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Programming Hart Johnson

Mr. Game 7 " is back in the Stanley Cup Final, but in a much different role than before. Three-time champion and 2014 playoff MVP Justin Williams is joining NHL Network as a guest ...

The definitive guide to programming with the Windows API - now updated for Microsoft's latest APIs and best practices

- Includes extensive new coverage of Win64, parallelism, multicore system performance, source code portability, .NET coexistence, security, benchmarking, and much more.
- Updated, streamlined code examples reflect today's most effective Windows programming techniques.
- The perfect practical complement to Mark Russinovich's Windows Internals Windows System Programming, 4/e is the definitive developer's guide to making the most of of the core Windows API, including those introduced with Windows Vista, Windows Server 2008, and beyond. Thoroughly updated to reflect Microsoft's new APIs, this book focuses on essential core system services -- file system, memory, processes and threads, synchronization, communication, and security -- rather than the more commonly featured graphical user interface functions. Beginning with an examination of the features required in a single-

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process application, the text gradually progresses to increasingly sophisticated functions and multithreaded environments. Each chapter contains realistic examples, and this edition's code samples have been updated and streamlined to reflect today's best practices for Windows development and 64-bit code portability. This edition's extensive new coverage includes: ' An all-new chapter on parallelism and performance in multicore systems ' Detailed new coverage of source code portability across Windows, Linux, and UNIX ' New coverage of .NET and managed code impact and co-existence ' When, why, and how to use the Windows API vs. .NET ' More coverage of security, benchmarking, and other key topics. Many readers have noted that Hart's book perfectly complements Mark Russinovich's well-known Windows Internals. Hart shows us how to make the most of the features that Russinovich describes.

This book shows experienced programmers, primarily those familiar with UNIX, how to write multi-tasked and distributed applications for the new 32-bit Windows operating systems, Windows NT and Windows 95. Distinguishing it from other Windows books that cover the graphical user interface elements of Windows, this book focuses on core operating system resources, such as memory, processes, files, communication, and security.

With Win32 System Programming, you can capitalize on your knowledge of high-end operating systems such as UNIX, MVS, and VMS to learn Windows system programming quickly. Written from the perspective of an experienced programmer, the book presents the core operating system services of Win32, the common API for the Windows 95 and Windows NT operating systems. It explains Win32 functions clearly, with numerous comparisons to corresponding UNIX calls, and highlights features unique to Win32. Because most experienced programmers are already familiar with processes, virtual memory, and preemptive scheduling, the book spends little time introducing these concepts, but instead

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shows how they are implemented in Win32. This text is for programmers using systems services, and focuses on the management of core operating systems resources rather than the graphical user interface.

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,

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contains all sample code, Visual Studio projects, additional examples, errata, reader comments, and Windows commentary and discussion.

Master the essentials of concurrent programming, including testing and debugging. This textbook examines languages and libraries for multithreaded programming. Readers learn how to create threads in Java and C++, and develop essential concurrent programming and problem-solving skills. Moreover, the textbook sets itself apart from other comparable works by helping readers to become proficient in key testing and debugging techniques. Among the topics covered, readers are introduced to the relevant aspects of Java, the POSIX Pthreads library, and the Windows Win32 Applications Programming Interface. The authors have developed and fine-tuned this book through the concurrent programming courses they have taught for the past twenty years. The material, which emphasizes practical tools and techniques to solve concurrent programming problems, includes original results from the authors' research. Chapters include: * Introduction to concurrent programming * The critical section problem * Semaphores and locks * Monitors * Message-passing * Message-passing in distributed programs * Testing and debugging concurrent programs. As an aid to both students and instructors, class libraries have been implemented to provide working examples of all the material that is covered. These libraries and the testing techniques they support can be used to assess student-written programs. Each chapter includes exercises that build skills in program writing and help ensure that readers have mastered the chapter's key concepts. The source code for all the listings in the text and for the synchronization libraries is also provided, as well as startup files and test cases for the exercises. This textbook is designed for upper-level undergraduates and graduate students in computer science. With its abundance of practical material and inclusion of working code, coupled with an emphasis on testing and debugging, it is also a highly

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usefulreference for practicing programmers.

Windows Telephony Programming: A Developer's Guide to TAPI offers C++ programmers a clear and concise tutorial to Windows Telephony that significantly reduces TAPI's steep learning curve. TAPI is an API that has standardized the interface between computers and telephony hardware. Included with Windows 9x and Windows NT, TAPI is a major element of the Windows communications backbone. Despite its growing importance, TAPI may still be very daunting and difficult to master. The author makes TAPI more accessible by revealing its underlying architecture and rationale and by relating its functions and features to specific tasks developers seek to accomplish in their applications such as making, answering, and monitoring calls, handling modem data, and building an answering machine. In addition to carefully developed, intuitive explanations, Windows Telephony Programming features numerous real-world examples of how actual TAPI programs are built, and a comprehensive C++ class library that takes much of the "grunt" work out of TAPI programming. The author also discusses building a telephony service provider and includes a complete working example. Completely up-to-date, this book covers TAPI versions 1.x to 2.0, and offers a glimpse into the future of telephony with a preview of the new TAPI 3.0 incorporated into Windows NT 5.0. To exploit the power of TAPI 3.0 when it becomes available, it is imperative that you understand TAPI 1.x and 2.0 first. This book provides the clear methodology to gain that understanding. 0201634503B04062001

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

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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 book 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.

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