

Win32 Api Documentation

Use Windows debuggers throughout the development cycle—and build better software Rethink your use of Windows debugging and tracing tools—and learn how to make them a key part of test-driven software development. Led by a member of the Windows Fundamentals Team at Microsoft, you'll apply expert debugging and tracing techniques—and sharpen your C++ and C# code analysis skills—through practical examples and common scenarios. Learn why experienced developers use debuggers in every step of the development process, and not just when bugs appear. Discover how to: Go behind the scenes to examine how powerful Windows debuggers work Catch bugs early in the development cycle with static and runtime analysis tools Gain practical strategies to tackle the most common code defects Apply expert tricks to handle user-mode and kernel-mode debugging tasks Implement postmortem techniques such as JIT and dump debugging Debug the concurrency and security aspects of your software Use debuggers to analyze interactions between your code and the operating system Analyze software behavior with Xperf and the Event Tracing for Windows (ETW) framework

The purpose of this book is to learn modern C-. The Modern C is C-11, 14, 17

and 20. Organized in themed chapters, this book allows beginners to edsend the language even by reading the chapters in a different order from that proposed by the author. It is the result of several years of work at the ISO standardization committee level, and the following versions, namely C-14, 17 and 20, are only the result of this effort. It should be noted, however, that C-20 is still partially implemented by market compilers, whether It's Microsoft's Visual C, Clang (LLVM) or CCG. On the cloud, everything is Server oriented and Linux reigns supreme. Whether it's multithread or asynchronous programming, with Docker or Azure, it's all about high-availability or hyper-scalabl environments.

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,

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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.

Microsoft Excel 2019 Programming by Example with VBA, XML, and ASP is a practical, how-to book on Excel programming, suitable for readers already familiar with the Excel user interface. The book introduces programming concepts via numerous multi-step, illustrated, hands-on exercises. More advanced topics are introduced via custom projects. From recording and editing a macro and writing VBA code to working with XML documents and using classic ASP to access and display data on the Web, this book takes you on a programming journey that will change the way you work with Excel. Completely updated for Excel 2019, this book provides information on performing automatic operations on files, folders, and other Microsoft Office and Web applications. It also covers proper use of event procedures, testing and debugging, and programming advanced Excel features such as PivotTables, PivotCharts, and

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HTML programming. Thirty chapters loaded with illustrated, hands-on projects and exercises that tell you exactly where to enter code, how to debug it, and then run it. Each exercise/project step is clearly explained as it is performed. Features:

- Updated for MS Excel 2019 and previous versions
- Includes 30 chapters and more than 275 applied examples and 10 projects
- Covers HTML and Office Web Apps
- CD with color screen captures, source code, and supplemental files for projects in the text.

eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com.

PLEASE PROVIDE DESCRIPTION

What is this book about? Its power and short learning curve have made Access Microsoft's leading consumer relational database management system for desktop applications. VBA lets you tap more of that power, responding to application level events, displaying forms and reports, manipulating toolbars, and much more. In this book, a crack team of programmers, including two Microsoft MVPs, shows you how to take control of Access 2003 or 2002 using VBA. You'll learn to create and name variables, use DAO and ADO to manipulate data, handle errors correctly, create classes and use APIs, and more. An entire chapter is devoted to the changes in Access 2003, including new wizards and

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GUI features that previously required VBA code as well as new VBA features. You'll receive a thorough education in system security, macro security, and the Access Developer Extensions (ADE). You will discover how to access data with VBA, execute and debug VBA code, and use VBA with Access objects. Finally, you will learn more about the relationship between Access and SQL Server, and how to use VBA in Access to control and enhance other Office applications. What does this book cover? Here are some of the things you'll discover in this book:

- How to take advantage of the built-in Access object library, using Access commands and executing them from any Access toolbar
- What you need to know to design your own classes, implement common APIs in your code, and use SQL to access data
- How to configure custom menus for your Access database applications
- Ways to transfer information between Access and Excel, Word, Outlook, and other Office programs
- How to show or hide entire sections of reports based on data entered on a form, or hide form fields based on database login information
- Object models you can use when writing VBA code in Access, and a list of common API functions to use in your code

Who is this book for? This book is a comprehensive resource for Access users and VBA developers who want to increase the power of Access using VBA. In addition to experience with VBA, you should have read at least one tutorial covering VBA for Access.

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Contains new examples that show the latest method of programming specifically for Windows NT 4 and Windows 95. Covers the new Windows NT 4 and Windows 95 programming style and techniques.

The goal of Visual Basic for Testers is to teach you how to use Visual Basic to increase your level of sophistication as a tester. You'll learn how to use VB to write an automated testing project and what to look for in a well-written VB program. Author Mary Sweeney will help you gain the experience necessary both to use VB to support an automated text project and to test a commercial application written in VB. Since testers often want to move to development tracks, Sweeney also presents information on programming and the issues involved in maintenance and debugging.

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

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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++

Demonstrates key elements of the Win32 operating system and explains how to use Visual Basic to customize and design applications

Comprehensive guides to the latest Beowulf tools and methodologies. Beowulf clusters, which exploit mass-market PC hardware and software in conjunction with cost-effective commercial network technology, are becoming the platform for many scientific, engineering, and commercial applications. With growing popularity has come growing complexity. Addressing that complexity, Beowulf Cluster Computing with Linux and Beowulf Cluster Computing with Windows provide system users and administrators with the tools they need to run the most advanced Beowulf clusters. The book is appearing in both Linux and Windows versions in order to reach the entire PC cluster community, which is divided into two distinct camps according to the node operating system. Each book consists of three stand-alone parts. The first provides an introduction to the underlying hardware technology, assembly, and configuration. The second part offers a detailed presentation of the major parallel programming libraries. The third, and largest, part describes software infrastructures and tools for managing cluster resources. This includes some of the most popular of the software packages available for distributed task scheduling, as well as tools for monitoring and administering system resources and user accounts. Approximately 75% of the material in the two books is shared, with the other 25% pertaining to the specific operating system. Most of the chapters include

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text specific to the operating system. The Linux volume includes a discussion of parallel file systems.

"If you are new to the Win32 API, but have programmed for other high-end operating systems such as UNIX or VMS, then Win32 System Programming is the book for you. HIGHLY RECOMMENDED." --Christopher L.T. Brown, "Windows 2000 Magazine" A practical guide to the central features and functions of the Win32 API, Win32 System Programming, Second Edition, will get you up and running with Windows NT and Windows 2000. Unlike most Windows programming resources, this book focuses exclusively on the core system services--file system, memory, processes, communication, and security--rather than on the more commonly featured graphical user interface functions. Especially geared for those already familiar with UNIX or other high-end operating systems, Win32 System Programming, Second Edition, helps you to build on your knowledge base to learn Win32 features quickly and easily. This new edition has been updated and enhanced with new coverage of network programming, servers, NT services, thread performance, and synchronization. It also offers a preview of Win64, the new 64-bit API for Windows 2000. Beginning with an examination of the features required in a single-process application, the text gradually progresses to increasingly sophisticated functions relating to a multithreaded environment. You will find extensive coverage of such critical Win32 topics as: The Win32 file system Character I/O and Unicode The registry Structured exception handling Security services Memory management and DLLs Threads, process management, scheduling, and thread synchronization Interprocess communication, featuring pipes and mailslots Network programming with sockets NT services, including the service control handler, event logging, and debugging Asynchronous I/O Remote

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Procedure Calls Win64, covering architecture, programming models, data types, and legacy code migration Short, practical examples illustrate each topic, and are included on the accompanying CD-ROM and supporting Web site (<http://world.std.com/jmhart/w32.htm>). The appendixes compare Win32, UNIX, and the C library; and provide performance measurements and results. Win32 System Programming, Second Edition, will give you a solid grounding in the core operating system functions of the Windows environment, an understanding of Win64 for Windows 2000, and the know-how you need to put them to work. 0201703106B04062001

A must-have collection of Office 2010 application Bibles, written by the world's leading experts Talk about a bargain! Office 2010 Library offers enormous savings on four invaluable resources that boast nearly 5,000 pages and cover the core Office programs: Excel, Access, PowerPoint, and Word. The world's leading experts of these applications provide you with an arsenal of information on the latest version of each program. Three CDs are also included that feature bonus material, including helpful templates, worksheets, examples, and more to enhance your Microsoft Office 2010 experiences. Features four essential books on the most popular applications included in the Office 2010 suite: Excel, Access, PowerPoint, and Word

Excel 2010 Bible?serves as an indispensable reference for Excel users, no matter your level of expertise, and updates you on the latest Excel tips, tricks, and techniques Access 2010 Bible?offers a thorough introduction to database fundamentals and terminology PowerPoint 2010 Bible?shows you how to use the new features of PowerPoint 2010 and make successful presentations Word 2010 Bible?begins with a detailed look at all the new features in Word 2010 and then expends to cover more advanced, intricate topics Office 2010 Library presents you with all-encompassing coverage that you won't find anywhere else!

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The world's most complete guide to Windows graphics programming! Win32 GDI and DirectDraw: Accurate, under the hood, and in depth Beyond the API: Internals, restrictions, performance, and real-life problems Complete: Pixel, lines, curves, filled area, bitmap, image processing, fonts, text, metafile, printing, and more Up to date: Windows 2000 and Windows 98 graphics enhancements CD-ROM: Exclusive and professional quality generic C++ classes, reusable functions, demonstration programs, kernel mode drivers, GDI exploration tools, and more! Hewlett-Packard Professional Books To deliver high-performance Windows applications, you need an in-depth understanding of the Win32 GDI and DirectDraw--but until now, it's been virtually impossible to discover what's going on "behind" Microsoft's API calls. This book rips away the veil, giving experienced Windows programmers all the information and techniques they need to maximize performance, efficiency, and reliability! You'll discover how to make the most of Microsoft's Windows graphics APIs--including the important new graphics capabilities built into Windows 2000. Coverage includes: Uncovering the Windows system architecture and graphics system internal data structure Building graphics API "spies" that show what's going on "under the hood" Detecting GDI resource leaks and other powerful troubleshooting techniques Expert techniques for working with the Win32 GDI and DirectDraw APIs Device context, coordinate space and transformation, pixels, lines, curves, and area fills Bitmaps, image processing, fonts, text, enhanced metafiles, printing, and more "Windows Graphics Programming" delivers extensive code, practical techniques, and unprecedented insight--plus an exclusive CD-ROM containing original system-level tools, kernel mode drivers, sample code, and generic C++ classes for Windows graphics programming without MFC. If you want to build Windows graphics applications that deliver breakthrough performance and reliability,

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you'll find this book indispensable.

A demonstration of Python's basic technologies showcases the programming language's possibilities as a Windows development and administration tool.

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.

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

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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 produce 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

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online. Covers various API styles and patterns with a focus on practical and efficient designs for large-scale long-term projects.

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.

Shows developers how COM operates and how to use it to create efficient and stable programs consistent with the COM philosophy, allowing disparate applications and components to work together across a variety of languages, platforms, and host machines. Original. (Advanced).

How to build robust, maintainable solutions with Visio's ShapeSheet and Automation development environments

This informative and complex reference book is written by Dr. Karanjit Siyan, successful author and creator of some of the original TCP/IP applications. The tutorial/reference hybrid offers a complete, focused solution to Windows internetworking concepts and solutions and meets the needs of the serious system administrator by cutting through the complexities of TCP/IP advances. Visual Basic guru Dan Appleman not only updates the book to include coverage of changes to VB.NET in Visual Studio 2003, but extends those areas that have

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proven important to VB.NET programmers since its release. Topics such as .NET remoting, versioning and object oriented programming are further illuminated using his own personable and highly effective style.

“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.

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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.

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

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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.

Provides complete reference coverage of the functions, transactions, messages, notification messages, structures, and macros for the Win32 SDK for Windows NT. All essential information for the programmer is presented. Functions, transactions, and messages are presented in alphabetical order. The disk includes Windows NT demos and tools.

Describes how to maximize VBA usage in the Excel environment, covering such topics as using VB6 and VB.NET, using SQL to access data with ADO, interacting with other Office applications, and programming to the Windows API.

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Demonstrates the programming language's strength as a Web development tool, covering syntax, data types, built-ins, the Python standard module library, and real world examples.

The quick, easy way to get up-to-speed on the Win 32 API--completely updated--covers Windows 2000, NT4, and Windows 98/95. There are detailed chapters on every key topic: processes and threads, security, directories and drives, and many more. The CD-ROM contains all sample code.

Windows NT/2000 Native API ReferenceSams Publishing

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.

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

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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.

Scripting has become an enormously popular method of managing and maintaining Windows NT and 2000 networks—as evidenced by the success of Windows NT Shell Scripting, which has sold over 30,000 copies in 2 years. Simpler than programming, yet allowing greater complexity and utility than packaged network management tools, scripting is now the tool of choice by many of you network administrators. Perl is yet another powerful element of the scripting arsenal, yet since it has been ported to the Windows environment, very little information has been published on how to employ this extremely effective tool. Win32 Perl is so powerful that it can accomplish virtually any task that you may want to perform. Dave Roth, prolific creator of Win32 extensions, is prepared to share his unique insight into how these tasks can be accomplished and provide scripts that can be immediately employed. This book illustrates how Perl can automate many current mundane administrative tasks.

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

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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

Many Windows programmers must learn how to make their Windows-based applications Internet-capable. This is an in-depth presentation of WinInet and helps Windows developers understand and incorporate Microsoft's Internet technology in their applications.

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)

This book is a guide to Perl's most common Win32 extensions, grouped by their functionality. The new edition updates coverage from Perl 5.05 to current Perl version 5.6. It also includes new chapters offering critical, badly-needed information regarding security for Win32Perl, the topic most highly requested by reviewers. The appendices have descriptions and syntax of each function in the extensions covered. Each chapter makes extensive use of code segments to illustrate the use of specific functions and real world scenarios in which these functions can be used.

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

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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.

"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

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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

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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 With the release of Microsoft's new 32-bit version of Windows--Windows 95--the number of programmers using this interface will increase dramatically. This book shows how to maintain compatibility with Windows NT and explains how Win32 (the base of Windows 95) and other API sets add extended functionality. Simon also tells which APIs are NT specific and which will work on both NT and 95.

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