Advanced Debugging Microsoft Windows Development Series

Windows Debugging NotebookSoftware Development, Design and CodingTroubleshooting with the Windows Sysinternals ToolsMicrosoft Azure Essentials - Fundamentals of AzureDebugging Windows ProgramsVisual Studio Code DistilledWindows DebuggingIntroducing Windows 10 for IT Professionals, Preview EditionDebugging ApplicationsVisual Studio CodeWindows NT 4 Advanced ProgrammingAdvanced .NET DebuggingDebuggingThe Windows 2000 Device Driver BookDebugging Microsoft .NET 2.0 ApplicationsTransputer/Occam Japan 4Inside Windows DebuggingPC MagMobile Computing PrinciplesDebugging Applications for Microsoft .NET and Microsoft WindowsBeginning Windows 8 Data DevelopmentAdvanced Windows ProgrammingDebugging the Development ProcessDeveloping Drivers with the Windows Driver FoundationAdvanced Windows DebuggingWindows Phone 8 Game DevelopmentMicrosoft Windows 2000 Security HandbookThe Art of Visual Studio Add-InsProfessional SharePoint 2010 DevelopmentThe Book of Visual Studio .NETAgile Software Engineering with Visual StudioThe Software EncyclopediaAdvanced AjaxPersonal Computer MagazinePro .NET Memory ManagementWindows InternalsDr. Dobb's Journal of Software Tools for the Professional ProgrammerPractical Malware AnalysisMastering Visual Studio .NETAdvanced Tools for Windows Developers

Windows Debugging Notebook

Get a head start evaluating Windows 10--with early technical insights from award-winning journalist and Windows expert Ed Bott. This guide introduces new features and capabilities, providing a practical, high-level overview for IT professionals ready to begin deployment planning now. This book is a preview, a work in progress about a work in progress. It offers a snapshot of the Windows 10 Technical Preview as of April 2015, on the eve of the BUILD Developers' Conference in San Francisco.

Software Development, Design and Coding

The author explains how he organized and supervised effective software development teams at the Microsoft company to come up with timely and high-quality commercial applications, offering a candid look at the group dynamics of software development. Original. (Advanced).

Troubleshooting with the Windows Sysinternals Tools

Microsoft Visual Studio is an integrated development environment (IDE) from Microsoft. It is used to develop computer programs for Microsoft Windows, as well as web sites, web applications and web services. Visual Studio uses Microsoft software development platforms such as Windows API, Windows Forms, Windows Presentation Foundation, Windows Store and Microsoft Silverlight. It can produce both native code and managed code. Visual Studio includes a code editor supporting IntelliSense (the code completion component) as well as code

refactoring. The integrated debugger works both as a source-level debugger and a machine-level debugger. Other built-in tools include a forms designer for building GUI applications, web designer, class designer, and database schema designer. It accepts plug-ins that enhance the functionality at almost every level-including adding support for source-control systems (like Subversion) and adding new toolsets like editors and visual designers for domain-specific languages or toolsets for other aspects of the software development lifecycle (like the Team Foundation Server client: Team Explorer). This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

Microsoft Azure Essentials - Fundamentals of Azure

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.

Debugging Windows Programs

Microsoft Azure Essentials from Microsoft Press is a series of free ebooks designed to help you advance your technical skills with Microsoft Azure. The first ebook in the series, Microsoft Azure Essentials: Fundamentals of Azure, introduces developers and IT professionals to the wide range of capabilities in Azure. The authors - both Microsoft MVPs in Azure - present both conceptual and how-to content for key areas, including: Azure Websites and Azure Cloud Services Azure Virtual Machines Azure Storage Azure Virtual Networks Databases Azure Active Directory Management tools Business scenarios Watch Microsoft Press's blog and Twitter (@MicrosoftPress) to learn about other free ebooks in the "Microsoft Azure Essentials" series.

Visual Studio Code Distilled

"Mario Hewardt's Advanced .NET Debugging is an excellent resource for both beginner and experienced developers working with .NET. The book is also packed with many debugging tips and discussions of CLR internals, which will benefit developers architecting software." –Jeffrey Richter, consultant, trainer, and author at Wintellect "Mario has done it again. His Advanced Windows Debugging (coauthored with Daniel Pravat) is an invaluable resource for native code debugging, and Advanced .NET Debugging achieves the same quality, clarity, and breadth to make it just as invaluable for .NET debugging." –Mark Russinovich, Technical Fellow, Microsoft Corporation The Only Complete, Practical Guide to Fixing the Toughest .NET Bugs Advanced .NET Debugging is the first focused, pragmatic guide to tracking down today's most complex and challenging .NET application bugs. It is the only book to focus entirely on using powerful native

debugging tools, including WinDBG, NTSD, and CDB, to debug .NET applications. Using these tools, author Mario Hewardt explains how to identify the real root causes of problems—far more quickly than you ever could with other debuggers. Hewardt first introduces the key concepts needed to successfully use .NET's native debuggers. Next, he turns to sophisticated debugging techniques, using real-world examples that demonstrate many common C# programming errors. This book enables you to Make practical use of postmortem debugging, including PowerDBG and other "power tools" Understand the debugging details and implications of the new .NET CLR 4.0 Master and successfully use Debugging Tools for Windows, as well as SOS, SOSEX, CLR Profiler, and other powerful tools Gain a deeper, more practical understanding of CLR internals, such as examining thread-specific data, managed heap and garbage collector, interoperability layer, and .NET exceptions Solve difficult synchronization problems, managed heap problems, interoperability problems, and much more Generate and successfully analyze crash dumps A companion web site (advanceddotnetdebugging.com) contains all sample code, examples, and bonus content.

Windows Debugging

Written for programmers already familiar with the basics of Windows 3 software development, this book explores the wide variety of Microsoft programming tools available for building Windows applications. Teaches readers to take full advantage of the Microsoft Software Development Kit and is full of advice on debugging, testing, editing, and porting C programs under Windows 3. Shows how to design large, multiple-module programs for real-world applications; teaches readers how to customize controls; and covers advanced techniques such as subclassing, superclassing, and ObjectWindows.

Introducing Windows 10 for IT Professionals, Preview Edition

Optimize Windows system reliability and performance with Sysinternals IT pros and power users consider the free Windows Sysinternals tools indispensable for diagnosing, troubleshooting, and deeply understanding the Windows platform. In this extensively updated guide, Sysinternals creator Mark Russinovich and Windows expert Aaron Margosis help you use these powerful tools to optimize any Windows system's reliability, efficiency, performance, and security. The authors first explain Sysinternals' capabilities and help you get started fast. Next, they offer in-depth coverage of each major tool, from Process Explorer and Process Monitor to Sysinternals' security and file utilities. Then, building on this knowledge, they show the tools being used to solve real-world cases involving error messages, hangs, sluggishness, malware infections, and much more. Windows Sysinternals creator Mark Russinovich and Aaron Margosis show you how to: Use Process Explorer to display detailed process and system information Use Process Monitor to capture low-level system events, and quickly filter the output to narrow down root causes List, categorize, and manage software that starts when you start or sign in to your computer, or when you run Microsoft Office or Internet Explorer Verify digital signatures of files, of running programs, and of the modules loaded in those programs Use Autoruns, Process Explorer, Sigcheck, and Process Monitor features that can identify and clean malware infestations Inspect permissions on files, keys, services, shares, and other objects Use Sysmon to monitor security-relevant events

across your network Generate memory dumps when a process meets specified criteria Execute processes remotely, and close files that were opened remotely Manage Active Directory objects and trace LDAP API calls Capture detailed data about processors, memory, and clocks Troubleshoot unbootable devices, file-in-use errors, unexplained communication, and many other problems Understand Windows core concepts that aren't well-documented elsewhere

Debugging Applications

Learn the principles of good software design, and how to turn those principles into great code. This book introduces you to software engineering — from the application of engineering principles to the development of software. You'll see how to run a software development project, examine the different phases of a project, and learn how to design and implement programs that solve specific problems. It's also about code construction — how to write great programs and make them work. Whether you're new to programming or have written hundreds of applications, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. With Software Development, Design and Coding, author and professor John Dooley distills his years of teaching and development experience to demonstrate practical techniques for great coding. What You'll Learn Review modern agile methodologies including Scrum and Lean programming Leverage the capabilities of modern computer systems with parallel programming Work with design patterns to exploit application development best practices Use modern tools for development, collaboration, and source code controls Who This Book Is For Early career software developers, or upper-level students in software engineering courses

Visual Studio Code

Demonstrates network security techniques, including NTFS fault tolerance, Kerberos authentication, intruder detection, and writing secure applications

Windows NT 4 Advanced Programming

Start developing robust drivers with expert guidance from the teams who developed Windows Driver Foundation. This comprehensive book gets you up to speed quickly and goes beyond the fundamentals to help you extend your Windows development skills. You get best practices, technical guidance, and extensive code samples to help you master the intricacies of the next-generation driver model—and simplify driver development. Discover how to: Use the Windows Driver Foundation to develop kernel-mode or user-mode drivers Create drivers that support Plug and Play dnd power management—with minimal code Implement robust I/O handling code Effectively manage synchronization and concurrency in driver code Develop user-mode drivers for protocol-based and serial-bus-based devices Use USB-specific features of the frameworks to quickly develop drivers for USB devices Design and implement kernel-mode drivers for DMA devices Evaluate your drivers with source code analysis and static verification tools Apply best

practices to test, debug, and install drivers PLUS—Get driver code samples on the Web

Advanced .NET Debugging

A reference book for technical support and escalation engineers troubleshooting and debugging complex software issues. The book is also invaluable for software maintenance and development engineers debugging Windows applications and services.

Debugging

A guide to debugging Windows applications for professional developers covers resource leaks, memory corruption, stack problems, release build problems, multithreading problems, and finding crash locations.

The Windows 2000 Device Driver Book

The First In-Depth, Real-World, Insider's Guide to Powerful Windows Debugging For Windows developers, few tasks are more challenging than debugging–-or more crucial. Reliable and realistic information about Windows debugging has always been scarce. Now, with over 15 years of experience two of Microsoft's system-level developers present a thorough and practical guide to Windows debugging ever written. Mario Hewardt and Daniel Pravat cover debugging throughout the entire application lifecycle and show how to make the most of the tools currently available–-including Microsoft's powerful native debuggers and third-party solutions. To help you find real solutions fast, this book is organized around real-world debugging scenarios. Hewardt and Pravat use detailed code examples to illuminate the complex debugging challenges professional developers actually face. From core Windows operating system concepts to security, Windows® Vista™ and 64-bit debugging, they address emerging topics head-on–and nothing is ever oversimplified or glossed over!

Debugging Microsoft .NET 2.0 Applications

A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated develpment environment, start-up templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)

Transputer/Occam Japan 4

Covers topics such as integrating multiple .NET technologies, cross-language integration, versioning, database and monitoring tools for application development, accessing data, and COM+.

Inside Windows Debugging

Written as a practical Packt tutorial, this essential reference will show you how to develop engaging games on the Windows Phone 8 platform.The book is dedicated to the beginners in 3D game development that want to learn how to create their first game for the Windows Phone 8 platform. You do not need to have any prior experience regarding the integrated development environment, the mobile platform, and used technologies. However, some basic knowledge of C++ and C# languages, as well as object-oriented programming, is required to understand parts of code described in the book.

PC Mag

The #1 guide to using Visual Studio 2010 in team development: insider coverage of this huge release, from the leader of the VSTS team * *Focuses on succeeding with new VS 2010 ALM products in real-world environments, with exclusive 'Lessons Learned at Microsoft'. *Thoroughly covers VS 2010's massive new capabilities for team development. *Contains extensive new coverage of implementing Scrum and related practices. *Covers the entire lifecycle: requirements, architecture, construction, build, test, and more This is the most practical, valuable guide for every member of the software team who intends to run or participate in software projects using Microsoft's Visual Studio 2010. Written by a top Microsoft Visual Studio development team leader and a leading Visual Studio implementation consultant, it focuses on the real challenges development organizations face. The authors identify powerful lessons and best practices learned at Microsoft, and cover the entire development lifecycle, from requirements gathering through testing and beyond. This edition adds extensive coverage of VS 2010's extensive new team features, as well as new coverage of using VS 2010 to actively support teams that practice Scrum. Throughout, the authors focus on showing how to use VS 2010 to reduce waste, increase transparency, and accelerate the flow of value to the end customer. Coverage includes: * *Requirements: vision, user stories, use cases, storyboards, satisfiers/dissatisfiers, and more *Running the project: self-managing teams, metrics, sprints, and dashboards *'Value-up' views of software architecture, construction, and testing. *Build and lab: check-in, team build, continuous integration, build verification tests, reporting, deployment, and lab automation/virtualization. *Troubleshooting the project: overcoming issues ranging from scope creep to build failures

Mobile Computing Principles

"John Robbins has done for Windows debugging what Charles Petzold did for Windows programming." -Jeffrey Richter, author, Programming Applications for Microsoft Windows How can you prevent bugs from creeping into your programs-even before you begin writing code? What practices separate the debugging gods from the mere mortals? DEBUGGING APPLICATIONS describes a powerful, Windows-focused methodology for debugging on the offensive-starting at the requirements phase-so you catch and fix bugs at the source, before customers ever see your software. Expert bugslayer John Robbins reveals lethally effective real-world techniques for resolving just a bout any debugging problem-from memory bugs and disappearing threads to the hairiest multithreaded deadlock. * Learn the coding techniques that help you introduce fewer errors into your program and

spend less time debugging * Use version control systems, bug tracking software, and other infrastructure tools to maximize product quality * Exploit the advanced debugging capabilities in the Microsoft Visual C++ and Visual Basic development systems so you debug faster and more effectively * Cushion crashes with structured exception handling and C++ exception handling * Decipher the x86 assembly language you see in the Disassembly window * Master the tools and tactics for debugging multithreaded deadlocks, cross-machine processes, multilanguage problems, Windows 2000 services and dynamic-link libraries (DLLs) that load into services, and other challenging situations Along with John's expert guidance, you also get eight of his battle-tested, professional-level utilities for solving many of the nastiest bugs you'll encounter. In all, the CD-ROM packs over 2.5 megabytes of source code to study and reuse. With DEBUGGING APPLICATIONS, you'll learn the proven practices the industry's best developers use to eradicate bugs at the source-and deliver better software faster!

Debugging Applications for Microsoft .NET and Microsoft Windows

Use Visual Studio Code to write and debug code quickly and efficiently on any platform, for any device, using any programming language, and on the operating system of your choice. Visual Studio Code is an open source and cross-platform development tool that focuses on code editing across a variety of development scenarios, including web, mobile, and cloud development. Visual Studio Code Distilled teaches you how to be immediately productive with Visual Studio Code, from the basics to some of the more complex topics. You will learn how to work on individual code files, complete projects, and come away with an understanding of advanced code-editing features that will help you focus on productivity, and source code collaboration with Git. What You'll Learn Comprehend Visual Studio Code in a way that is not just theory or a list of features, but an approach driven by developer tasks and needs Understand integrated support for team collaboration with Git for executing and debugging code, and the many ways you can extend and customize VS Code Debug code on multiple platforms though real-world guidance, such as working under corporate networks Expand your coding intelligence from web to mobile to the cloud, and even artificial intelligence Acquire valuable tips, tricks, and suggestions from hard-earned, real-world experience to be more productive Who This Book Is For All developers (including JavaScript, Java, NodeJS), not just those with a Microsoft background, who will benefit from learning and using VS code as a cross-platform and cross-language tool.

Beginning Windows 8 Data Development

Advanced Windows Programming

Delve inside Windows architecture and internals—and see how core components work behind the scenes. Led by three renowned internals experts, this classic guide is fully updated for Windows 7 and Windows Server 2008 R2—and now presents its coverage in two volumes. As always, you get critical insider

perspectives on how Windows operates. And through hands-on experiments, you'll experience its internal behavior firsthand—knowledge you can apply to improve application design, debugging, system performance, and support. In Part 1, you will: Understand how core system and management mechanisms work—including the object manager, synchronization, Wow64, Hyper-V, and the registry Examine the data structures and activities behind processes, threads, and jobs Go inside the Windows security model to see how it manages access, auditing, and authorization Explore the Windows networking stack from top to bottom—including APIs, BranchCache, protocol and NDIS drivers, and layered services Dig into internals hands-on using the kernel debugger, performance monitor, and other tools

Debugging the Development Process

Understand .NET memory management internal workings, pitfalls, and techniques in order to effectively avoid a wide range of performance and scalability problems in your software. Despite automatic memory management in .NET, there are many advantages to be found in understanding how .NET memory works and how you can best write software that interacts with it efficiently and effectively. Pro .NET Memory Management is your comprehensive guide to writing better software by understanding and working with memory management in .NET. Thoroughly vetted by the .NET Team at Microsoft, this book contains 25 valuable troubleshooting scenarios designed to help diagnose challenging memory problems. Readers will also benefit from a multitude of .NET memory management "rules" to live by that introduce methods for writing memory-aware code and the means for avoiding common, destructive pitfalls. What You'll Learn Understand the theoretical underpinnings of automatic memory management Take a deep dive into every aspect of .NET memory management, including detailed coverage of garbage collection (GC) implementation, that would otherwise take years of experience to acquire Get practical advice on how this knowledge can be applied in real-world software development Use practical knowledge of tools related to .NET memory management to diagnose various memory-related issues Explore various aspects of advanced memory management, including use of Span and Memory types Who This Book Is For .NET developers, solution architects, and performance engineers

Developing Drivers with the Windows Driver Foundation

Accompanying CD-ROM has all the source code and executable files from the book in the Book subdirectory. Also includes shareware and demonstration or trial versions of many software utilities used by advanced programmers, such as WinZip, Lemmy, Search and Replace, and Directory toolkit.

Advanced Windows Debugging

Expert guidance on using Visual Studio Code for editing and debugging your web development projects Visual Studio Code, a free, open source, cross-compatible source code editor, is one of the most popular choices for web developers. It is fast, lightweight, customizable, and contains built-in support for JavaScript, Typescript, and Node.js extensions for other languages, including C++, Python, and PHP. Features such as debugging capability, embedded Git control, syntax

highlighting, code snippets, and IntelliSense intelligent code completion support—several of which set it apart from the competition—help make Visual Studio Code an impressive, out-of-the-box solution. Visual Studio Code: End-to-End Editing and Debugging Tools for Web Developers helps readers to become familiar with and productive in Visual Studio Code. This up-to-date guide covers all of the essential components of the software, including the editing features of the workspace, advanced functionality such as code refactoring and key binding, and integration with Grunt, Gulp, NPM, and other external tools. New users, experienced developers, and those considering moving from another developer tool will benefit from this book's detailed, yet easy-to-follow information on Visual Studio Code. This book: Teaches readers how to use Visual Studio Code to do full-stack development Explains the steps to install Visual Studio Code on Windows, Mac and Linux platforms Provides a foundation for non-users considering moving to Visual Studio Code Helps current users expand their knowledge of the tool and its available extensions Describes how to open a .NET Core project and get end-to-end execution and debugging functionality Visual Studio Code: End-to-End Editing and Debugging Tools for Web Developers is an invaluable guide for both professional and hobbyist web developers seeking immediately-useful information on Visual Studio Code.

Windows Phone 8 Game Development

A practical guide to selecting and using development tools for Windows 3.1 development, using the C/C++ language. Learn to use Windows development tools to automate your Windows applications; check performance by monitoring execution speed, memory usage, and Windows resource usage; debug your applications; and use new Windows development tools for DDE.

Microsoft Windows 2000 Security Handbook

Written to address technical concerns that mobile developers face regardless of the platform (J2ME, WAP, Windows CE, etc.), this 2005 book explores the differences between mobile and stationary applications and the architectural and software development concepts needed to build a mobile application. Using UML as a tool, Reza B'far guides the developer through the development process, showing how to document the design and implementation of the application. He focuses on general concepts, while using platforms as examples or as possible tools. After introducing UML, XML and derivative tools necessary for developing mobile software applications, B'far shows how to build user interfaces for mobile applications. He covers location sensitivity, wireless connectivity, mobile agents, data synchronization, security, and push-based technologies, and finally homes in on the practical issues of mobile application development including the development cycle for mobile applications, testing mobile applications, architectural concerns, and a case study.

The Art of Visual Studio Add-Ins

This book introduces novice developers to a range of data access strategies for storing and retreiving data both locally and remotely. It provides you with a range

of fully working data access solutions and the insight you need to know when, and how, to apply each of the techniques to best advantage. Focussing specifically on how the Windows 8 app developer can work with the Windows Runtime (often called Windows RT) framework this book provides careful analysis of the many options you have open to you, along with a comparision of their strengths and weaknesses under different conditions. With the days of a single database being the right choice for almost all development projects long gone. You will lean that the right choice for your app now depends on a variety of factors and getting it right will be critical to your customer's end user experience. We cover a range of data access strategies ranging from storing and retrieving data locally using the JET API, to using the most popular open and closed source database products like SQLite and SQL Server. We look at how lightweight HTML and JavaScript apps work well with equally feather-weight data stores like IndexedDB. We'll also introduce you to more advanced data access techniques like REST (JSON), WCF RIA Services, ASP.NET MVC 4 Web API and Windows Azure that can hugely expand the horizons of what it is possible for your app to do as storage - and even processing - are taken beyond the confines of your user's device. By the time you have read this book you will be familiar with the key data access considerations you will need to evaluate as you build you apps and you will be able to confidently select the data access architecture that is most appropriate to the app you want to build.

Professional SharePoint 2010 Development

The Book of Visual Studio .NET

Offers application debugging techniques for Microsoft .NET Framework and Windows, covering topics such as exception monitoring, crash handlers, and multithreaded deadlocks.

Agile Software Engineering with Visual Studio

"I very much enjoyed how this book covers the full Ajax application lifecycle and not only coding techniques. Anyone who is looking to become a professional front-end developer will appreciate the architectural insight and best practices delivered by this book." — Andi Gutmans, Co-Founder & Co-Chief Technology Officer of Zend Technologies Mission-Critical Ajax: Maximizing Scalability, Performance, Security, Reliability, and Maintainability Advanced Ajax: Architecture and Best Practices is the definitive guide to building business-critical, production-quality Web applications with Ajax. Shawn M. Lauriat systematically addresses the design, architecture, and development issues associated with Ajax, offering proven patterns and robust code examples available in no other book. You'll find best practices for addressing the full spectrum of issues enterprise Ajax developers face: scalability, performance, security, reliability, flexibility, maintainability, and reusability. Writing for experienced Web developers, Lauriat delivers fresh ideas and elegant solutions: meaty technical content, presented with exceptional clarity. Among the many topics he covers in unprecedented depth: cleanly implementing JavaScript custom events to reduce coupling and to enhance flexibility; overcoming Ajax's traditional accessibility limitations; reducing network latency through

compression and other techniques; and much more. Coverage includes Planning Ajax interfaces for simplicity, clarity, and intuitiveness Creating scalable, maintainable architectures for client-side JavaScript Using the latest tools to profile, validate, and debug client-side code Architecting the server side for security and functionality, while restricting loaded data, objects, and actions to current requests Protecting against the most widespread and significant Ajax security risks Optimizing every component of an Ajax application, from server-side scripts to database interactions Introducing cutting-edge Ajax: game development, Ajax with canvas, and Ajax for enterprise applications About the Web Site This book's companion Web site (http://advancedajax.frozen-o.com) doesn't just provide all the code: It shows code examples in action, as building blocks of a real Web application interface.

The Software Encyclopedia

This resource helps technical support, escalation engineers, and Windows software testers master necessary prerequisites to understand and start debugging and crash dump analysis on Windows platforms.

Advanced Ajax

Personal Computer Magazine

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

Pro .NET Memory Management

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.

Windows Internals

Get Hands-On Instruction For Using The Tools In Microsoft Visual Studio® 2005 To Debug, Tune, And Test Applications. This Guide Features Practical Advice And Code Samples For Developers At All Levels From A Leading Authority On Improving Code. Traditiona

Dr. Dobb's Journal of Software Tools for the Professional Programmer

Comprises discussions presented by leading international experts on the application of transputers. Coverage includes formalism, specifications and design, concurrent systems development, parallel algorithms, real time systems and applications.

Practical Malware Analysis

Introduces tools and techniques for analyzing and debugging malicious software, discussing how to set up a safe virtual environment, overcome malware tricks, and use five of the most popular packers.

Mastering Visual Studio .NET

The rules of battle for tracking down -- and eliminating -- hardware and software bugs. When the pressure is on to root out an elusive software or hardware glitch, what's needed is a cool head courtesy of a set of rules guaranteed to work on any system, in any circumstance. Written in a frank but engaging style, Debugging provides simple, foolproof principles guaranteed to help find any bug quickly. This book makes those shelves of application-specific debugging books (on C++, Perl, Java, etc.) obsolete. It changes the way readers think about debugging, making those pesky problems suddenly much easier to find and fix. Illustrating the rules with real-life bug-detection war stories, the book shows readers how to: * Understand the system: how perceiving the ""roadmap"" can hasten your journey * Quit thinking and look: when hands-on investigation can't be avoided * Isolate critical factors: why changing one element at a time can be an essential tool * Keep an audit trail: how keeping a record of the debugging process can win the day The rules of battle for tracking down -- and eliminating -- hardware and software bugs. When the pressure is on to root out an elusive software or hardware glitch, what's needed is a cool head courtesy of a set of rules guaranteed to work on any system, in any circumstance. Written in a frank but engaging style, Debugging provides simple, foolproof principles guaranteed to help find any bug quickly. This book makes those shelves of application-specific debugging books (on C++, Perl, Java, etc.) obsolete. It changes the way readers think about debugging, making those pesky problems suddenly much easier to find and fix. Illustrating the rules with real-life bug-detection war stories, the book shows readers how to: * Understand the system: how perceiving the ""roadmap"" can hasten your journey * Quit thinking and look: when hands-on investigation can't be avoided * Isolate critical factors: why changing one element at a time can be an essential tool * Keep an audit trail: how keeping a record of the debugging process can win the day The rules of battle for tracking down -- and eliminating -- hardware and software bugs. When the pressure is on to root out an elusive software or hardware

glitch, what's needed is a cool head courtesy of a set of rules guaranteed to work on any system, in any circumstance. Written in a frank but engaging style, Debugging provides simple, foolproof principles guaranteed to help find any bug quickly. This book makes those shelves of application-specific debugging books (on C++, Perl, Java, etc.) obsolete. It changes the way readers think about debugging, making those pesky problems suddenly much easier to find and fix. Illustrating the rules with real-life bug-detection war stories, the book shows readers how to: * Understand the system: how perceiving the ""roadmap"" can hasten your journey * Quit thinking and look: when hands-on investigation can't be avoided * Isolate critical factors: why changing one element at a time can be an essential tool * Keep an audit trail: how keeping a record of the debugging process can win the day

Advanced Tools for Windows Developers

Updated guidance on how to take advantage of the newest features of SharePoint programmability More than simply a portal, SharePoint is Microsoft's popular content management solution for building intranets and websites or hosting wikis and blogs. Offering broad coverage on all aspects of development for the SharePoint platform, this comprehensive book shows you exactly what SharePoint does, how to build solutions, and what features are accessible within SharePoint. Written by a team of SharePoint experts, this new edition offers an extensive selection of field-tested best practices that shows you how to leverage the vast power of this multi-faceted tool to build custom workflow and content management applications. Plus, you'll discover how to take advantage of the new features to roll out new SharePoint sites or upgrade existing sites. Keeps you thoroughly up to date on all the most recent changes to SharePoint 2010 Reveals broad and deep coverage of social media features, content management applications, enterprise search, business connectivity services, user experience development, and custom workflow Examines SharePoint Server 2010 vs. SharePoint Foundation Server Highlights ways you can take advantage of improvements to offline and mobile client capabilities, improvements to SQL Server table support, Cloud-based offerings with Azure integration, social networking additions, and more Professional SharePoint 2010 Development, Second Edition presents you with authoritative coverage on all aspects of development for the SharePoint platform.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION