

Windows via C/C++ (softcover) (Developer Reference)

By Jeffrey Richter, Christophe Nasarre





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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, memorymapped 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



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Sales Rank: #884888 in Books
Published on: 2011-09-22
Original language: English

• Number of items: 1

• Dimensions: 9.00" h x 1.69" w x 7.38" l, 3.03 pounds

• Binding: Hardcover

• 854 pages

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Editorial Review

About the Author

Jeffrey Richter is a cofounder of Wintellect (www.wintellect.com)-a training, debugging, and consulting firm dedicated to helping companies build better software faster. He is the author of the previous editions of this book, Windows via C/C++, and several other Windows®-related programming books. Jeffrey has been consulting with the Microsoft® .NET Framework team since October 1999.

Christophe Nasarre works for BusinessObjects, a multinational business-intelligence consultancy and training company that is focused on helping organizations gain better insight into their business through business intelligence solutions. He has worked as a technical editor on numerous Microsoft Press books.

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