, it presents examples of its particular usage, as well as examines how the framework relates to the common patterns presented earlier in the book.

Your hands-on guide to Visual C++/CLI fundamentals Expand your expertise—and teach yourself the fundamentals of the Microsoft Visual C++/CLI language. If you have previous programming experience but are new to Visual C++, this tutorial delivers the step-by-step guidance and coding exercises you need to master core topics and techniques. Discover how to: Write and debug object-oriented C++ programs in Visual Studio 2012 Utilize

the various features of the C++/CLI language Make use of the Microsoft .NET Framework Class Library Create a simple Windows Store app Use .NET features such as properties, delegates and events Access data from disparate sources using ADO.NET Create and consume web services using Windows Communication Foundation Work effectively with legacy code and COM

Advanced WindowsThe Developer's Guide to the Win32 API for Windows NT 3.5 and Windows 95

About The Book: An update to a bestselling, practical Windows programming guide, this title is a comprehensive inside look at the Windows 2000 and 64-bit Windows environments. It provides detailed system information that's unavailable elsewhere, including architectural and implementation details and sample code.This book is an essential guide to those who want information on user-mode development above and beyond the essential course from Programming Windows. This book covers many topics. In today's world of developers, one can never be fully sure that the documentation one encounters for a technology is valid. The only way to confirm that documentation is to invest an extra thirty dollars into a reference that will teach you information you will find invaluable in your Windows development career. Programming Applications is the best place to start.