

Win32 Api Umentation

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Python Programming On Win32 Mark Hammond 2000 A demonstration of Python's basic technologies showcases the programming language's possibilities as a Windows development and administration tool.

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.

Black Hat Go Tom Steele 2020-01-24 Like the best-selling *Black Hat Python*, *Black Hat Go* explores the darker side of the popular Go programming language. This collection of short scripts will help you test your systems, build and automate tools to fit your needs, and improve your offensive security skillset. *Black Hat Go* explores the darker side of Go, the popular programming language revered by hackers for its simplicity, efficiency, and reliability. It provides an arsenal of practical tactics from the perspective of security practitioners and hackers to help you test your systems, build and

automate tools to fit your needs, and improve your offensive security skillset, all using the power of Go. You'll begin your journey with a basic overview of Go's syntax and philosophy and then start to explore examples that you can leverage for tool development, including common network protocols like HTTP, DNS, and SMB. You'll then dig into various tactics and problems that penetration testers encounter, addressing things like data pilfering, packet sniffing, and exploit development. You'll create dynamic, pluggable tools before diving into cryptography, attacking Microsoft Windows, and implementing steganography. You'll learn how to: Make performant tools that can be used for your own security projects Create usable tools that interact with remote APIs Scrape arbitrary HTML data Use Go's standard package, net/http, for building HTTP servers Write your own DNS server and proxy Use DNS tunneling to establish a C2 channel out of a restrictive network Create a vulnerability fuzzer to discover an application's security weaknesses Use plug-ins and extensions to future-proof products Build an RC2 symmetric-key brute-forcer Implant data within a Portable Network Graphics (PNG) image. Are you ready to add to your arsenal of security tools? Then let's Go!

Windows Graphics Programming Feng Yuan 2001-01 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, you'll find this book indispensable.

.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.

Porting to Win32™ Thomas Lauer 2012-12-06 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.

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.

Win32 System Services Marshall Brain 2001 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.

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.

Open Sources 2.0 Chris DiBona 2005-10-21 Open Sources 2.0 is a collection of insightful and thought-provoking essays from today's technology leaders that continues painting the evolutionary picture that developed in the 1999 book Open Sources: Voices from the Revolution . These essays explore open source's impact on the software industry and reveal how open source concepts are infiltrating other areas of commerce and society. The essays appeal to a broad audience: the software developer will find thoughtful reflections on practices and methodology from leading open source developers like Jeremy Allison and Ben Laurie, while the business executive will find analyses of business strategies from the likes of Sleepycat co-founder and CEO Michael Olson and Open Source Business Conference founder Matt Asay. From China, Europe, India, and Brazil we get essays that describe the developing world's efforts to join the technology forefront and use open source to take control of its high tech destiny. For anyone with a strong interest in technology trends, these essays are a must-read. The enduring significance of open source goes well beyond high technology, however. At the heart of the new paradigm is network-enabled distributed collaboration: the growing impact of this model on all forms of online collaboration is fundamentally challenging our modern notion of community. What does the future hold? Veteran open source commentators Tim O'Reilly and Doc Searls offer their perspectives, as do leading open source scholars Steven Weber and Sonali Shah. Andrew Hessel traces the migration of open source ideas from computer technology to

biotechnology, and Wikipedia co-founder Larry Sanger and Slashdot co-founder Jeff Bates provide frontline views of functioning, flourishing online collaborative communities. The power of collaboration, enabled by the internet and open source software, is changing the world in ways we can only begin to imagine. Open Sources 2.0 further develops the evolutionary picture that emerged in the original Open Sources and expounds on the transformative open source philosophy. "This is a wonderful collection of thoughts and examples by great minds from the free software movement, and is a must have for anyone who follows free software development and project histories." --Robin Monks, Free Software Magazine The list of contributors include Alolita Sharma Andrew Hessel Ben Laurie Boon-Lock Yeo Bruno Souza Chris DiBona Danese Cooper Doc Searls Eugene Kim Gregorio Robles Ian Murdock Jeff Bates Jeremy Allison Jesus M. Gonzalez-Barahona Kim Polese Larry Sanger Louisa Liu Mark Stone Mark Stone Matthew N. Asay Michael Olson Mitchell Baker Pamela Jones Robert Adkins Russ Nelson Sonali K. Shah Stephen R. Walli Steven Weber Sunil Saxena Tim O'Reilly Wendy Seltzer

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.

Dan Appleman's Visual Basic Programmer's Guide to the Win32 API Daniel Appleman 1999 Demonstrates key elements of the Win32 operating system and explains how to use Visual Basic to customize and design applications

Beowulf Cluster Computing with Windows Thomas Sterling 2001-10-26 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 text specific to the operating system. The Linux volume includes a discussion of parallel file systems.

Learn Modern C++ and STL Christophe Pichaud 2021-01-15 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.

Win32 Perl Programming Dave Roth 2001 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.

Access 2007 Bible Michael R. Groh 2011-06-15 "I recommend this book for

anyone who wants a strong foundation in Access." —Jeff Lenamon, CIBC World Markets Updated edition with exciting new Access 2007 features! Harness the power of Access 2007 with the expert guidance in this comprehensive reference. Beginners will appreciate the thorough attention to database fundamentals and terminology. Experienced users can jump right into Access 2007 enhancements like the all-new user interface and wider use of XML and Web services. Each of the book's six parts thoroughly focuses on key elements in a logical sequence, so you have what you need, when you need it. Designed as both a reference and a tutorial, Access 2007 Bible is a powerful tool for developers needing to make the most of the new features in Access 2007. Build Access tables using good relational database techniques Construct efficient databases using a five-step design method Design efficient data-entry and data display forms Utilize the improved Access report designer Use Visual Basic(r) for Applications and the VBA Editor to automate applications Build and customize Access 2007 ribbons Seamlessly exchange Access data with SharePoint(r) Employ advanced techniques such as the Windows(r) API and object-oriented programming Add security and use data replication in your Access applications What's on the CD-ROM? Follow the examples in the book chapter by chapter using the bonus materials on the CD-ROM. You'll find separate Microsoft Access database files for each chapter and other working files, including All the examples and databases used in the book, including database files, images, data files in various formats, and icon files used in the book's examples A complete sample application file, including queries, reports, objects, and modules, that you can use as a reference See the CD-ROM appendix for details and complete system requirements. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

.NET 2.0 Interoperability Recipes Bruce Bukovics 2006-11-22 It is difficult to just throw out all existing code and start over when a new technology

arrives. That's the situation with Microsoft .NET, which represents a new and improved way of developing software for the Windows platform. Wouldn't you would love to rewrite all of your existing code in the newer managed code environment that .NET provides? However, you have that little problem known as legacy code. Fortunately, Microsoft .NET provides a rich set of tools interoperation with existing code. This book is written as a guide for Windows developers transitioning from native Windows code to .NET managed code.

Python Cookbook Alex Martelli 2002 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.

Microsoft Excel 2019 Programming by Example with VBA, XML, and ASP Julitta Korol 2019-05-13 Updated for Excel 2019 and based on the bestselling editions from previous versions, Microsoft Excel 2019 Programming by Example with VBA, XML and ASP is a practical, how-to book on Excel programming, suitable for readers already proficient with the Excel user interface (UI). If you are looking to automate Excel routine tasks, this book will progressively introduce you to programming concepts via numerous illustrated hands-on exercises. More advanced topics are demonstrated via custom projects. From recording and editing a macro and writing VBA code to working with XML documents and using Classic ASP pages 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. The book provides information on performing automatic operations on files, folders, and other Microsoft Office applications. It also covers proper use of event procedures, testing and debugging, and guides you through programming advanced Excel features such as PivotTables, PivotCharts, and the Ribbon interface. Features: Contains 28 chapters loaded with illustrated "Hands-On" exercises and projects that guide you through the VBA programming language. Each example tells you

exactly where to enter code, how to test it, and then run it. Takes you from introductory topics--including recording and editing macros, using variables, and constants, writing subroutines/functions, conditional statements, and various methods of coding loops to repeat actions--to intermediate and advanced topics that include working with collections, class modules, arrays, file and database access, custom forms, error handling and debugging. Includes comprehensive coverage of native file handling in VBA, Windows Scripting Host (WSH), and low-level File Access. Demonstrates how to interact with Microsoft Access databases using both ADO and DAO Object Libraries to access and manipulate data. Includes chapters on programming charts, PivotTables, dialog boxes, custom forms, the Ribbon, Backstage View, context/shortcut menu customizations, as well as proper use of event procedures and callbacks. Provides a quick, "Hands-On" introduction to the data analysis and transformation processes using the Power Query feature and the "M" language formulas. Provides a practical coverage of using Web queries, HTML, XML, and VBScript in Classic ASP to retrieve and publish Excel data to the Web. ON THE COMPANION FILES (also available for download from the publisher by emailing proof of purchase to info@merclearning.com) All source code and supplemental files for the "Hands-On" exercises and custom projects All images from the text (including 4-color screenshots)

PC Magazine Visual Basic Programmer's Guide to the Win32 API Daniel Appleman 1996 A book/CD-ROM bible covering every aspect of the core Win32 API, from window management to interprocess communication techniques. Subjects include translating C and C++-based Win32 documentation to Visual Basic, porting 16-bit applications to 32-bits, and writing applications designed to run on both 16- and 32-bit Windows platforms. The accompanying CD-ROM contains complete text, sample code, and articles. Requires no knowledge of languages other than Visual Basic. Annotation copyrighted by Book News, Inc., Portland, OR

Mono: A Developer's Notebook Edd Wilder-James 2004-07-20 The Mono Project is the much talked-about open source initiative to create a Unix implementation of Microsoft's .NET Development Framework. Its purpose is to allow Unix developers to build and deploy cross-platform .NET applications. The project has also sparked interest in developing components, libraries and frameworks with C#, the programming language of .NET. The controversy? Some say Mono will become the preferred platform for Linux development, empowering Linux/Unix developers. Others say it will allow Microsoft to embrace, extend, and extinguish Linux. The controversy rages on, but--like many developers--maybe you've had enough talk and want to see what Mono is really all about. There's one way to find out: roll up your sleeves, get to work, and see what you Mono can do. How do you start? You can research Mono at length. You can play around with it, hoping to figure things out for yourself. Or, you can get straight to work with *Mono: A Developer's Notebook*--a hands-on guide and your trusty lab partner as you explore Mono 1.0. Light on theory and long on practical application, *Mono: A Developer's Notebook* bypasses the talk and theory, and jumps right into Mono 1.0. Diving quickly into a rapid tour of Mono, you'll work through nearly fifty mini-projects that will introduce you to the most important and compelling aspects of the 1.0 release. Using the task-oriented format of this new series, you'll learn how to acquire, install, and run Mono on Linux, Windows, or Mac OS X. You'll work with the various Mono components: Gtk#, the Common Language Runtime, the class libraries (both .NET and Mono-provided class libraries), IKVM and the Mono C# compiler. No other resource will take you so deeply into Mono so quickly or show you as effectively what Mono is capable of. The new *Developer's Notebooks* series from O'Reilly covers important new tools for software developers. Emphasizing example over explanation and practice over theory, they focus on learning by doing--you'll get the goods straight from the masters, in an informal and code-intensive

style that suits developers. If you've been curious about Mono, but haven't known where to start, this no-fluff, lab-style guide is the solution.

Visio 2000 Developer's Survival Guide Graham Wideman 2000 How to build robust, maintainable solutions with Visio's ShapeSheet and Automation development environments

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.

Operating Systems and Middleware Max Hailperin 2007 By using this innovative text, students will obtain an understanding of how contemporary operating systems and middleware work, and why they work that way.

Practical Algorithms for 3D Computer Graphics, Second Edition R. Stuart Ferguson 2013-12-19 Practical Algorithms for 3D Computer Graphics, Second Edition covers the fundamental algorithms that are the core of all 3D computer graphics software packages. Using Core OpenGL and OpenGL ES, the book enables you to create a complete suite of programs for 3D computer animation, modeling, and image synthesis. Since the publication of the first edition, implementation aspects have changed significantly, including advances in graphics technology that are enhancing immersive experiences with virtual reality. Reflecting these considerable developments, this second edition presents up-to-date algorithms for each stage in the creative process. It takes you from the construction of polygonal models of real and imaginary objects to rigid body animation and hierarchical character animation to the rendering pipeline for the synthesis of realistic images. New to the Second Edition New chapter on the modern approach to real-time 3D programming using OpenGL New chapter that introduces 3D graphics for mobile devices New chapter on OpenFX, a comprehensive open source 3D tools suite for

modeling and animation Discussions of new topics, such as particle modeling, marching cubes, and techniques for rendering hair and fur More web-only content, including source code for the algorithms, video transformations, comprehensive examples, and documentation for OpenFX The book is suitable for newcomers to graphics research and 3D computer games as well as more experienced software developers who wish to write plug-in modules for any 3D application program or shader code for a commercial games engine.

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.

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)

PC Mag 1993-11-09 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.

Win32 Perl Scripting Dave Roth 2001 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.

[The Rootkit Arsenal](#) Bill Blunden 2009-06-23 A guide to rootkit technology covers such topics as using kernal debugger, modifying privilege levels on Windows Vista, establishing covert network channels, and using detour patches.

Creating Mobile Apps with Xamarin.Forms Preview Edition 2 Charles Petzold 2015-04-11 This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Operating System Projects Using Windows NT Gary J. Nutt 1999 This text shows how basic concepts, relating to operating systems, are designed and implemented on Windows NT. It provides a series of 12 lab exercises which ask students to write programs for NT's Win 32 API. Each exercise contains an introduction to the relevant NT concepts needed.

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 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.

Beginning x64 Assembly Programming Jo Van Hoey 2019-10-31 Program in assembly starting with simple and basic programs, all the way up to AVX programming. By the end of this book, you will be able to write and read assembly code, mix assembly with higher level languages, know what AVX is, and a lot more than that. The code used in Beginning x64 Assembly Programming is kept as simple as possible, which means: no graphical user interfaces or whistles and bells or error checking. Adding all these nice features would distract your attention from the purpose: learning assembly language. The theory is limited to a strict minimum: a little bit on binary numbers, a short presentation of logical operators, and some limited linear algebra. And we stay far away from doing floating point conversions. The assembly code is presented in complete programs, so that you can test them on your computer, play with them, change them, break them. This book will also show you what tools can be used, how to use them, and the potential problems in those tools. It is not the intention to give you a comprehensive course on all of the assembly instructions, which is impossible in one book: look at the size of the Intel Manuals. Instead, the author will give you a taste of the main items, so that you will have an idea about what is going on. If you

work through this book, you will acquire the knowledge to investigate certain domains more in detail on your own. The majority of the book is dedicated to assembly on Linux, because it is the easiest platform to learn assembly language. At the end the author provides a number of chapters to get you on your way with assembly on Windows. You will see that once you have Linux assembly under your belt, it is much easier to take on Windows assembly. This book should not be the first book you read on programming, if you have never programmed before, put this book aside for a while and learn some basics of programming with a higher-level language such as C. What You Will Learn Discover how a CPU and memory works Appreciate how a computer and operating system work together See how high-level language compilers generate machine language, and use that knowledge to write more efficient code Be better equipped to analyze bugs in your programs Get your program working, which is the fun part Investigate malware and take the necessary actions and precautions Who This Book Is For Programmers in high level languages. It is also for systems engineers and security engineers working for malware investigators. Required knowledge: Linux, Windows, virtualization, and higher level programming languages (preferably C or C++).

C# Design and Development John Paul Mueller 2009-02-25

Debugging Visual FoxPro Applications Nancy Folsom 2002 A troubleshooting guide to the debugging of Visual FoxPro applications examines a variety of tools available to Visual FoxPro programmers and discusses such topics as quality insurance, applying scientific methods to debugging, VFP debugging tools, and enterprise solutions. Original. (Advanced)

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 Office 2010 Library John Walkenbach 2010-11-17 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 expands to cover more advanced, intricate topics Office 2010 Library presents you with all-encompassing coverage that you won't find anywhere else! Inside Windows Debugging Tarik Soulati 2012-05-15 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

Dan Appleman 2008-01-01 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 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.

Moving to VB .NET