Win32 Api Tutorial

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Python Programming On Win32 - Mark Hammond 2000
A demonstration of Python's basic technologies showcases the programming language's possiblities as a Windows development and administration tool.
Google Maps JavaScript API Cookbook - Alper Dincer 2013-12-26
Google Maps API Cookbook follows a fast-paced, high-level, structured cookbook approach, with minimal theory and an abundance of practical, real-world examples explained in a thorough yet concise manner to help you learn quickly and efficiently. Google Maps API Cookbook is for developers who wish to learn how to do anything from adding a simple embedded map to a website to developing complex GIS applications with the Google Maps JavaScript API. It is targeted at JavaScript developers who know how to get by but who are also seeking the immediacy of recipe-based advice.
Introduction to 3D Game Programming with DirectX 11 - Frank Luna 2012-03-15
This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 11. The book is divided into three main parts: basic mathematical tools, fundamental tasks in Direct3D, and techniques and special effects. It includes new Direct3D 11 features such as hardware tessellation, the compute shader, dynamic shader linkage and covers advanced rendering techniques such as screen-space ambient occlusion, level-of-detail handling, cascading shadow maps, volume rendering, and character animation. Includes a companion CD-ROM with code and figures. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com.
Mastering Visual Studio .NET - Ian Griffiths 2003
A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated develpment environment, start-up templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)
Honeypots for Windows - Roger A. Grimes 2006-11-22
* Talks about hardening a Windows host before deploying Honeypot * Covers how to create your own emulated services to fool hackers * Discusses physical setup of Honeypot and network necessary to draw hackers to Honeypot * Discusses how to use Snort to co-exist with Honeypot * Discusses how to use a Unix-style Honeypot to mimic a Windows host * Discusses how to fine-tune a Honeypot * Discusses OS fingerprinting, ARP tricks, packet sniffing, and exploit signatures
Windows via C/C++ - Christophe Nasarre 2007-11-28
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
AutoCAD Platform Customization - Lee Ambrosius 2015-04-27
Take control of AutoCAD for a more efficient, streamlined workflow AutoCAD Platform Customization is the most comprehensive guide to streamlining and personalizing the AutoCAD platform. The AutoLISP and VBA programming languages open up a myriad of customization options, and this book provides expert guidance toward applying them to AutoCAD, Civil 3D, Plant 3D, and other programs based on the Autodesk AutoCAD platform. Detailed discussions backed by real-world examples and step-by-step tutorials provide user-friendly instruction, and downloadable datasets allow for hands-on learning. Through customization you can increase screen real estate, streamline workflows, and create more accurate drawings by unleashing powerful programming languages that allow the user to command the software how to work, instead of the other way around. AutoCAD customization is commonly performed by system administrators and CAD managers, but senior drafters and savvy users are increasingly taking customization into their own hands. AutoLISP and VBA are two popular and versatile tools that allow for going beyond the boundaries of normal user interface customization options, allowing users to: Enforce drawing and CAD standards, and automate repetitive tasks Customize the workspace, including tool sets, ribbon tabs and panels, and palettes Modify graphical objects, set system variables, integrate with external software, and more Manage blocks, change the interface, create dialog boxes, and communicate with Microsoft Office applications The ideal design environment puts the tools you need right at your fingertips, removes unnecessary steps, and fosters precision through good communication. Customizing, including applying AutoLISP and VBA to AutoCAD, enables all of this and much more. For the designer who needs to work smarter because it's impossible to work any harder, AutoCAD Platform Customization provides the key information, insight, and techniques that will help to increase your productivity with AutoCAD.
Getting Started with PowerShell - Michael Shepard 2015-08-27
Learn the fundamentals of PowerShell to build reusable scripts and functions to automate administrative tasks with Windows About This Book Harness the capabilities of the PowerShell system to get started quickly with server automation Learn to package commands into a reusable script and add control structures and parameters to make them flexible Get to grips with cmdlets that allow you to perform administration tasks efficiently Who This Book Is For This book is intended for Windows administrators or DevOps users who need to use PowerShell to automate tasks. Whether you know nothing about PowerShell or know just enough to get by, this guide will give you what you need to go to take your scripting to the next level. What You Will Learn Learn to verify your installed version of PowerShell, upgrade it, and start a PowerShell session using the ISE Discover PowerShell commands and cmdlets and understand PowerShell formatting Use the PowerShell help system to understand what particular cmdlets do Utilise the pipeline to perform typical data manipulation Package your code in scripts, functions, and modules Solve common problems using basic file input/output functions Find system information with WMI and CIM Automate IIS functionality and manage it using the WebAdministration module In Detail Windows PowerShell is a task-based command-line shell and scripting language designed specifically for system administration. Built on the .NET Framework, Windows PowerShell helps IT professionals and power users control and automate the administration of the Windows operating system and applications that run on Windows. PowerShell is great for batch importing or deleting large sets of user accounts and will let you collect a massive amount of detailed system information in bulk via WMI (Windows Management Instrumentation). Getting Started with PowerShell is designed to help you get up and running with PowerShell, taking you from the basics of installation, to writing scripts and web server automation. This book, as an introduction to the central topics of PowerShell, covers finding and understanding PowerShell commands and packaging code for reusability, right through to a practical example of automating IIS. It also includes topics such as installation and setup, creating scripts, automating tasks, and using Powershell to access data stores, registry, and file systems. You will explore the PowerShell environment and discover how to use cmdlets, functions, and scripts to automate Windows systems. Along the way, you will learn to perform data manipulation and solve common problems using basic file input/output functions. By the end of this book, you will

be familiar with PowerShell and be able to utilize the lessons learned from the book to automate your servers. Style and approach A practical learning guide, complete with plenty of activities, examples and screenshots.

Ruby in a Nutshell - Yukihiro Matsumoto 2002

Introduces Ruby's object-oriented programming capabilities, detailing command-line options, syntax, built-in variables, functions, commonly used classes and modules, environment variables, operators, methods, and security.

Microsoft Windows 2000 API Superbible - Richard J. Simon 2000

This comprehensive reference gives the APIs needed by Windows programmers. It's arranged topically with related functions presented in the same chapters. Using relevant examples, readers will be able to see clearly the most effective usage for each function.

.NET Framework Solutions - John Paul Mueller 2006-10-11

If you've begun programming using Microsoft's .NET Framework, you've discovered a lot of new and improved functionality. But, more than likely, you've also discovered a lot of missing functionality. Indeed, a third of the functions supported by the old Win32 API are not yet supported by .NET. Although you may not at first notice the loss of Win32 API functionality in .NET, the more you program, the more you'll realize how essential it is. As a programmer, you will not want to do without these solutions. .NET Framework Solutions: In Search of the Lost Win32 API is one more thing you can't do without: a complete guide to your options for dealing with the functionality missing from .NET. As you'll learn, some functions are handily situated within Visual Basic or C#. In most cases, however, you'll need to access the old Win32 API from the .NET Framework. This is demanding work, but this book makes it easy, walking you through every step and paying special attention to the work of managing memory manually--the most error-prone part of the process. The topics covered inside are as varied as the missing functionality: direct hardware access, low-level security control, certain aspects of OS access, support for multimedia and utilities, and DirectX. You also get hard-to-find information on COM access, plus a collection of examples--dealing with DirectX and the MMC Snap-ins--that unite COM and Win32 access in especially illuminating ways. Over time, you can expect to see the .NET Framework expanded to include much of what it now lacks. But your programming tasks can't wait, and .NET Framework Solutions makes you productive--today.

Dan Appleman's Win32 API Puzzle Book and Tutorial for Visual Basic Programmers - Dan Appleman 1999-03-02

The key to accessing the power of every operating system is its application programming interface (API). Visual Basic can access only part of the Windows API without special help. To write the most powerful possible programs, VB programmers need to work with all of the API. The big problem for VB programmers in trying to do so is that all of the available documentation on the Windows API is written for C++ programmers. In other words, the directions for using the API is written in a language that VB programmers don't understand. With a writing style that combines technical competence, humor, and a bit of "attitude," Appleman proves once again in this long-awaited complement to his previous bestseller, Visual Basic Programmer's Guide to the Win32 API, that learning advanced technology can (and should) be fun.

Sams Teach Yourself Game Programming in 24 Hours - Michael Morrison 2003

Teaches fundamental C and C++ programming and provides information for programming games in Windows, exploring topics including game theory, double-buffered graphics, sprite animation, and digitized sound effects.

Windows NT/2000 Native API Reference - Gary Nebbett 2000

Windows NT/2000 Native API Reference is absolutely unique. Currently, documentation on WIndows NT's native APIs can only be found through access to the source code or occasionally Web sites where people have chosen to share bits of insight gained through reverse engineering. This book provides the first complete reference to the API functions native to Windows NT and covers the set of services that are offered by Windows NT to both kernel- and user-mode programs. Ideal for the intermediate and advanced level user- and kernel-mode developers of Windows systems, this books is devoted to the NT native API and consists of documentation of the 210 routines included in the API. Also included are all the functions added in Windows 2000.

The Art of Assembly Language, 2nd Edition - Randall Hyde 2010-03-01

Assembly is a low-level programming language that's one step above a computer's native machine language. Although assembly language is commonly used for writing device drivers, emulators, and video games, many programmers find its somewhat unfriendly syntax intimidating to learn and use. Since 1996, Randall Hyde's The Art of Assembly Language has provided a comprehensive, plain-English, and patient introduction to 32-bit x86 assembly for non-assembly programmers. Hyde's primary teaching tool, High Level Assembler (or HLA), incorporates many of the features found in high-level languages (like C, C++, and Java) to help you quickly grasp basic assembly concepts. HLA lets you write true low-level code while enjoying the benefits of high-level language programming. As you read The Art of Assembly Language, you'll learn the low-level theory fundamental to computer science and turn that understanding into real, functional code. You'll learn how to: –Edit, compile, and run HLA programs –Declare and use constants, scalar variables, pointers, arrays, structures, unions, and namespaces –Translate arithmetic expressions (integer and floating point) –Convert high-level control structures This much anticipated second edition of The Art of Assembly Language has been updated to reflect recent changes to HLA and to support Linux, Mac OS X, and FreeBSD. Whether you're new to programming or you have experience with high-level languages, The Art of Assembly Language, 2nd Edition is your essential guide to learning this complex, low-level language.

Introduction to 3D Game Programming with DirectX 12 - Frank Luna 2016-04-19

This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12. The book is divided into three main parts: basic mathematical tools, fundamental tasks in Direct3D, and techniques and special effects. It shows how to use new Direct12 features such as command lists, pipeline state objects, descriptor heaps and tables, and explicit resource management to reduce CPU overhead and increase scalability across multiple CPU cores. The book covers modern special effects and techniques such as hardware tessellation, writing compute shaders, ambient occlusion, reflections, normal and displacement mapping, shadow rendering, and character animation. Includes a companion DVD with code and figures. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com. FEATURES: • Provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12 • Uses new Direct3D 12 features to reduce CPU overhead and take advantage of multiple CPU cores • Contains detailed explanations of popular real-time game effects • Includes a DVD with source code and all the images (including 4-color) from the book • Learn advance rendering techniques such as ambient occlusion, real-time reflections, normal and displacement mapping, shadow rendering, programming the geometry shader, and character animation • Covers a mathematics review and 3D rendering fundamentals such as lighting, texturing, blending and stenciling • Use the end-of-chapter exercises to test understanding and provide experience with DirectX 12

Programming Microsoft Windows CE.NET - Douglas McConnaughey Boling 2003

"Here is the definitive guide to programming the Windows CE API--now in its third edition, with details on how to use Windows CE .NET to design high-performance applications for smart devices"--Resource description page.

Windows Graphics Programming - Feng Yuan 2001

Currently, there aren't any good books on Windows graphics programming. Programmers looking for help are left to muddle their way through online documentation and API books that don't focus on this topic. This book paves new ground, covering actual graphics implementation, hidden restrictions, and performance issues programmers need to know about.

Win32 API Programming with Visual Basic - Steven Roman 2000

Furnishes complete documentation for Visual Basic programmers seeking to access the Win32 API within Visual Basic and explains to create powerful applications without requiring a background in Visual C++ or Win32 API programming. Original. (Advanced)

Windows Kernel Programming - Pavel Yosifovich 2019-06-07

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.

Win32 Programming - Brent E. Rector 1997

R Markdown - Yihui Xie 2018-07-27
R Markdown: The Definitive Guide is the first official book authored by the core R Markdown developers that provides a comprehensive and accurate reference to the R Markdown ecosystem. With R Markdown, you can easily create reproducible data analysis reports, presentations, dashboards, interactive applications, books, dissertations, websites, and journal articles, while enjoying the simplicity of Markdown and the great power of R and other languages. In this book, you will learn Basics: Syntax of Markdown and R code chunks, how to generate figures and tables, and how to use other computing languages Built-in output formats of R Markdown: PDF/HTML/Word/RTF/Markdown documents and ioslides/Slidy/Beamer/PowerPoint presentations Extensions and applications: Dashboards, Tufte handouts, xaringan/reveal.js presentations, websites, books, journal articles, and interactive tutorials Advanced topics: Parameterized reports, HTML widgets, document templates, custom output formats, and Shiny documents. Yihui Xie is a software engineer at RStudio. He has authored and co-authored several R packages, including knitr, rmarkdown, bookdown, blogdown, shiny, xaringan, and animation. He has published three other books, Dynamic Documents with R and knitr, bookdown: Authoring Books and Technical Documents with R Markdown, and blogdown: Creating Websites with R Markdown. J.J. Allaire is the founder of RStudio and the creator of the RStudio IDE. He is an author of several packages in the R Markdown ecosystem including rmarkdown, flexdashboard, learnr, and radix. Garrett Grolemund is the co-author of R for Data Science and author of Hands-On Programming with R. He wrote the lubridate R package and works for RStudio as an advocate who trains engineers to do data science with R and the Tidyverse.
Multithreaded Programming with Win32 - Thuan Q. Pham 1999
Covers Win32 multithreading techniques that make the Windows NT software faster and more responsive. This book explains how multithreading works, and the fundamentals of the Windows NT Thread Interface, including processes, thread management, creation, termination, and prioritization.
Programming Ruby - David Thomas 2004
A tutorial and reference to the object-oriented programming language for beginning to experienced programmers, updated for version 1.8, describes the language's structure, syntax, and operation, and explains how to build applications. Original. (Intermediate)
Microsoft Visual C++/CLI Step by Step - Julian Templeman 2013-08-15
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
Windows Internals, Part 1 - Pavel Yosifovich 2017-05-05
The definitive guide–fully updated for Windows 10 and Windows Server 2016 Delve inside Windows architecture and internals, and see how core components work behind the scenes. Led by a team of internals experts, this classic guide has been fully updated for Windows 10 and Windows Server 2016. Whether you are a developer or an IT professional, you'll 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. This book will help you: · Understand the Window system architecture and its most important entities, such as processes and threads · Examine how processes manage resources and threads scheduled for execution inside processes · Observe how Windows manages virtual and physical memory · Dig into the Windows I/O system and see how device drivers work and integrate with the rest of the system · Go inside the Windows security model to see how it manages access, auditing, and authorization, and learn about the new mechanisms in Windows 10 and Server 2016
Windows System Programming - Johnson M. Hart 2010-02-16
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.
Programming with Qt - Matthias Kalle Dalheimer 2002-01-22
The popular open source KDE desktop environment for Unix was built with Qt, a C++ class library for writing GUI applications that run on Unix, Linux, Windows 95/98, Windows 2000, and Windows NT platforms. Qt emulates the look and feel of Motif, but is much easier to use. Best of all, after you have written an application with Qt, all you have to do is recompile it to have a version that works on Windows. Qt also emulates the look and feel of Windows, so your users get native-looking interfaces.Platform independence is not the only benefit. Qt is flexible and highly optimized. You'll find that you need to write very little, if any, platform-dependent code because Qt already has what you need. And Qt is free for open source and Linux development.Although programming with Qt is straightforward and feels natural once you get the hang of it, the learning curve can be steep. Qt comes with excellent reference documentation, but beginners often find the included tutorial is not enough to really get started with Qt. That's whereProgramming with Qt steps in. You'll learn how to program in Qt as the book guides you through the steps of writing a simple paint application. Exercises with fully worked out answers help you deepen your understanding of the topics. The book presents all of the GUI elements in Qt, along with advice about when and how to use them, so you can make full use of the toolkit. For seasoned Qt programmers, there's also lots of information on advanced 2D transformations, drag-and-drop, writing custom image file filters, networking with the new Qt Network Extension, XML processing, Unicode handling, and more.Programming with Qt helps you get the most out of this powerful, easy-to-use, cross-platform toolkit. It's been completely updated for Qt Version 3.0 and includes entirely new information on rich text, Unicode/double byte characters, internationalization, and network programming.
Programming Windows 95 with MFC - Jeff Prosise 1996
Microsoft Foundational Class (MFC) is becoming a hot new standard for programmers. This book authoritatively lays the foundation for developers using MFC. Just as Programming Windows has become a classic for all Windows programmers using C and SDK, this book will become a must-have for Windows programmers using C++ with MFC libraries.
Super SQL Server Systems - Joseph Gama 2005-10-01
A guide to SQL server covers such topics as extended stored procedures, compilers and languages, network messaging, NT event log, disk logging, cryptography, random data, geographical information systems, and regular expresions.
Programming Windows - Charles Petzold 1998-11-11
"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.

C++ Windows Programming - Stefan Bjornander 2016-09-12

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 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.

Visual Basic Developer's Guide to the Win32 API - Steve Brown 1999-10

Essential advanced information for Visual Basic developers in an underpublished area. One of the only Win 32 API books on the market for professional VB developers, this title gives in-depth coverage of APIs not covered in the only competitive book, including multimedia and networking APIs.

API Design for C++ - Martin Reddy 2011-03-14

API Design for C++ provides a comprehensive discussion of Application Programming Interface (API) development, from initial design through implementation, testing, documentation, release, versioning, maintenance, and deprecation. It is the only book that teaches the strategies of C++ API development, including interface design, versioning, scripting, and plug-in extensibility. Drawing from the author's experience on large scale, collaborative software projects, the text offers practical techniques of API design that produce robust code for the long term. It presents patterns and practices that provide real value to individual developers as well as organizations. API Design for C++ explores often overlooked issues, both technical and non-technical, contributing to successful design decisions that product high quality, robust, and long-lived APIs. It focuses on various API styles and patterns that will allow you to produce elegant and durable libraries. A discussion on testing strategies concentrates on automated API testing techniques rather than attempting to include end-user application testing techniques such as GUI testing, system testing, or manual testing. Each concept is illustrated with extensive C++ code examples, and fully functional examples and working source code for experimentation are available online. This book will be helpful to new programmers who understand the fundamentals of C++ and who want to advance their design skills, as well as to senior engineers and software architects seeking to gain new expertise to complement their existing talents. Three specific groups of readers are targeted: practicing software engineers and architects, technical managers, and students and educators. The only book that teaches the strategies of C++ API development, including design, versioning, documentation, testing, scripting, and extensibility. Extensive code examples illustrate each concept, with fully functional examples and working source code for experimentation available online. Covers various API styles and patterns with a focus on practical and efficient designs for large-scale long-term projects.

Programming Applications for Microsoft Windows - Jeffrey Richter 1999

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.

Cryptography for Visual Basic - Richard Bondi 2000-09-15

CD-ROM includes: WCCO 1.0 Source Code -- WCCO 1.0 Manual -- WCCO Test Code -- CryptoAPI Container Manager -- Regasaurus program.

Visual C++ Windows Shell Programming - Dino Esposito 1998

The Windows shell is the user interface for Windows 9x and Windows NT 4.0, allowing execution of common tasks such as accessing the file system, launching programs and changing system-wide settings. However, it's net just about user interaction : the shell exposes programming hooks that you can use from your own applications. This book shows you how to work with and extend the functionality of the shell, from tinkering with the Shell API to writing COM objects that get loaded into the address space. Within these pages is a compendium of shell programming techniques. You'll learn how to push the Windows shell to perform complex actions, and customise it using C++ programs. There's coverage of the Shell API, the Windows Scripting Host, and shell and namespace extensions that use the shell's object model. Who is this book for ? This title is for programmers who are experienced in Windows development and familiar with using COM and ATL to create components in Visual C+ +. The book will show you how to use COM and the Shell API to integrate your app1ication with the shell. It is not about making cosmetic changes to the desktop.

Practical Malware Analysis - Michael Sikorski 2012-02-01

Malware analysis is big business, and attacks can cost a company dearly. When malware breaches your defenses, you need to act quickly to cure current infections and prevent future ones from occurring. For those who want to stay ahead of the latest malware, Practical Malware Analysis will teach you the tools and techniques used by professional analysts. With this book as your guide, you'll be able to safely analyze, debug, and disassemble any malicious software that comes your way. You'll learn how to: –Set up a safe virtual environment to analyze malware –Quickly extract network signatures and host-based indicators –Use key analysis tools like IDA Pro, OllyDbg, and WinDbg –Overcome malware tricks like obfuscation, anti-disassembly, anti-debugging, and anti-virtual machine techniques –Use your newfound knowledge of Windows internals for malware analysis –Develop a methodology for unpacking malware and get practical experience with five of the most popular packers –Analyze special cases of malware with shellcode, C++, and 64-bit code Hands-on labs throughout the book challenge you to practice and synthesize your skills as you dissect real malware samples, and pages of detailed dissections offer an over-the-shoulder look at how the pros do it. You'll learn how to crack open malware to see how it really works, determine what damage it has done, thoroughly clean your network, and ensure that the malware never comes back. Malware analysis is a cat-and-mouse game with rules that are constantly changing, so make sure you have the fundamentals. Whether you're tasked with securing one network or a thousand networks, or you're making a living as a malware analyst, you'll find what you need to succeed in Practical Malware Analysis.

Old New Thing - Raymond Chen 2006-12-27

"Raymond Chen is the original raconteur of Windows." --Scott Hanselman, ComputerZen.com "Raymond has been at Microsoft for many years and has seen many nuances of Windows that others could only ever hope to get a glimpse of. With this book, Raymond shares his knowledge, experience, and anecdotal stories, allowing all of us to get a better understanding of the operating system that affects millions of people every day. This book has something for everyone, is a casual read, and I highly recommend it!" --Jeffrey Richter, Author/Consultant, Cofounder of

Wintellect "Very interesting read. Raymond tells the inside story of why Windows is the way it is." --Eric Gunnerson, Program Manager, Microsoft Corporation "Absolutely essential reading for understanding the history of Windows, its intricacies and quirks, and why they came about." --Matt Pietrek, MSDN Magazine's Under the Hood Columnist "Raymond Chen has become something of a legend in the software industry, and in this book you'll discover why. From his high-level reminiscences on the design of the Windows Start button to his low-level discussions of GlobalAlloc that only your inner-geek could love, The Old New Thing is a captivating collection of anecdotes that will help you to truly appreciate the difficulty inherent in designing and writing quality software." --Stephen Toub, Technical Editor, MSDN Magazine Why does Windows work the way it does? Why is Shut Down on the Start menu? (And why is there a Start button, anyway?) How can I tap into the dialog loop? Why does the GetWindowText function behave so strangely? Why are registry files called "hives"? Many of Windows' quirks have perfectly logical explanations, rooted in history. Understand them, and you'll be more productive and a lot less frustrated. Raymond Chen--who's spent more than a decade on Microsoft's Windows development team--reveals the "hidden Windows" you need to know. Chen's engaging style, deep insight, and thoughtful humor have made him one of the world's premier technology bloggers. Here he brings together behind-the-scenes explanations, invaluable technical advice, and illuminating anecdotes that bring Windows to life--and help you make the most of it. A few of the things you'll find inside: What vending machines can teach you about effective user interfaces A deeper understanding of window and dialog management Why performance optimization can be so counterintuitive A peek at the underbelly of COM objects and the Visual C++ compiler Key details about backwards compatibility--what Windows does and why Windows program security holes most developers don't know about How to make your program a better Windows citizen

Sams Teach Yourself Windows CE Programming in 24 Hours - Jason P. Nottingham 1999

Step-by-step tutorial teaches the reader how to create fully functioning Windows CE applications. Easy-to-follow text covers topics such as persistent storage, CE mail, debugging, printing and more. CD-ROM included with book.