

Microsoft Visual C Windows Applications By Example

Thanks to the advanced technologies of Microsoft's Visual C++ 6, you can now create powerful remote database applications, indispensable HTML view programs, and much more. This guide covers the gamut of Visual C++ application development, from building a broad range of application types to tightly packaging your apps for corporate delivery. You'll program your way from beginner to expert using Mueller's hands-on examples, easy-to-follow explanations, and exclusive "Portability" tips for migrating from earlier versions of Visual C++. As an extra bonus, you'll find "In-Depth" boxes packed with critical insight throughout the book. Book jacket. Code and explanation for real-world MFC C++ Applications

For everyone who wants to discover the full power of development tools matched to the demands of 32-bit programming in Windows, *INSIDE VISUAL C++* is the definitive handbook. Completely updated and expanded, the third edition is quick-paced and clear, to help you go farther, faster with Visual C++. As always, *INSIDE VISUAL C++* is loaded with inside information that only author David Kruglinski could bring together. A former member of the Visual C++ development team, Kruglinski takes you one step at

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a time through the process of creating real-world, 32-bit applications for Windows - the Visual C++ way. You'll work with abundant 32-bit source code examples, learn about application frameworks, and get tips for fully exploiting features of the MFC library. You'll learn the fundamentals of programming for 32-bit Windows, get a real grasp of advanced topics such as multithreading, and gain a clear overall view of the full potential of Visual C++.

Managing mixed Linux/Windows environments real-world configuration, programming, and administration, this title covers a wide range of interoperability issues: Internet/intranet, TCP/IP, dial-up access, software, backup/restore, security, file/print, and more. Contains practical Linux/Windows network design and implementation solutions.

* This book offers a clear path of discovery into VS .NET to get you comfortable with it and then demonstrates how to effectively tweak it to the development need. * Very well received original edition : >9000 sales before liquidation forced de-stock. * Offers a look forward to Visual Studio.NET (Whidbey). * Joins with our family of Visual Studio.NET books from Apress: This book + 1590590260 Writing Add-Ins for Visual Studio.NET (Les Smith)+ 1-59059-042-2 Enterprise Development with Visual Studio .NET, UML, and MSF (Hansen, Thomsen).

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Visual C++ is an established development language for Windows desktop applications. This book shows you how to develop professional, real-life applications by examining real world examples. It is fast, and used in millions of applications throughout the world.

The book is ideal for programmers who have worked with C++ or other Windows-based programming languages. It provides developers with everything they need to build complex desktop applications using C++. If you have already learned the C++ language, and want to take your programming to the next level, then this book is ideal for you.

An introductory, hands-on tutorial for programming with Microsoft Visual C++. The application development process is tracked from beginning to end and realistic application development examples are found throughout the book. It's perfect for beginner programmers familiar with the C programming language; no C++ programming experience is assumed.

Learn the tools to design sophisticated programs in only 21 days. This book provides all the training needed to write code in just days. The hands-on approach helps the reader learn by doing--not just reading. The book takes readers through all the steps of developing a C++ application with Visual C++. A Q&A section sheds light on common programming problems.

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Demonstrates how to write programs using the Microsoft Foundation Classes (MFCs). Covers building Visual C++ Windows applications using the latest Microsoft tools and components, using controls and wizards, using Microsoft's ODBC technology, using ActiveX controls to build database applications, and developing rational database applications. The CD-ROM contains all the source code for the example programs and MFC utilities. Annotation copyrighted by Book News, Inc., Portland, OR

NEW EDITION NOW AVAILABLE This book provides an accessible approach to the study of Windows programming with Visual C++. It is intended to be an introduction to Visual C++ for technical people including practicing engineers, engineering students, and others who would like to understand Windows programming and use its inherent graphic capabilities. While the book is aimed at a technical audience, the mathematical content is modest and it should be readable by most people interested in C++ programming. It introduces readers to Windows programming in a natural way, making use of the object-oriented environment, the Microsoft Foundation Classes (MFC), and the document/view organization. Over fifty example projects are included on a companion CD. These example projects are used in the book's tutorial format initially by introducing Visual C++

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programming and important C++ concepts. Then coverage of Windows programming begins with fundamental graphics operations including interactive drawing with mouse inputs. This is followed by program interaction through Windows tools for creating drop down menus, toolbar buttons, dialog windows, file input/output, output to printers, etc. Basic animation concepts are presented, using classes to develop, manipulate and display geometric shapes. Graphs are plotted as objects and the process of creating color contour plots is discussed. After using this book and following its collection of example programs, readers should be well prepared to write interactive programs which integrate Windows functionality and graphics with their own C++ programming. The step-by-step structure of each example in the book is described thoroughly and only standard Microsoft resources for graphics are required. Exercises at the end of each chapter provide opportunities to revisit and extend the tutorial examples. The project folders on the CD include complete program code for all examples. Files are also provided that contain classes and functions for handling geometric objects and graphs and which may be easily adapted for a wide variety of application programs.

An official, self-paced training program for MCP Exam 70-015 presents a series of lessons and hands-on exercises designed to teach students how

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to design and implement distributed client/server solutions using Microsoft Visual C++ version 6.0. (Advanced)

Key to the understanding of Visual C++ is the Microsoft Foundation Class (MFC) Library. This book provides you with an effective way of learning how to use the MFC Library and how to take advantage of its powerful functions to generate full-operational Windows applications. It shows you how to port your 16-bit Windows 3.1 application in 32-bit Windows NT and Windows 95 applications. It even shows you how to create cross-platform applications for the Macintosh. The self-paced tutorials and clear examples in the book make learning Visual C++ quick and easy. The only requirement you need to be able to take advantage of what's in this book is some knowledge of the basic aspects of C language programming. Everything else is explained as you proceed. The author discusses the practical aspects of developing and debugging Windows applications while teaching the basic principles of Visual C++ and object-oriented programming. This approach provides you with the best way to learn how to design, create, and debug working Windows applications with Microsoft Visual C++. Written with the beginner and intermediate-level programmer in mind, teach yourself... Visual C++ is both easy-to-understand and comprehensive.

Provides instruction on using Visual C++ to build

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Windows 8 applications, covering such topics as design guidelines, touch-optimized user interfaces, device sensors, and application lifecycle management.

Microsoft Visual Studio' is an amalgamated creation ecosystem (IDE) as of Microsoft. It is applied to create console and graphic user interface applications alongside with Windows Forms either WPF applications, net sites, net applications, and net facilities in either innate code alltogether with run code aimed at altogether programmes maintained by Microsoft Windows, Windows Mobile, Windows CE, .NET Framework, .NET Compact Framework and Microsoft Silverlight. There has never been a Microsoft Visual Studio Guide like this. It contains 242 answers, much more than you can imagine; comprehensive answers and extensive details and references, with insights that have never before been offered in print. Get the information you need--fast! This all-embracing guide offers a thorough view of key knowledge and detailed insight. This Guide introduces what you want to know about Microsoft Visual Studio. A quick look inside of some of the subjects covered: Object role modeling - VisioModeler, Qt (framework), Interix - Details, .NET Framework Alternative implementations, Microsoft .NET Framework, Software - Design and implementation, Visual Studio - Visual Studio 2008, F Sharp programming language, Graphical user

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interface builder - IDEs with GUI builders, Microsoft Corporation - Windows Division, Server and Tools, Online Services Division, Microsoft Certified Master - Microsoft Certified Professional Developer (MCPD), Windows Mobile - Software development, Microsoft Visual Studio Express, Windows CE - Visual Studio, IBM Rational Team Concert - Overview, Visual C++ - 32-bit versions, Miranda IM - Miranda NG, Microsoft Visual C Sharp, ASP.NET - Performance, Visual Studio - Visual Studio 2010, Windows Presentation Foundation - Third party tools, Tandem Computers - Acquisition by Hewlett Packard, TNS/E migration to Itanium, Windows Update - Microsoft Update, Versant Object Database - Achieving persistence, Visual Basic .NET, and much more...

Microsofts Visual C++ 6.0 contains many new features to help developers build high performance applications. This book is ideal reading for those who want a quick introduction to Windows programming with Visual C++ and the Microsoft Foundation Class (MFC) library. Written in the inimitable style of the Essentials series, with lots of clear examples, this book is perfect for those who need to learn the maximum in the minimum time and to develop applications fast. Newcomers to the package will also find that Essential Visual C++ 6.0 fast will help them create applications - incorporating all the new features - quickly, effectively and productively. Topics covered include: the two key Windows

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classes: CFrameWnd and CWinApp; the MFC Library; message maps; controls; graphical output, and much more.

- The 70-293 exam is part of the new MCSE Windows Server 2003 certification. >• 200, 000+ potential customers for this book! >• Two complete practice exams and answer keys with explanations included in the book. >• Includes the famous >• Cram Sheet tool used for last minute review.

Develop real-world applications in Windows About This Book Create diverse applications featuring the versatility of Small Windows C++ library Learn about object-oriented programming in Windows and how to develop a large object-oriented class library in C++ Understand how to tackle application-specific problems along with acquiring a deep understanding of the workings of Windows architecture Who This Book Is For This book is for application developers who want a head-first approach into Windows programming. It will teach you how to develop an object-oriented class library in C++ and enhanced applications in Windows. Basic knowledge of C++ and the object-oriented framework is assumed to get the most out of this book. What You Will Learn Develop advanced real-world applications in Windows Design and implement a graphical object-oriented class library in C++ Get to grips with the workings of the integral aspects of the Win32 API, such as mouse input, drawing, cut-and-paste, file handling, and drop files Identify general problems when developing graphical applications as well as specific problems regarding drawing, spreadsheet, and word processing

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applications Implement classes, functions, and macros of the object-oriented class library developed in the book and how we implement its functionality by calling functions and macros in the Win32 API In Detail It is critical that modern developers have the right tools to build practical, user-friendly, and efficient applications in order to compete in today's market. Through hands-on guidance, this book illustrates and demonstrates C++ best practices and the Small Windows object-oriented class library to ease your development of interactive Windows applications. Begin with a focus on high level application development using Small Windows. Learn how to build four real-world applications which focus on the general problems faced when developing graphical applications. Get essential troubleshooting guidance on drawing, spreadsheet, and word processing applications. Finally finish up with a deep dive into the workings of the Small Windows class library, which will give you all the insights you need to build your own object-oriented class library in C++. Style and approach This book takes a tutorial-style approach that will demonstrate the features of a C++ object-oriented library by developing interactive Windows applications.

For all programmers.

Extend your object-oriented programming skills with this " MICROSOFT MASTERING " learning system. you'll work at your own pace-learning how to use the " Microsoft Foundation Class " (MFC) library and the Visual C ++ development system to write custom Microsoft Windows based applications faster. The text and the companion CD-ROM work hand in hand, helping

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you master essential MFC development concepts and providing critical skill-building practice. By the end of the course, you've learned how to create your own Windows-based applications-ready to run ! Create custom solutions for Windows with expert Instruction direct from Microsoft : Enhance the user interface with dynamic menus, graphical status bars, toolbars, and dialog boxes. Implement view classes by writing a browser-style application. Learn how to use the debugger and handle errors and exceptions. Use Windows common controls, " Microsoft Internet Explorer " controls, and " Microsoft ActiveX " controls to quickly add functionality to your application. Discover how MFC simplifies the task of creating your own " ActiveX " controls. Use OLE DB templates and " ActiveX Data Objects " (ADO) to access and manipulate data sources. Build MFC applications that communicate across the Internet.

Microsoft Visual C++ Windows Applications by ExampleCode and Explanation for Real-world MFC C++ ApplicationsPackt Pub Limited

Your hands-on, step-by-step guide to building Windows 8 apps with Microsoft Visual C++ Teach yourself how to build Windows 8 applications using the Visual C++ language--one step at a time. Ideal for those with intermediate to advanced C++ development skills, this tutorial provides practical, learn-by-doing exercises for creating apps that can adapt to different screen sizes--including desktop and laptop computers, tablets, and slates. Discover how to: Build apps using Windows 8 design guidelines Explore the Windows 8 application architecture Apply tools and libraries from Microsoft

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Visual Studio and the Windows 8 SDK Use XAML to create touch-optimized user interfaces Create apps that make use of device sensors Manage the Windows 8 application lifecycle Prepare your app for the Windows Store.

Written by the most well known face of India's IT literacy movement, this book is designed for the first course in C# taken by undergraduate students in Computers and Information Technology. The revised edition maintains the lucid flow and continuity which has been the strength of the book.

"Microsoft Visual C# .NET 2003 Kick Start" is a rapid-progression tutorial that presents the C# language to working programmers who are already familiar with another programming language or tool. This book speeds through basic concepts and focuses on practical examples showing the advantages of C# .NET 2003 in ASP programming, application design and creation, and .NET Web Services development. While "Microsoft Visual C# .NET 2003 Kick Start" assumes no knowledge of C# or the .NET Framework, it skips the handholding and basic programming instruction associated with entry-level tutorials. Full of code examples, tips, and professional insights, this book is about maximum payoff with minimum effort for the working programmer who wants to use Visual C# .NET 2003 now.

I decided to write this book for a couple of reasons. One was that I've now written a couple of books that have to do with incident response and forensic analysis on Windows systems, and I used a lot of Perl in both books. Okay...I'll come clean...I used

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nothing but Perl in both books! What I've seen as a result of this is that many readers want to use the tools, but don't know how...they simply aren't familiar with Perl, with interpreted (or scripting) languages in general, and may not be entirely comfortable with running tools at the command line. This book is intended for anyone who has an interest in useful Perl scripting, in particular on the Windows platform, for the purpose of incident response, and forensic analysis, and application monitoring. While a thorough grounding in scripting languages (or in Perl specifically) is not required, it helpful in fully and more completely understanding the material and code presented in this book. This book contains information that is useful to consultants who perform incident response and computer forensics, specifically as those activities pertain to MS Windows systems (Windows 2000, XP, 2003, and some Vista). My hope is that not only will consultants (such as myself) find this material valuable, but so will system administrators, law enforcement officers, and students in undergraduate and graduate programs focusing on computer forensics. *Perl Scripting for Live Response Using Perl, there's a great deal of information you can retrieve from systems, locally or remotely, as part of troubleshooting or investigating an issue. Perl scripts can be run from a central management point, reaching out to remote systems in order to collect

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information, or they can be "compiled" into standalone executables using PAR, PerlApp, or Perl2Exe so that they can be run on systems that do not have ActiveState's Perl distribution (or any other Perl distribution) installed. *Perl Scripting for Computer Forensic Analysis Perl is an extremely useful and powerful tool for performing computer forensic analysis. While there are applications available that let an examiner access acquired images and perform some modicum of visualization, there are relatively few tools that meet the specific needs of a specific examiner working on a specific case. This is where the use of Perl really shines through and becomes apparent. *Perl Scripting for Application Monitoring Working with enterprise-level Windows applications requires a great deal of analysis and constant monitoring. Automating the monitoring portion of this effort can save a great deal of time, reduce system downtimes, and improve the reliability of your overall application. By utilizing Perl scripts and integrating them with the application technology, you can easily build a simple monitoring framework that can alert you to current or future application issues.

Comprehensive guide to Visual Studio 2013 Visual Studio is your essential tool for Windows programming. Visual Studio 2013 features important updates to the user interface and to productivity. In Professional Visual Studio 2013, author, Microsoft

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Certified Trainer, and Microsoft Visual C# MVP Bruce Johnson brings three decades of industry experience to guide you through the update, and he doesn't just gloss over the basics. With his unique IDE-centric approach, he steers into the nooks and crannies to help you use Visual Studio 2013 to its maximum potential. Choose from more theme options, check out the new icons, and make your settings portable Step up your workflow with hover colors, auto brace completion, peek, and CodeLens Code ASP.NET faster than ever with new shortcuts Get acquainted with the new SharePoint 2013 environment Find your way around the new XAML editor for Windows Store apps Visual Studio 2013 includes better support for advanced debugging techniques, vast improvements to the visual database tools, and new support for UI testing for Windows Store apps. This update is the key to smoother, quicker programming, and Professional Visual Studio 2013 is your map to everything inside. Annotation This book provides a detailed description about the practical considerations in multiple languages programming as well as the interfaces among different languages in the Window environment. Authentic examples and detailed explanations are combined together in this book to provide the readers a clear picture as how to handle the multiple languages programming in Windows. This companion to C++ How to Program: Second

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Edition carefully introduces how to use the Microsoft Visual Studio 6 integrated development environment (IDE) and Visual C++ 6 to create Windows programs using basic Microsoft Foundation Classes (MFC). This book provides an accessible approach to the study of Windows programming with Visual C++. It is intended to be an introduction to Visual C++ for technical people including practicing engineers, engineering students, and others who would like to understand Windows programming and use its inherent graphic capabilities. While the book is aimed at a technical audience, the mathematical content is modest and it should be readable by most people interested in C++ programming. It introduces readers to Windows programming in a natural way, making use of the object-oriented environment, the Microsoft Foundation Classes (MFC), and the document/view organization. Over fifty example projects are included on a companion CD. These example projects are used in the book's tutorial format initially by introducing Visual C++ programming and important C++ concepts. Then coverage of Windows programming begins with fundamental graphics operations including interactive drawing with mouse inputs. This is followed by program interaction through Windows tools for creating drop down menus, toolbar buttons, dialog windows, file input/output, output to printers, etc. Basic animation concepts are presented, using

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classes to develop, manipulate and display geometric shapes. Graphs are plotted as objects and the process of creating color contour plots is discussed. After using this book and following its collection of example programs, readers should be well prepared to write interactive programs which integrate Windows functionality and graphics with their own C++ programming. The step-by-step structure of each example in the book is described thoroughly and only standard Microsoft resources for graphics are required. Exercises at the end of each chapter provide opportunities to revisit and extend the tutorial examples. The project folders on the CD include complete program code for all examples. Files are also provided that contain classes and functions for handling geometric objects and graphs and which may be easily adapted for a wide variety of application programs.

Training Guides are the most effective self-study guide in the marketplace, featuring exam tips, study strategies, review exercises, case studies, practice exams, ExamGear testing software, and more. This certification exam measures the ability to develop and implement Windows-based applications by using Windows Forms and the Microsoft .NET Framework.

This is a book that helps you to learn C# using Visual Studio 2008. Precision, an easy-to-understanding style, real life examples in support of

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the concepts, and practical approach in presentation are some of the features that make the book unique in itself. The text in the book is presented in such a way that is equally helpful to beginners as well as professionals. Apart from basic concepts of C#, this edition of the book particularly deals with some new and advanced topics, such as WPF, WCF, WF and LINQ. The book covers:

- C# programming basics
- Object oriented programming concepts
- Developing Windows applications
- Working with standard controls, dialog boxes and menus
- Developing WPF applications
- Creating database-driven Windows and WPF applications
- LINQ
- Deploying Windows applications using Windows Installer and ClickOnce
- Developing Workflow applications
- Creating and using Web Services and WCF Services

This book emphasizes using VC++ tools and wizards to generate code. Code examples are augmented with C++ language sidebars. Readers who need a refresher on the language or want to go further "under the hood" will have a context, while those who don't can easily skip that coverage. The revision includes more information throughout on Microsoft Foundation Classes (MFC).

Introduction to Windows® and Graphics Programming with Visual C++® (2nd Edition) provides an accessible approach to the study of Windows programming. It is intended to be an introduction to Visual C++ for technical people

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including practicing engineers, engineering students, and others interested in Windows programming and its convenient graphics capabilities. While the book is aimed at a technical audience, its mathematical content is modest and should be readable by most people with an interest in C++ programming.

Readers are introduced to Windows programming in a natural way; making use of the object-oriented environment, the Microsoft Foundation Classes (MFC), and the document/view organization. Visual C++ is part of Microsoft's Visual Studio and provides full support of program development at all stages — from design to debugging. This second edition brings the original book up to date reflecting the evolution of Visual C++ and the Windows environment since the first edition. All example projects, figures and text in the book have been revised and coverage of touch screen developments has been added. Two new chapters on touch screen programming are based on programming strategies developed throughout the book. New examples demonstrate touch screen operations and consider programming for a tablet environment. More than seventy example projects are provided in the book's Companion Media Pack. The structure and coding for each example project are described thoroughly in a step-by-step fashion. Exercises at the end of each chapter provide opportunities to revisit and extend the tutorial examples. The media pack files include complete

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program code for all projects as well as files with classes and functions for handling geometric objects and graphs. The graphics examples require only standard Microsoft resources and may be easily adapted for a wide variety of application programs. The Companion Media Pack can be readily updated as Visual C++ continues to evolve. For example, the first update of the media pack was made after the release of a new version of Visual C++. It provides a full set of example projects developed with the new version as an addition to the book's original examples. Continuing updates of the media pack are planned as appropriate.

MICROSOFT VISUAL BASIC 2012 FOR WINDOWS APPLICATIONS: INTRODUCTORY teaches the essentials of computer programming using the latest Visual Basic programming language, Visual Basic 2012. Six chapters and four appendices cover topics such as designing a Visual Basic user interface, creating a windows application, variables and arithmetic operations, mobile applications using decision structures, and loop structures. Written in a straight-forward style with the innovative Guided Program Development section in each chapter, this text makes it easy for any novice programmer to understand the core capabilities and fundamental skills and techniques for Visual Basic 2012.

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be available in the ebook version.

"If you have previous development experience on other platforms, you may have been overwhelmed by the hidden features of the MFC when you came to work in Windows. Windows Programming Under the Hood of MFC gives you the lowdown on core components of the Windows programming model."

"As you work through the text, you'll learn how each new concept relates to MFC and its hierarchical structure. Then you'll be ready to shift into high gear, using your existing C and C++ skills to create dynamic applications for the Win32 architecture with Microsoft Visual C++ 5." "Icons throughout the text help you quickly identify the topics under discussion. Each chapter also includes tutorials for self-guided learning." "Aimed at developers, Windows Programming Under the Hood of MFC assumes a knowledge of C++ data structures. You should also have experience with some graphical windowing environment, and at least a passing familiarity with Windows 95 or Windows NT." "Included is a diskette, containing full-featured programs, progressively built-upon throughout the book, which are used to illustrate the MFC and Win32 concepts discussed."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

The fast track for programmers to learn the ins and outs of VC++ .NET through code examples, practical

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tips, and professional insights. Written by a Microsoft regional director, this book provides programmers moving from Visual Studio 6 to .NET and non-Microsoft developers maximum learning with minimum investment of time and effort.

Step-by-step guide to all the tools and extensions in the Visual Studio 2019 IDE DESCRIPTION This book peeks into every corner of the Visual Studio IDE and will help you get started with the latest 2019 version. Right from installation, you'll discover new features within the tool and the optimal way to use the features you may already know. You'll learn, for example, how to extend Visual Studio with your own customizations, so that you can make it perform the way you want. You will then explore everything about NuGet package, test applications using Live Unit Testing, and learn how to make code templates using the T4 code generation tool. You'll get to grips with the richer JavaScript IntelliSense, which will help you focus more on coding. Moving on, you'll learn to work with the dedicated workloads for data storage and data science. You will also review the more advanced architecture tools concealed within the IDE and finally create cloud-first applications powered by Microsoft Azure using the built-in suite of Azure tools. KEY FEATURES ? Create and use custom IDE extensions ? Find, download, and use the best IDE extensions for web, mobile, Azure, and Windows ? Enhance programming experience and

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time with debugging tools ? Enhance coding capabilities with coding tools ? Test projects proactively ? Create powerful web, mobile, and Azure solutions for the real world **WHAT WILL YOU LEARN** By the end of the book, you will be able to tackle any solution for any platform head-on. You will create real-world solutions from start to finish. By using the tools and extensions outlined in this book, you will be able to code better and faster, debug better, share your code with more peers, test your code better, and install or publish your apps quicker and without issues. **WHO THIS BOOK IS FOR** The book is intended for any .NET developer. You can be a seasoned developer or a newbie just starting out. This book will play a pivotal role in presenting all the tools you need to become a better developer. **Table of Contents** 1. Getting started with Visual Studio 2. Digging in the Visual Studio IDE 3. IntelliSense 4. Language & coding changes in C# 5. What's new in .Net core 6. Built-in tools 7. Debugging tools 8. Testing tools 9. ASP.NET tools 10. Mobile tools 11. Azure tools 12. IDE extensions 13. ASP.NET extensions 14. Mobile extensions 15. Azure DevOps extensions

This pack shows C programmers (beginners through experts) how to use Microsoft's revolutionary and incredibly difficult 32-bit Visual C++ 2.0 to create professional Windows 4.0 and Windows NT applications. It includes a disk that contains all of the

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source code and executable programs developed in the book. Procedures, sidebars and pointer notes that refer readers to detailed information within the manuals are included, as well as programming examples, hints and tips.

Written by computer guru Tittel, this is the perfect study guide to help candidates pass this core exam for both the MCSE Windows Server 2003 and MCSA programs. The accompanying CD features PrepLogic* Practice Tests, Preview Edition.

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