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Windows Graphics Programming NET Windows Forms in a Nutshell Visual Basic Programmer's Guide to the .NET Framework Class Library *NET Windows Forms Custom Controls Delphi 4 Developer's Guide Microsoft ASP.NET 4 Step by Step Reversing Porting to Win32™ Windows 7 Resource Kit Borland C++ Builder 6 Developer's Guide Windows Programming Under the Hood of MFC Digital Visual Fortran Programmer's Guide Microsoft Win32 Programmer's Reference: Window management and graphic device interface Porting to Win32™ Graphics Programming with GDI+ Tricks of the Windows Game Programming Gurus Windows Internals HP-UX Virtual Partitions Trusted Computing Platforms Customer-centered Design Optimizing NFS Performance MPE/iX System Administration Handbook HCI International 2020 - Posters PC Mag Professional VB 2005 with .NET 3.0 NET Programming Advanced Graphics Programming Using OpenGL Professional Visual Basic 2010 and .NET 4 Professional VB 2005 MSDN Magazine GDI+ Programming in C# and VB .NET Document Analysis Systems V Compaq Visual Fortran PC Mag SAP Hardware Solutions .NET Internationalization The Windows 2000 Device Driver Book Windows NT Performance Tuning & Optimization PC Mag*

Tapadiya takes a straightforward, hands-on approach to explain everything readers need to know from development to deployment and maintenance for this platform--all from a developer's perspective. Using C# as the primary language, and with plenty of code examples throughout, this book is an excellent way to learn. "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 This book provides a comprehensive guide to upgrading software applications from 16-bit win16 to 32-bit programs designed to run under Windows NT or Windows 95 (Chicago). Readers are assumed to have a solid grounding in Windows programming, but this may be their first introduction to the win32 API layer. The author begins by introducing the new Win32 systems and describes the six main areas of difficulties in applications to Win32 environments. He describes a method for planning the transition of regarding the design of C and C++ programs for portability. Also suitable for Pascal and Modula-2 developers. There are detailed discussions of Windows data types, header files, the Kernel, User, and GDI modules, and DLL programming. The final chapter

discusses in depth the usage of the new 32-bit development tools and the process of creating Win32 applications. Visual Basic .NET has changed dramatically from its predecessor, and this book shows developers how to build traditional console applications, ASP.NET applications, XML Web Services, and more. The top-notch author team shares their years of experience in VB programming and helps readers take their skills to new heights. Addresses issues such as security, data access (ADO.NET), and the latest Visual Studio .NET IDE. Explores Common Language Runtime, variables and data types, object syntax, inheritance and interfaces, Windows forms, error handling and debugging, XML, namespaces, and advanced features of the latest version of ASP.NET. & All Windows programmers developing applications that deal with graphics, monitors, or printers need to use GDI+. & There is little documentation available on GDI+. There are only two books on the market, and they are both introductory. & The author uses real world examples and extensive sample code. Tricks of the Windows Game Programming Gurus, 2E takes the reader through Win32 programming, covering all the major components of DirectX including DirectDraw, DirectSound, DirectInput (including Force Feedback), and DirectMusic. Andre teaches the reader 2D graphics and rasterization techniques. Finally, Andre provides the most intense coverage of game algorithms, multithreaded programming, artificial intelligence (including fuzzy logic, neural nets, and genetic algorithms), and physics modeling you have ever seen in a game book. In-depth and comprehensive, this official RESOURCE KIT delivers the information you need to administer Windows 7 in the enterprise. You get authoritative technical guidance from those who know the technology best—Microsoft Most Valuable Professionals (MVPs) and the Windows 7 Team—along with hundreds of scripts and other essential resources on CD. Get expert guidance on how to: Apply best practices for using Microsoft Deployment Toolkit Plan user-state migration; test application compatibility; manage update Manage Group Policy Objects using Windows PowerShell Administer Windows Firewall and Windows BitLocker Implement Ipsec, IPv6, wireless, and VPN connectivity Install and configure printers, devices, and services Manage disks, file systems, storage, and data security Administer search and indexing with Group Policy Diagnose and resolve startup, hardware, and networking issue CD FEATURES: Nearly 200 Windows PowerShell scripts created specifically for this book—customize to administer your environment Windows 7 Resource Kit PowerShell Pack—700 cmdlets and functions to extend Windows in-box functionality Links to author Web sites Sample chapters from Microsoft Press books Fully searchable eBook For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook. The intent of this book is to teach .NET developers the skills necessary to create their own leading-edge custom controls. The art of creating custom controls has never been truly explored in detail, this book will not only provide that knowledge, but, in addition provide the source for a fully functional outlook bar control. The TCPA 1.0 specification finally makes it possible to build low-cost computing platforms on a rock-solid foundation of trust. In Trusted Computing Platforms, leaders of the TCPA initiative place it in context, offering essential guidance for every systems developer and decision-maker. They explain what trusted computing platforms are, how they work, what applications they enable, and how TCPA can be used to protect data, software environments, and user privacy alike. Today truly useful and interactive graphics are available on affordable computers. While hardware progress has been impressive, widespread gains in software expertise have come more slowly. Information about advanced techniques—beyond those learned in introductory computer graphics texts—is not as easy to come by as inexpensive hardware. This book brings the graphics programmer beyond the basics and introduces them to advanced knowledge that is hard to obtain outside of an intensive CG work environment. The book is about graphics techniques—those that don't require esoteric hardware or custom graphics libraries—that are written in a comprehensive style and do useful things. It covers graphics that are not covered well in your old graphics textbook. But it also goes further, teaching you how to apply those techniques in real world applications, filling real world needs. Emphasizes the algorithmic side of computer graphics, with a practical application focus, and provides usable techniques for real world problems. Serves as an introduction to the techniques that are hard to obtain outside of an intensive computer graphics work environment. Sophisticated and

novel programming techniques are implemented in C using the OpenGL library, including coverage of color and lighting; texture mapping; blending and compositing; antialiasing; image processing; special effects; natural phenomena; artistic and non-photorealistic techniques, and many others. The three-volume set CCIS 1224, CCIS 1225, and CCIS 1226 contains the extended abstracts of the posters presented during the 21st International Conference on Human-Computer Interaction, HCII 2020, which took place in Copenhagen, Denmark, in July 2020.* HCII 2020 received a total of 6326 submissions, of which 1439 papers and 238 posters were accepted for publication in the pre-conference proceedings after a careful reviewing process. The 238 papers presented in these three volumes are organized in topical sections as follows: Part I: design and evaluation methods and tools; user characteristics, requirements and preferences; multimodal and natural interaction; recognizing human psychological states; user experience studies; human perception and cognition. -AI in HCI. Part II: virtual, augmented and mixed reality; virtual humans and motion modelling and tracking; learning technology. Part III: universal access, accessibility and design for the elderly; smartphones, social media and human behavior; interacting with cultural heritage; human-vehicle interaction; transport, safety and crisis management; security, privacy and trust; product and service design. *The conference was held virtually due to the COVID-19 pandemic. The chapter "Developing an Interactive Tabletop Mediated Activity to Induce Collaboration by Implementing Design Considerations Based on Cooperative Learning Principles" is available open access under a Creative Commons Attribution 4.0 International License via link.springer.com. 0672324806.lid The definitive guide to the latest version of Borlands powerful C++Builder. Provides complete coverage of C++Builder Web Services development, now a key component of C++Builder. Borland C++Builder remains best in class IDE over the past 5 years for C++ solutions. Written by a team of top C++Builder experts with expertise in a variety of technical areas related to C++ application development. C++Builder 6 Developers Guide is revised for the latest version of C++Builder, the biggest update to C++Builder in years. C++Builder is an ANSI C++ IDE. The version 6 adds BizShape, a tool to build Web Services using XML/SOAP, .NET, and BizTalk from Microsoft, and SunONE from Sun Microsystems. Other new components include WebSnap for Web application development, DataSnap for database development, and CLX, which allows cross-platform development for Unix and Linux. The new NetCLX Internet components allow development of cross-platform applications with Apache, Microsoft IIS, and Netscape Web Server applications. C++Builder 6 Developers Guide continues as the definitive guide for Borlands C++Builder, providing a clear and concise reference for C++ developers. C++Builder Developers Guide is a unique combination of over 35 C++Builder experts from around the globe. This team brings hundreds of thousands of working hours in professional software development to the creation of this extensive work. Leading the team are Jarrod Hollingworth, Bob Swart, Mark Cashman. and Paul Gustavson. Jarrod is running Backslash (<http://www.backslash.com;au>), loping software applications for the Internet and key business sectors and working as a software development consultant. Bob (aka. Dr.Bob) is an internationally recognized UK Borland Connections member and an independent technical author, trainer, and consultant using C++Builder, Kylix, and Delphi based in The Netherlands. Mark Cashman is an independent C++ developer in the U.S. Paul Gustavson lives in Virginia and is a senior systems engineer for Synetics, Inc., a U.S.-based company providing knowledge management, systems engineering, and enterprise management services. This comprehensive book offers you everything you'll need to make the transition to the newest version of the world's most popular programming language. You'll get detailed information on how to use VB 2005 in the ever-expanding .NET world using both essential explanations of the topics and key code demonstrations and you'll learn how to build everything from traditional console applications to ASP.NET applications and XML Web Services so you can take your abilities to new levels. PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology. Targeted at professional C programmers interested in 32-bit Windows programming, these official Microsoft Programmer's Guides contain overview material in

an explanatory format. Volume 1 covers systems, services, and Windows management. Volume 2 covers the GDI (Graphics Device Interface). This is resource material that programmers will turn to during the design and early development of an application. GDI+ Programming in C# and VB .NET starts out with an explanation of GDI+ and how it relates to GDI. Nick Symmonds also includes a chapter on common ways to draw using VB6 and C++. The book then delves deep into the GDI+ namespaces and classes—basic drawing is discussed first with later chapters going deeper into more complex drawing. Paths, Gradients, Alpha Blends, Matrix operations, and transformations are all explained in understandable detail. Later chapters discuss working with bitmaps and other images, drawing, and printing. The final two chapters are devoted to useful projects that tie up the subject matter of the previous chapters in real world examples. Throughout GDI+ Programming in C# and VB .NET, the author not only explains the different namespaces and classes relating to GDI+, but he also takes time to talk about best practices concerning graphics programming. Woven throughout the book are numerous examples that tie together different aspects of programming in .NET, teaching programmers how to get the best possible speed and efficiency out of their code.

Compaq Visual Fortran: A Guide to Creating Windows Applications is the only book that shows developers how to create Windows applications using Visual Fortran software. It complements Digital Press's successful reference, the Digital Visual Fortran Programmer's Guide. Lawrence details development methods and techniques for creating Fortran applications for Windows, the platform upon which developers can use Compaq Visual Fortran (CVF; to be Intel Visual Fortran in the future) to create applications. The book teaches CVF programming progressively, beginning with simple tasks and building up to writing professional-level Win32 applications. Readers will learn about the powerful new CVF graphical user interface, as well as the intricacies of Windows development from a CVF perspective. They can master QuickWin, the Win32 APIs including multiple document interfaces, and Open GL with 3D and interactive graphics. Provides practical, step-by-step instructions for developing Visual Fortran applications Only tutorial text for Compaq Visual Fortran (CVF) Doesn't require the programmer to learn C or C++ 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 Digital Visual Fortran is the latest version of a major programming language tool used by scientists and engineers. Written by key technical writers from the Digital Visual Fortran product team, Digital Visual Fortran Programmer's Guide presents in printed form the critical portions of the official programmer's guide, previously only available online. The result is the authoritative book on Digital Visual Fortran's features and how to use them to create effective applications. Digital Visual Fortran is the language of choice for computation-intensive scientific and engineering applications, financial applications, and other programs. Digital recently acquired Fortran technology and rights from Microsoft that allows them to use the Microsoft Developer Studio Integrated Development Environment, which is featured in Microsoft's Visual C++ and Visual Basic. The result is that Digital Visual Fortran is much easier to use and looks and works much like Microsoft's industry-leading programming products for other market segments. The official programmer's guide to Digital Visual Fortran for Version 6.0A Authors are experts from the Digital Visual Fortran product group New Digital Fortran version include Microsoft interface and object technologies Beginning with a basic primer on reverse engineering—including computer internals, operating systems, and assembly language-and

then discussing the various applications of reverse engineering, this book provides readers with practical, in-depth techniques for software reverse engineering. The book is broken into two parts, the first deals with security-related reverse engineering and the second explores the more practical aspects of reverse engineering. In addition, the author explains how to reverse engineer a third-party software library to improve interfacing and how to reverse engineer a competitor's software to build a better product. * The first popular book to show how software reverse engineering can help defend against security threats, speed up development, and unlock the secrets of competitive products * Helps developers plug security holes by demonstrating how hackers exploit reverse engineering techniques to crack copy-protection schemes and identify software targets for viruses and other malware * Offers a primer on advanced reverse-engineering, delving into "disassembly"-code-level reverse engineering-and explaining how to decipher assembly language In this comprehensive guide that details "behind the scenes" tuning secrets and explains many previously undocumented features, there are real-world performance examples that illustrate how widely available tools can be used to troubleshoot and tune an NFS environment. 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. Intermediate and advanced coverage of Visual Basic 2010 and .NET 4 for professional developers If you've already covered the basics and want to dive deep into VB and .NET topics that professional programmers use most, this is your book. You'll find a quick review of introductory topics-always helpful-before the author team of experts moves you quickly into such topics as data access with ADO.NET, Language Integrated Query (LINQ), security, ASP.NET web programming with Visual Basic, Windows workflow, threading, and more. You'll explore all the new features of Visual Basic 2010 as well as all the essential functions that you need, including .NET features such as LINQ to SQL, LINQ to XML, WCF, and more. Plus, you'll examine exception handling and debugging, Visual Studio features, and ASP.NET web programming. Expert author team helps you master the tools and techniques you need most for professional programming Reviews why Visual Basic 2010 will be synonymous with writing code in Visual Studio 2010 Focuses on .NET features such as LINQ, LINQ to SQL, LINQ to XML, WPF, workflow, and more Discusses exception handling and debugging, data access with ADO.NET, Visual Studio features for Visual Basic developers, Windows programming with Windows Forms, ASP.NET web programming with VB, communication interfaces, Windows workflow, and threading This Wrox guide presents you with updated coverage on topics you need to know now. This book constitutes the refereed proceedings of the 5th International Workshop on Document Analysis Systems, DAS 2002, held in Princeton, NJ, USA in August 2002 with sponsorship from IAPR. The 44 revised full papers presented together with 14 short papers were carefully reviewed and selected for inclusion in the book. All current issues in document analysis systems are addressed. The papers are organized in topical sections on OCR features and systems, handwriting recognition, layout analysis, classifiers and learning, tables and forms, text extraction, indexing and retrieval, document engineering, and new applications. PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology. As business becomes more and more global, software developers increasingly need to make applications multi-lingual and culturally aware. The .NET Framework may well have the most comprehensive support for internationalization and globalization of any development platform to date, and .NET Internationalization teaches developers how to unlock and utilize that support. Experienced international application developer Guy Smith-Ferrier covers the internationalization of both Windows Forms and ASP.NET applications, using both Versions 1.1 and 2.0 of the .NET Framework. Smith-Ferrier not only teaches you the best ways to take advantage of the globalization and internationalization features built in to the .NET Framework and Visual Studio, he also provides original code to take globalized applications to the next level of international utility and maintainability. Key topics include • An introduction to the

internationalization process and how localization and globalization are supported in Windows and the .NET Framework • The use of resource managers, cultures, resource DLLs, and localized strings, images, and files—including strongly typed resources • Detailed coverage of form localization in Windows Forms and Web Forms • Dealing with regional cultures and their casing, collation, and calendars • Managing right-to-left Middle-Eastern text and pictographic East Asian languages • How to use the book's original resource administration utilities • How to translate resources with machine translation • How to create custom cultures and integrate them with the .NET Framework 2.0 and Visual Studio 2005 • How resource managers work and how to write custom resource managers, including a resource manager that uses a database • How to test your internationalization with FxCop using new and existing globalization rules • How to effectively include the translator in the internationalization process Whether you are a developer, architect, or manager, if you are involved in international applications with the .NET Framework, this is the one book you need to read and understand before you start development. Guy Smith-Ferrier is an author, developer, trainer, and speaker with more than 20 years of software engineering experience. He has internationalized applications in four development platforms, including the .NET Framework. A frequent conference speaker, Guy is the author of C# and .NET courseware and has written numerous articles. You can read his blog at www.guysmithferrier.com.

and Overview book: to undertake an expedition into these new and to a large extent unexplored territories, explaining along the way what all these things mean to existing programs and their native use under Win32 systems. After all, before putting such nice things as multiple threads or Unicode into their applications, developers have to port them to Win32 in the first place! And this is, in spite of all the promises from Microsoft, somewhat more difficult than I'd expected - at the very least in certain sections. The book is not focused so much on the detailed explanation of all the new functions and possibilities (these won't escape you anyway!); rather, its main concern is to make the transition from 16 to 32 bit as easy and smooth as possible for you as the developer and/or project lead. So, let's have a closer look at the individual parts of the text!

Chapter 1: Fundamental The first chapter is for project leads and developers alike. It gives an Aspects and Preliminary overview of the new Win32 systems, describes the most important features, and compares them with Win16 and also with the competition coming along in the form of OS/2 3. x and UNIX. I'll show the important architectural and implementation issues, concentrating on Windows NT and detailing the differences for Windows 95 when required. An authoritative guide to Windows NT driver development, now completely revised and updated. The CD-ROM includes all source code, plus Microsoft hardware standards documents, demo software, and more. This book will provide a complete reference to the essential tools and skills required for successful MPE/iX system management. The handbook offers hands-on examples, solutions to common problems, and tips on how to streamline operations and get the most out of your "HP e3000" system. This book provides essential information on setup and use of vPars on HP-UX. This is both a system administration and user book. In this all inclusive guide for experienced programmers, the authors show how to develop stand-alone Windows applications. From tuning for maximum performance using the Windows NT Registry, to domain and capacity planning, to defining and minimizing bottlenecks, an exhaustive guide provides concise recommendations for getting the most from Windows NT. Original. (Advanced). Teach yourself the fundamentals of Web development with ASP.NET 4-one step at a time. With STEP BY STEP, you get the guidance and learn-by-doing examples you need to start building Web applications and Web services in the Microsoft Visual Studio(R) 2010 environment. The author-a highly regarded programming expert, writer, and instructor-illuminates ASP.NET features through practical examples that help developers quickly grasp concepts and apply techniques to the real world. The book also includes a companion CD with code samples, data sets, and a fully searchable eBook. For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook. Visual Basic Programmer's Guide to the .NET Framework Class Library is the definitive guide every Visual Basic .NET developer needs to understand the capabilities of .NET namespaces and increase productivity inside the .NET framework. Lars Powers and Mike Snell

have provided a comprehensive book that details the capabilities of the key namespaces, and then explains how to leverage them by extension or reference to create applications ranging from simple to complex. Each chapter provides a brief introduction to the selected technology, followed by detailed suggestions, reference material, and a sample application that illustrates common programming tasks using the classes, interfaces, delegates, and events of a specific .NET namespace. This book answers the primary questions that VB .NET developers will face as they start developing code in the .NET environment, including: What does the .NET class library provide me in terms of re-usable code? Are there .NET structures available that I can use to accomplish a specific task? How do I go about interfacing with the .NET framework through my code? Visual Basic Programmer's Guide to the .NET Framework Class Library is a comprehensive guide as you learn how to use the .NET Framework classes, then it will become a trusted reference as your experience and needs grow in the world of .NET. -- HP's expertise in this area has earned them Vendor of the Year awards in e-commerce from key reseller partners.-- Case studies showing how the new principles, techniques, and methodologies worked at Web sites such as Amazon, Office Depot, QVC, and Outpost. This book is a practical guide to understanding web page design and usability factors needed for the online store shelf. Designing and structuring information correctly enhances navigation through your site as well as delivering your customers a satisfying shopping experience. The authors have consulted with such diverse customers as Amazon, AOL, QVC, Outpost, Egghead, Office Depot and others. The concepts they've brought to these accounts have earned HP Vendor of the Year award in e-commerce from key HP reseller partners. Learn to blend customer insights with products and with web capabilities to create web sites that maximize customer-centered design. Your resulting web sites will have an ease of usability that lead to superior customer experiences while maximizing sales. This book includes plenty of examples and case studies showing how to apply new principles, techniques, and methodologies that will win you loyal customers. The goal of this text is to describe the technical design aspects of the IT infrastructure; it does not give the details of installing and customizing SAP software, nor business process reengineering. Using primarily HP products for the solution examples, the chapters guide the reader through the foundation of the systems from an IT perspective, reviews its business application and architecture and introduces the server systems, then describes data storage, high availability and recovery solutions, client PCs with front-end user interfaces, output management and printing solutions, network infrastructure and requirements, cabling designs, LANs and WANs, and connecting mySAP.com to the Internet. Both authors are members of the HP-SAP International Competence Center. Annotation copyrighted by Book News, Inc., Portland, OR PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology. This advanced-level reference shows developers what they need to know most about Delphi 4. Topics covered include embedded links, special features and DLLs, including creating a Visual Component Library, advanced OOP and object Pascal.

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