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Mastering Windows 8 C++ App Development-Pavel Yosifovich 2015-05-09 A practical guide to developing Windows Store apps with C++ and XAML Overview Details the most important features of C++, XAML, and WinRT for building fantastic Windows Store apps Full of detailed and engaging code samples that can be used as a basis for your own projects Provides a clear overview of Windows Runtime and C++/CX In Detail Windows 8 provides an unprecedented opportunity for developers to create applications for a new and exciting platform, for an entirely new market. Leveraging modern C++ and the new Windows Runtime, this book guides you through the many facets of WinRT whilst using modern C++ features for ultimate power and performance. "Mastering Windows 8 C++ App Development" shows you how to create Windows Store apps that use many of the new features and functionality available for Windows 8. You’ll discover how you can harness the power of the new Windows Runtime with C++ combined with XAML for the creation of fantastic user experiences. Starting with coverage of C++/CX (a set of extensions that make working with WinRT easier) and user interface design with XAML, this book shows you how to use major Windows 8 features, including Live Tiles and Contracts, while leveraging common patterns such as data binding and the Model View ViewModel (MVVM). You’ll discover how WinRT works, its various capabilities, and how it can best be leveraged using C++11 and Visual Studio 2012. What you will learn from this book Leverage your existing C++ skills with this new and exciting platform Discover how to effectively use C++/CX to call Windows Runtime APIs Integrate XAML for fast and fluid user interfaces Create custom controls for special UI scenarios Learn how to integrate your application with Windows 8 by implementing contracts Build data-driven apps with XAML, data binding, and MVVM Approach Specifically designed to be an engaging and practical tutorial, Mastering Windows 8 C++ App Development will augment your skills and help you create high quality Windows Store apps. Who this book is written for If you are a C++ developer who wants to utilize the combined power of COM, WinRT, C++/CX, and XAML to build Store apps for the new Windows 8 platform this book is for you. Prior experience with XAML-based technologies is not required.

Learn Modern C++ and STL-Christophe Pichaud 2021-01-15 The purpose of this book is to leaern Modern C++. The Modern C++ is C-11, 14, 17 and 20. Organized in themes chapters, this book allows beginners to educe 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 in development and is not well supported by 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-scalability environments.

Programming the Windows Runtime by Example-Jeremy Likness 2014-06-03 Master Windows 8.1/Windows Runtime Programming Through 80 Expert Projects This is the most complete, hands-on, solutions-focused guide to programming modern Windows applications with the Windows Runtime. Leading Windows development consultants Jeremy Likness and John Garland present easy-to-adapt C# and XAML example code for more than 80 projects. Their real-world application examples help you apply Windows 8's best improvements, including large tiles, the new search control, flyouts, command bars, native WinRT networking, and new deployment and sideloading options. Drawing on their pioneering experience, they illuminate key areas of the Windows Runtime, offering uniquely detailed coverage of encryption, cloud connectivity, devices, printers, and media integration. You'll find cutting-edge tips and tricks available in no other book. This is an indispensable resource for all mobile and device based computing environment. Learn firsthand how Microsoft is contributing to this renaissance through breath taking innovations like the Windows Runtime, C++11 standard implementation in the Visual C++ compiler, native XAML and DirectX support for Windows Store apps, C++/CX, WPF, GPGPU compilers, Windows Azure Mobile Services support etc. Learn how you can apply your existing C++ skills to create compelling native applications for the Windows Store and begin building apps now. Use what you know about Visual C++ to write native Windows 8 apps that deliver rich, immersive experiences to your customers Gain insights from the author’s experience on the Windows team and his work developing one of the first C++ with XAML apps for Windows 8 Learn how to quickly prototype and build apps using a variety of native libraries in Windows 8. Build on what you know and extend your expertise-by-learning how to use C++ with XAML and DirectX to create Windows Store apps. Learn how to share code between your native Windows 8 app and Windows Phone apps.

Programming Windows Stores Apps with C#-Matthew Baxter-Reynolds 2014-02-13 If you're a .NET developer looking to build tablet apps, this practical book takes you step-by-step through the process of developing apps for the Windows Store. You'll learn how to use Microsoft's Modern UI design language with Windows 8.1 and WinRT 8.1.1 by building a line-of-business mobile app with C# through the course of the book. To develop the app, you'll work with the same system details and design specs that apply to retail apps, such as persistence, background services, and Windows 8 features for sharing and sharing. You'll learn how to develop the code, incorporate third-party open source products, and package your app for the Windows Store. Build a UI with XAML and the Model/View/ViewModel pattern Understand asynchrony—and rediscover threads and parallelism Store data and system settings locally with SQLite Use app bars for commands and the settings charm for Help options Present notifications as tile updates, badges, or toast popups Help users visualize locations and tag activities to a map Enable apps to share data and run side-by-side in the UI Implement functionality for running tasks in the background

The C++ Standard Library-Nicolai M. Josuttis 1999 Contains full coverage of the ANSI/ISO C++ standard. The text covers classes, methods, interfaces and objects that make up the standard C++ libraries.

Modern C++ and Windows Store Apps-Sridhar Poduri 2013-03 The native code resurgence is well under its way in today's mobile and device based computing environment. Learn firsthand how Microsoft is contributing to this renaissance through breath taking innovations like the Windows Runtime, C++11 standard implementation in the Visual C++ compiler, native XAML and DirectX support for Windows Store apps, C++/CX, WPF, GPGPU compilers, Windows Azure Mobile Services support etc. Learn how you can apply your existing C++ skills to create compelling native applications for the Windows Store and begin building apps now. Use what you know about Visual C++ to write native Windows 8 apps that deliver rich, immersive experiences to your customers Gain insights from the author’s experience on the Windows team and his work developing one of the first C++ with XAML apps for Windows 8 Learn how to quickly prototype and build apps using a variety of native libraries in Windows 8. Build on what you know and extend your expertise-by-learning how to use C++ with XAML and DirectX to create Windows Store apps. Learn how to share code between your native Windows 8 app and Windows Phone apps.

Programming Windows Programs with Petzold-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
WinRT Unleashed - Rafaele Rialdi 2014-02-26 Use WinRT to develop Windows 8 apps for all devices and form factors: apps with unprecedented levels of engagement, immersivity, cloud support, and social media integration! WinRT Unleashed is a comprehensive guide to writing WinRT code for all experienced developers, architects, and project managers. Microsoft MVP Rafaele Rialdi draws on 20 years of Windows programming experience to illuminate all facets of WinRT development, hands-on. Rialdi first introduces the new runtime architecture, and continues with detailed guidance on each core component. He bridges long-standing gaps between developers of native and managed code, and the complementary technologies, like lambda expressions, extension methods and LINQ, and the C# language in the meantime. It is a great start for anyone who needs to take maximum advantage of WinRT and Win8. You’ll discover how to migrate smoothly from MFC libraries to XAML, and take advantage of innovations built into C+++11 and other modern languages. Rialdi introduces WinRT’s design goals, architecture, and new user experience...should know the way to use C++ – expanding Framework languages... helps you master key WinRT building blocks such as contracts and the security sandbox... guides you through handling WinRT storage, packaging apps for Windows Marketplace, creating custom components and hybrid applications, mastering new WinRT development best practices, and much more.

Fundamentals of Computer Programming with C# - Svetlin Nakov 2013-09-01 The free book “Fundamentals of Computer Programming with C#” is a comprehensive computer programming tutorial that teaches programming, logic, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book introduces more advanced topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The book does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from http://introprogramming.info. Title: Fundamentals of Computer Programming with C# - Svetlin Nakov (The Bulgarian Programming Book) ISBN: 9789544007737 ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: http://www.introprogramming.info License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder,

exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generic, iterator, enums, .NET levels, type system, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem methodology, 9789544007737, 9544007733

Building Windows 8 Apps with C# and XAML - Jeremy Likness 2012-10-25 “Jeremy builds real apps for real customers. That’s why I can heartily recommend this book. Go out and write some great apps...and keep this book handy.” —From the Foreword by Jeff Provine Build Exceptionally Immersive and Responsive Touch-Based Windows Store Apps for Windows 8 with C# and XAML This is the first practical guide to building breakthrough applications for Windows 8 from project templates through publication to the new Windows Store. Microsoft “MVP of the Year” Jeremy Likness helps you combine your existing developer skills with new Visual Studio 2012 tools and best practices to create apps that are intuitive and innovative. His guidance and insight will help you dive into Windows 8 development—and gain a powerful competitive advantage for years to come. Likness illuminates the entire apps lifecycle, from planning and Model-View-View Model (MVVM) based design through coding, testing, packaging, and deployment. He covers both business and consumer apps, showing how Windows 8/WinRT development builds upon and contrasts with older WPF and Silverlight approaches. He carefully crafts, and provides complete, working examples and sample projects, Likness shows how to make the most of new platform features, including integrated social networking, search, contracts, charms, and tiles. Throughout, he addresses crucial development challenges that have only been discussed on MSDN, blog posts, and Twitter feeds—and never with this depth and clarity before. Coverage includes • Mastering real-world Windows 8 development for all devices and form factors • Understanding the new WinRT framework and the unique characteristics of Windows 8 apps • Designing apps that are faster, more responsive, do more with less, and maximize battery life • Creating exceptionally fluid interfaces with VS 2012 templates, built-in animations, and XAML • Building apps that respond consistently to multiple forms of input, including complex touch manipulations • Using contracts and charms to expose services or enable users to do so • Providing information to users through Live Tiles even when your app isn’t running • Connecting your app seamlessly to multiple data sources, including social networks and cloud storage • Syndicating rich, network-based content • Using Model-View-ViewModel (MVVM) • Securing Windows 8 apps through authentication and authorization • Efficiently testing, debugging, packaging, and deploying apps

Build Windows 8 Apps with Microsoft Visual C++® Step by Step - Luca Regnicoli 2013-04-15 Your hands-on, step-by-step guide to building Windows 8 apps with Microsoft Visual C++® Teach yourself how to build Windows 8 applications using the Visual C++® language—one step at a time. Ideal for those with intermediate to advanced C++ development skills, this tutorial provides practical, learn-by-doing exercises for creating apps that can adapt to different screen sizes—including desktop and laptop computers, tablets, and slates. Discover how to: Build apps using Windows 8 design guidelines Explore the Windows 8 application architecture Apply tools and libraries from Microsoft Visual Studio and the Windows 8 SDK Use XAML to create touch-optimized user interfaces Create apps that make use of device sensors Manage the Windows 8 application lifecycle Prepare your app for the Windows Store

WINDS VIA C/C++ 5TH EDITION - Jeffrey Richter 2011-08-01 WinRT Revealed - Michael Mayberry 2012-06-19 Windows 8 application development is an exciting topic these days. Windows 8 introduces WinRT, the API for accessing the operating system and the underlying hardware where Metro applications run. WinRT can be accessed through multiple development languages, including C+++. NET languages and JavaScript. Developers from all backgrounds can use their skills to build beautiful and fast Windows 8 applications. This book author Michael Mayberry provides a quick overview of this new addition in WinRT Revealed and will get you started quickly in developing Windows 8 applications in this new environment. Written at a brisk pace and a no-nonsense style, you’ll find exactly what you need to understand what’s different in WinRT compared to what you know, and pointers on how to develop solid WinRT applications

c-wint-modern-c-for-the-windows-runtime 2/6 Downloaded from absplastic.eu on July 19, 2021 by guest
even before Windows 8's release. What you'll learn What WinRT is How to access WinRT How to create WinRT components Best practices for UI programming Why this book is right for this book is right for This book is right for those developers who are interested in creating Windows 8 applications, for both consumers and enterprise. Microsoft's introduction of a new runtime framework in WinRT raises questions. This book aims to answer those questions and prepare developers for building apps for Windows 8. Table of Contents Introducing WinRT Building WinRT Components Building a .Net App With WinRT Reaching Beyond the App WinRT Resources

Modern Authentication with Azure Active Directory for Web Applications-Vittorio Bertocci 2015-12-17 Build advanced authentication solutions for any cloud or web environment Active Directory has been transformed to reflect the cloud revolution, modern protocols, and today's newest SaaS paradigms. This is an authoritative, deep-dive guide to building Active Directory authentication solutions for these new environments.

Author Vittorio Bertocci drove these technologies from initial concept to general availability, playing key roles in everything from technical design to documentation.

In this book, he delivers comprehensive guidance to building complete solutions. For each app type, Bertocci presents high-level scenarios and quick implementation steps, illuminates key concepts in greater depth, and helps you refine your solution to improve performance and reliability. He helps you make sense of highly abstract architectural diagrams and nitty-gritty protocol and implementation details. This is the book for people who want to become experts.

Active Directory Project Manager Vittorio Bertocci shows you how to: Address authentication challenges in the cloud or on-premises Systematically protect apps with Azure AD and AD Federation Services Power sign-in flows with OpenID Connect, Azure AD, and AD libraries Make the most of OpenID Connect's middleware and supporting classes Work with the Azure AD representation of your app and their permissions Provide fine-grained app access control via roles, groups, and permissions Consume and expose Web APIs protected by Azure AD Understand new authentication protocols without reading complex spec documents

Beginning Windows 8 Data Development-Vinodh Kumar 2013-09-10 This book introduces novice developers to a range of data access strategies for storing and retrieving data both locally and remotely. It provides you with a range of fully working data access solutions and the insights you need to know when, and how, to apply each of the techniques to best advantage.

Focusing specifically on how the Windows 8/8.1 platform works 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 comparison 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 learn that the right choice for your application 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 .NET 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 lightweight data storage products 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 is possible for your app to do as storage - and even processing - are taken beyond the confines of your user's device. When you have 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 your apps and you will be able to confidently select the data access architecture that is most appropriate to the app you want to build. What you'll learn Understand the data access capability of WinRT Explore the various data access strategies Understand local storage in Windows 8 Apps Discover how to use HTML5 indexedDB as an offline database Use SQL Server with your Windows 8 Apps Develop ASP.NET MVC 4 Web API data stores Learn how to consume data through a WCF Service Integrate your app with public Web Services using REST See how SQLite can extend your Windows 8 Apps

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 will 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 Tobu, 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 WindowsText font look so strange? 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

Async in C# 5.0-Alex Davies 2012-09-07 If you’re writing one of several applications that call for asynchronous programming, this concise hands-on guide shows you how the async feature in C# 5.0 can make the process much simpler. Along with a clear introduction to asynchronous programming, you get an in-depth look at how the async feature works and why you might want to use it in your application. Written for experienced C# programmers—yet approachable for beginners—this book is packed with code examples that you can extend for your own projects. Write your own asynchronous code, and learn how async saves you from this messy chore Discover new performance possibilities in ASP.NET web server code Explore how async and WinRT work together in Windows 8 applications Learn the importance of the await keyword in async methods Understand what .NET thread is running your code—and get to take control of it Use the Task-based Asynchronous Pattern (TAP) to write asynchronous APIs in .NET Take advantage of parallel computing in modern machines Measure async code performance by comparing it with alternatives

Dive into C plus plus-Finlay Pickering 2016-05-10 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.
C++ 6.0 in a Nutshell:Joseph Albahari 2015-11-04 When you have questions about C++ 6.0 or the C++ AMP and its core framework assemblies, this bestselling guide has the answers you need. C++ has become a language of unusual flexibility and breadth since its premiere in 2000, but this continual growth means there’s still much more to learn. Organized around concepts and use cases, this thoroughly updated sixth edition provides intermediate and advanced programmers with a concise map of C++ and .NET knowledge. Dive in and discover why this Nutshell guide is considered the definitive reference on C++. Get up to speed with all aspects of the C++ language, from the basics of syntax and variables, to advanced topics such as pointers and operator overloading Dig deep into LINQ via three chapters dedicated to the topic Learn about dynamic, asynchronous, and parallel programming Work with .NET features, including XML, networking, serialization, reflection, security, application domains, and code contracts Explore the new C++ 6.0 compiler-as-a-service, Roslyn.

Advanced Windows-Jeffrey Richter 1997-01-01 The new edition of this popular title covers recent enhancements to Win32, including support for Windows NT 4.0. Here is a solid revision to a core programming title in a still-growing area.

Professional Visual Basic 2012 and .NET 4.5 Programming-Bill Sheldon 2012-12-13 Explore Visual Basic 2012 and .NET 4.5 with this fully updated resource After a quick review of the of introductory topics of VisualBasic 2012 and .NET 4.5, this book moves quickly into advancedtopics such as data access with ADO.NET, security, ASP.NET webprogramming with Visual Basic, Windows workflow, and threading You’ll explore the essential Visual Basic 2012 functions you need including .NET features such as LINQ, WCF, and more. Plus, you’ll examine exception handling and debugging, Visual Studio features, and deployment. Puts the new Asyc keyword and Iterators to work Explores new options and interfaces presented by Windows 7development and WinRT Continues strong coverage of core language elements and tools and creating componentized applications This updated version of Professional Visual Basic 2012 and .NET 4.5 retains its expert author team, including one of thebest-known and respected Microsoft Visual Basic MVPs, Bill Sheldon, and Microsoft Regional Director “Software Legend” Billy Hollis.

Essential COM-Don Box 1998 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)

Modern C++ Design-Andrei Alexandrescu 2001 Presents a collection of reusable design artifacts, called generic components, together with the techniques that make them possible. The author describes techniques for policy-based design, template specialization, typelists, and local classes, then goes on to implement generic components for smart pointers, object factories, functor objects, the Visitor design pattern, and multithreaded engines. c. Book News Inc.

Modern C++ Programming Cookbook-Marius Bancila 2017-05-15 Over 100 recipes to help you overcome your difficulties with C++ programming and gain a deeper understanding of the language. (Advanced) This Book Explore the most important language and library features of C++17, including containers, algorithms, regular expressions, threads, and more, Get going with unit testing frameworks Boost.Test, Google Test and Catch, Extend your C++ knowledge and take your development skills to new heights by making your applications fast, robust, and scalable. Who This Book is For If you want to overcome difficult programming problems with C++ and leverage its features using modern programming practices, then this book is for you. The book is designed for both experienced C++ programmers as well as people with strong knowledge of OOP concepts. What You Will Learn Get to know about the new core language features and the problems they were designed to solve Understand how to write efficient and concurrent programs for C++ and implement various useful patterns and idioms Work with various types of strings and look at the various aspects of compilation Explore functions and callable objects with a focus on modern features Navigate the standard library and work with containers, algorithms, and iterators Use regular expressions for find and replace string operations Take advantage of the new filesystem library to work with files and directories Use the new utility additions to the standard library to solve common problems Experience the differences between C++ and modern C++ instead. Beginning with the modern language features, each recipe addresses a specific problem, with a discussion that explains the solution and offers insight into how it works. Major C++11 and C++14 topics included: parallel programming, templates and generic programming language as well as common tasks faced while building a wide variety of software. You will learn about concepts such as concurrency, performance, meta-programming, lambda expressions, regular expressions, testing, and many more in the form of recipes. These recipes will ensure you can make your applications robust and fast. By the end of the book, you will understand the newer aspects of C++11/14/17 and will be able to overcome tasks that are time-consuming or would break your stride while developing. Style and approach This book follows a recipe-based approach, with examples that will empower you to implement the core programming language features and explore the newer aspects of C++.

Windows Store App Development: C# and XAML-Pete Brown 2013-06-03 Summary Windows Store App Development introduces C# developers to working with Windows Store apps. It provides full coverage of XAML, and addresses both app design and development. Following numerous carefully crafted worked examples, you’ll learn about new Windows 8 features, the WinRT API, and .NET 4.5. Along the way, you’ll pick up tips for deploying apps, including sale through the Windows Store. And, of course, you’ll find the same deep and unique insights Pete provides in his Silverlight books. About the Technology The Windows Store provides an amazing array of powerful tools, making development easier than ever. Developers can distribute their apps directly to the millions of customers already using Windows 8.x or Surface. Windows Store apps boast new features like touch and pen input, standardized app-to-app communication, and tight integration with the web. And, you can build Windows Store apps using the tools you already know: C# and XAML. About this Book Windows Store App Development introduces the Windows 8.x app model to readers familiar with traditional desktop development. You’ll explore dozens of carefully crafted examples as you master Windows features, the Windows Runtime, and the best practices of app design. Along the way, you’ll pick up tips for deploying apps, including sale through the Windows Store. This book requires some knowledge of C#. No experience with Windows 8 is needed. What’s Inside Designing, creating, and selling Windows Store apps developing touch and sensor-centric apps Working C# examples, from feature-level techniques to complete app design Making apps that talk to each other Mixing in C++ for even more features About the Author Pete Brown is a Developer Evangelist at Microsoft and author of Silverlight 4 in Action and Silverlight 5 in Action. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Microsoft Press Publications. Table of Contents Hello, Modern Windows The Modern UI The Windows Runtime and .NET XAML Layout Panels Brushes, graphics, styles, and resources Displaying beautiful text Controls, binding, and MVVM View controls, Semantic Zoom, and navigation The App bar The splash screen, app tile, and notifications View state Contracts: playing nicely with others Working with files Asynchronous data exchanges with RESTful services A chat app using sockets A little UI work: user controls and Blend Networking player location Keyboards, mice, touch, accelerometers, and gameps App settings and suspend/resume Deploying and selling your app.
C# 7.0 in a Nutshell
Joseph Albahari 2017-10-11 When you have questions about C# 7.0 or the .NET CLR and its core Framework assemblies, this bestselling guide has the answers you need. Since its debut in 2000, C# has become a language of unusual flexibility and breadth, but its continual growth means there’s always more to learn. Organized around concepts and use cases, this updated edition provides intermediate and advanced programmers with a concise map of C# and .NET knowledge. Dive in and discover why this Nutshell guide is continuously recommended for both C#.

Get up to speed on the C# language, from the basics of syntax and variables to advanced topics such as pointers, operator overloading, and dynamic binding. Dig deep into LINQ via three chapters dedicated to the topic. Explore concurrency and asynchrony, advanced threading, and parallel programming. Work with .NET features, including XML regular expressions, network serialization, dynamic dispatch, and security. Dive into Roslyn, the modular C# 7.0 compiler-as-a-service

Windows Kernel Programming
Pavel Yosifovich 2019-06-07 There is nothing like the power of the kernel in Windows - but how do you write kernel drivers to take advantage of that power? This book will show you how.

The book describes software kernel drivers programming for Windows. These drivers don’t deal with hardware, but rather with the system itself: processes, threads, modules, registry and more. Kernel code can be used for monitoring important events, preventing some from occurring if needed.

Various filters can be written that can intercept calls that a driver may be interested in.

Windows Store App Development
Pete Brown 2013-06-14 Summary
Windows Store App Development introduces C# developers to working with Windows Store apps. It provides full coverage of XML, and addresses both app design and development.

Following numerous carefully crafted examples, you’ll learn about new Windows 8 features, the WinRT API, and .NET 4.5. Along the way, you’ll pick up tips for deploying apps, including sale through the Windows Store. And, of course, you’ll find the same deep and unique insights Pete provides in his Silverlight books. About the Technology The Windows Store provides an amazing array of productivity tools, games, and other apps directly to the millions of customers already using Windows, freeing resource for apps. Windows Store apps boast new features like touch and pen input, standardized app-to-app communication, and tight integration with the web. And, you can build Windows Store apps using the tools you already know: C# and XML.

About This Book Windows Store App Development introduces the Windows 8.x app model to readers familiar with traditional desktop development. You’ll explore dozens of carefully crafted examples as you master Windows features, the Windows Runtime, and the best practices of app design. Along the way, you’ll pick up tips for deploying apps, including selling through the Windows Store.

This book requires some knowledge of C#. No experience with Windows 8 is needed.

What’s Inside Designing, creating, and selling Windows Store apps Developing touch and sensor-centric apps Working C# examples, from feature-level techniques to complete app design Making apps that talk to each other Mixing for even more features About the Author Pete Brown is a Developer Evangelist at Microsoft and author of Silverlight 4 in Action and Silverlight 5 in Action. Purchase of the print book includes a free ebook in PDF, Kindle, and ePub formats from Manning Publications. Table of Contents Part 1: The Modern UI and Modern Networking Part 2: The Modern UI A Case Study Part 3: The Windows Runtime and the WinRT API Part 4: The Windows Store Part 5: The Windows Store API and .NET XAML Layout Panels Brushes, graphics, styles, and resources Displaying beautiful text Controls, binding, and MVVM View controls, Semantic Zoom, and navigation The app bar The splash screen, app tile, and notifications View states Contracts: playing nicely with others Working with files Networking, including client and server RESTful services A chat app using sockets A little UI work: users control and blend Networking player location Keyboards, mice, touch, accelerometers, and gamepads App settings and suspend/resume Deploying and selling your app

Fundamental C: GettingCloser To The Machine
Harry Fairhead 2019-03-13 C is a good language to learn. It was designed to do a very different job from most modern languages and the key to understanding it is not to just understand the code, but how this relates to the hardware. Fundamental C takes an approach that is close to the hardware, introducing addresses, pointers, and how things are represented using binary. An important idea is that everything is a bit pattern and what it means can change. As a C developer, you need to think about the way data is being represented, and Harry Fairhead encourages this. He emphasizes the idea of modifying how a bit pattern is treated using type punning and unions. This power brings with it the scourge of the C world - undefined behavior - which is ignored in many books on C. Here, not only is it acknowledged, it is explained in detail. The most popular feature of the C language is illustrated by the assembly language it generates. This helps you understand why C is the way it is. For beginners, the book covers installing an IDE and GCC before writing a Hello World program and then presents the fundamental building blocks of any program - variables, assignment and expressions, flow of control using conditionals and loops. Once the essentials are in place, data types are explored before looking at arithmetic and representation. Harry then goes deeper into evaluating expressions before looking at functions and their scope and lifetime. Arrays, strings, pointers and structs are covered in separate chapters, as is bit manipulation, a topic that is key to using C, and the idea of a file as the universal approach to I/O. Finally, he looks at the four stages of compilation of a C program, the use of static and dynamic libraries and make. This is C as it was always intended to be written - close to the metal. Harry Fairhead has a hardware background and, having worked with microcontrollers and electronics in general, for many years, he is an enthusiastic proponent of the IoT. His recent titles include Raspberry Pi IoT in C and Micro: bit IoT in C. His next, Applying C For The IoT With Linux at intermediate/advanced level is intended as a companion to this book for those working in a Linux/POSIX environment, in particular the Raspberry Pi.

C++ Cookbook
D. Ryan Stephens 2006 Designed for the way many developers work, this practical problem-solving guide balances the need for rapid development with a trusted source of information.

Pro .NET Framework with the Base Class Library
Roger Villalba 2019-02-18 Learn about the fundamentals and inner workings of the Common Type System (CTS) and the Virtual Execution System (VES) of the Common Language Runtime (CLR) and how they relate to the Base Class Library (BCL) from the perspective of the execution environment. The author first gives an introduction to the .NET Framework and describes the architectural and engineering resources required when implementing the .NET Framework on any platform. Next, you will learn about the BCL and understand how to work with system structures including the fundamental built-in types system.array and system.string. You will then learn about the VES along with its methods and functionality. Further, you will go through the Common Intermediate Language (CIL), Assembly Manifest, and versioning. You will also learn to design applications and libraries in detail by creating a .NET class library. After reading this book, you will understand .NET Framework features, as well as details about the core functionalities of the VES and elements of the CTS. What You Will Learn Discover details of the Common Type System (CTS) Work with the Virtual Execution System (VES) See the importance of correct use of fundamental
Learn C++ with the best tutorial on the market! Horton's unique tutorial approach and step-by-step guidance have helped over 100,000 novice programmers learn C++. In *Ivor Horton's Beginning Visual C++ 2013*, Horton not only guides you through the fundamentals of the standard C++ language, but also teaches you how C++ is used in the latest Visual Studio 2013 environment. Visual Studio 2013 includes major changes to the IDE and expanded options for C++ coding. *Ivor Horton's Beginning Visual C++ 2013* will teach you the latest techniques to take your Visual C++ coding to an all-new level. C++ language and library changes supported under Visual Studio 2013 IDE-specific changes for code formatting and debugging Changes to the C++ Standard Language for both C++11 and the new C++14 And more Horton introduces you to both Standard C++ and Visual C++ so you can build any component your app requires. *Ivor Horton's Beginning Visual C++ 2013* is an indispensable guidebook for any new programmer, and contains plenty of exercises and solutions to help programmers of any level master the important concepts quickly and easily.

Visual Studio 2013 Cookbook: Jeff Martin 2014-03-17
This book is a practical guide to using Visual Studio 2013 that will help you become familiar with the improvements made over previous versions. Each recipe provides a hands-on approach to the new features with step-by-step instructions on how to increase your productivity. If you are a developer excited about the new features introduced in Visual Studio 2013, then no matter what your programming language of choice is, *Visual Studio 2013 Cookbook* is for you. You should have a good knowledge of working with previous versions of Visual Studio to enjoy the recipes in this book. This book provides practical examples to help you use Visual Studio 2013 more effectively.

Beginning C# Object-Oriented Programming: Dan Clark 2011-08-12
Beginning C# Object-Oriented Programming brings you into the modern world of development as you master the fundamentals of programming with C# and learn to develop efficient, reusable, elegant code through the object-oriented programming (OOP) methodology. Take your skills out of the 20th century and into this one with Dan Clark's accessible, quick-paced guide to C# and object-oriented programming, completely updated for .NET 4.0 and C# 4.0. As you develop techniques and best practices for coding in C#, one of the world’s most popular contemporary languages, you’ll experience modeling a “real world” application through a case study, allowing you to see how both C# and OOP (a methodology you can use with any number of languages) come together to make your code reusable, modern, and efficient. With more than 30 fully hands-on activities, you’ll discover how to transform a simple model of an application into a fully-functional C# project, including designing the user interface, implementing the business logic, and integrating with a relational database for data storage. Along the way, you will explore the .NET Framework, the creation of a Windows-based user interface, a web-based user interface, and service-oriented programming, all using Microsoft’s industry-leading Visual Studio 2010, C#, Silverlight, the Entity Framework, and more.

Exam 98-375 HTML5 Application Development Fundamentals
Microsoft Official Academic Course 2012-11-28
The Microsoft Technology Associate certification (MTA) curriculum helps instructors teach and validate fundamental technology concepts with a foundation for students' careers as well as the confidence they need to succeed in advanced studies. Through the use of MOAC MTA titles you can help ensure your students future success in and out of the classroom. This MTA text covers the following HTML5 Application vital fundamental skills: • Manage the Application Life Cycle • Build the User Interface by Using HTML5 • Format the User Interface by Using CSS • Code by Using JavaScript Click here to learn more about the Microsoft Technology Associate (MTA), a new and innovative certification track designed to provide a pathway for future success in technology courses and careers.

Programming Embedded Systems in C and C++: Michael Barr 1999
An introduction to embedding systems for C and C++ programmers encompasses such topics as testing memory devices, writing and erasing Flash memory, verifying nonvolatile memory contents, and much more. Original. (Intermediate).