

Win32 Api Documentation

Win32 Api Reference in Visual Basic
WIN32 API Reference in Visual Basic
Microsoft Win32 Programmer's Reference: Functions, A-G
Windows NT/2000 Native API Reference
Win32 Api Reference in Visual C++
Dan Appleman's Visual Basic Programmer's Guide to the Win32 API
Professional C++
Microsoft Win32 Application Programming Interface: Overview; Guide to programming; Reference, A-G
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.NET 2.0 Interoperability Recipes
Python Cookbook
Pro C# with .NET 3.0, Special Edition
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Federal Register PC Mag
Microsoft Office 97 Programming with VBA for Dummies
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Microsoft Visual Studio Core Reference Set: Microsoft Visual C++ 6.0
prgrammer's guide
Microsoft Active Directory Developer's Reference Library
Kinect Open Source Programming Secrets : Hacking the Kinect with OpenNI, NITE, and Java
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Dan Appleman Christophe Pichaud Chris DiBona Bruce Bukovics Alex Martelli Andrew Troelsen Microsoft Press Karen Jaskolka Shashi Prasad David Iseminger Andrew Davison

win32 apis in visual basic

visual basic win32 apis reference is a one stop solution for any developers who wants to develop solution in 32 bit windows platform

targeted at professional c programmers interested in 32 bit windows programming these are the official microsoft programmer s references volumes 1 and 2 are the alphabetic api references volume 1 covers api functions a m volume 2 covers n z each entry provides basic information on an element syntax description etc volume 3 covers messages structures and data types this material is also included in the microsoft win32 software development kit

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 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 books 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

reference book for vc developers

quickly harness the full power of the windows r 32 bit operating system using visual basic this best selling guide covers every key element of the core win32 api from windows management and drawing operations to advanced process control and interprocess communication techniques dan applemen shows you how to translate c and c based win32 documentation to

visual basic how to port 16 bit applications to 32 bits and how to design applications to run on different versions of windows

this book contains all the necessary knowledge to learn think and become a professional c developer for building real world and critical software it requires some basic knowledge that could be acquired at the university engineering schools or just by reading the right books for the right decision c gave you the ability to create design think and implement such amazing big big stuff without limits the industry is lead by c and c ok everybody has heard about security memory management problem of unsecure stuff and that bla bla ok listen to me give me the list of all your applications on your laptop and i promise to you 90 of the are made with c and c so who are the dinosaurs c c developers or marketing clowns that wants you to drink coc coal and jack daniel s on the morning on twelve and in the afternoon the world is built on c by herb sutter the c is the invisible foundation of everything by bjarne stroustrup windows office linux libreoffice chrome and all the c c backed linux shared libraries are done with native stuff from gcc clang to cl exe shipped with visual studio from my microsoft friends in redmond just dive and sometimes deep dive into c it s an infinite source of learning different way to cook you will embrace the way gafam are developing software real world wide software and all world wide critical software that makes our world running for the business the economy and the cloud the gaming the medical the energy the military and the old embedded industry reborn as iot is all native are using c native world is the real answer from a complex world note if you are a js ts net java php developers read this book don t be afraid an then you will know why we rule the world

developers can get a jump on 32 bit programming with this detailed reference to the pre release version of the microsoft win32 api it s a first look at the programming architecture designed to enable windows based applications to run on a broad range of computing platforms from battery operated portables to high end risc workstations and multiprocessor servers volume 1 497 6 45 contains an overview the programming guide and the alphabetic api reference from a g volume 2 498 4 45 contains the api reference from h z and includes information on dde transaction type messages notifications structures types and macros annotation copyrighted by book news inc portland or

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

net represents a new and improved way of developing software for the windows platform given the chance you'd probably rewrite all of your existing code in the newer managed code environment that net provides but it is difficult or impossible to throw out all existing legacy code and start over when a new technology arrives instead you need to find a way to move forward with new net development while reusing existing pieces of tested working code you need a way to interoperate with the existing code until you have a chance to finally rewrite all of it in net the only recipe style book on the subject net 2 0 interoperability recipes a problem solution approach guides windows developers who are transitioning from native windows code to net managed code net tools will allow you to interoperate with existing code but finding the appropriate tool for the task at hand can sometimes be a frustrating experience so this book will guide you past myriad infrequently used interop options to focus on those you'll use most often

portable powerful and a breeze to use python is the popular open source object oriented programming language used for both standalone programs and scripting applications it is now being used by an increasing number of major organizations including nasa and google updated for python 2 4 the python cookbook 2nd edition offers a wealth of useful code for all python programmers not just advanced practitioners like its predecessor the new edition provides solutions to problems that python programmers face everyday it now includes over 200 recipes that range from simple tasks such as working with dictionaries and list comprehensions to complex tasks such as monitoring a network and building a templating system this revised version also includes new chapters on topics such as time money and metaprogramming here's a list of additional topics covered manipulating text searching and sorting working with files and the filesystem object oriented programming dealing with threads and processes system administration interacting with databases creating user interfaces network and web programming processing xml distributed programming debugging and testing another advantage of the python cookbook 2nd edition is its trio of authors three well known python programming experts who are highly visible on email lists and in newsgroups and speak often at python conferences with scores of practical examples and pertinent background information the python cookbook 2nd edition is the one source you need if you're looking to build efficient flexible scalable and well integrated systems

c 2005 has enjoyed huge success in the year since its launch firmly establishing itself as the premier language for development on microsofts successful net 2 0 platform with the launch of the net 3 0 extensions in early 2007 the horizons of this language are being extended and it is becoming even more powerful as it is able to leverage the new net 3 0 foundations in recognition of this apress presents pro c with net 3 0 special edition to provide you with a complete a to z reference for using c with the net 2 0 platform and the net 3 0 extensions the book contains new chapters that explore the interactions between the existing framework and the new extensions giving you an edge when you evaluate and implement net 3 0 for the first time to provide even more support a bonus pdf download will be available with each purchase offering over 500 pages of carefully selected additional content to help broaden your understanding of both net 2 0 and net 3 0

this book explains how best to use the powerful features of windows 95 in win32 based applications 16 bit windows application and ms dos based applications it also provides guidelines for developing virtual devices that support applications provided by members of the microsoft windows 95 technical team this important information is not available anywhere else

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a must have book this title shows office 97 users how to get the most out of the html and activex ready capabilities of the newest versions of microsoft s most popular applications readers will be led step by step through implementing office 97 documents on the

particularly helpful for c programmers working with such platforms as unix windows nt windows 95 os 2 and nextstep this book has many unique features including the first detailed look at smp symmetrical multiprocessing and its role in successful parallel processing numerous illustrative examples are included throughout

active directory services is the hub around which everything in a windows 2000 based network turns and this five book set

provides the in depth documentation developers need to make the most of this exciting new technology this vital collection logically organizes information about active directory services in print while maintaining consistency with electronic and online documentation and excerpts appropriate information from the microsoft platform sdk all of which make it the most focused source of printed reference materials available about active directory services

program kinect to do awesome things using a unique selection of open source software the kinect motion sensing device for the xbox 360 and windows became the world s fastest selling consumer electronics device when it was released 8 million sold in its first 60 days and won prestigious awards such as gaming gadget of the year now kinect open source programming secrets lets you harness the kinect s powerful sensing capabilities for gaming science multimedia projects and a mind boggling array of other applications on platforms running windows mac os and linux dr andrew davison a user interface programming expert delivers exclusive coverage of how to program the kinect sensor with the java wrappers for openni and nite which are apis created by primesense the primary developers of the kinect s technology beginning with the basics depth imaging 3d point clouds skeletal tracking and hand gestures the book examines many other topics including kinect gaming faast style gestures that aren t part of standard nite motion detection using opencv how to create gesture driven guis accessing the kinect s motor and accelerometer and other tips and techniques inside free open source apis to let you develop amazing kinect hacks for commercial or private use full coverage of depth detection camera and infrared imaging point clouds kinect gaming 3d programming gesture based guis and more online access to detailed code examples on the author s web site plus bonus chapters on speech recognition beamforming and other exotica from the author why buy this book i can suggest four reasons for buying this book it offers a unique choice of kinect programming tools it explains the official java wrappers for those tools it covers topics not found elsewhere it provides depth but with brevity unique programming tools this is the only book on programming the kinect using the openni library nite and java as of april 2012 when this book went to press official java wrappers this is the only book that explains the official java wrappers for openni and nite again as of april 2012 by official i mean that these bindings were developed by primesense obvious advantages of java include object orientation cross platform support availability for free and many people including you probably knowing how to program with it most important programming in

java gives you access to a massive number of libraries for graphics networking and beyond that can be linked to the kinect without much effort for example i ll demonstrate how to use the java 3d graphics library and the java binding for the opencv computer vision package the main drawback of using the primesense java wrappers is their lack of documentation as i explain in chapter 1 i had to decompile the libraries jar files and work out the correspondences between the java source and the somewhat better documented c openni nite apis this is why including secrets in the book s title isn t too excessive a wide range of topics this book covers programming topics not found elsewhere i start off with the basics of course with chapters on depth infrared and rgb imaging point clouds skeletal user tracking hand tracking and gesture support moving beyond that i cover several novel and unusual features including the following kinect gaming based around a version of the classic breakout video game controls for the kinect motor led and accelerometer which are not part of the standard openni api in fact their absence is often held up as a serious drawback of the api it s actually quite easy to add these capabilities using a custom built usb driver 3d graphics programming in the point cloud and skeletal tracking examples using java 3d a computer vision example that demonstrates how to link the kinect to the popular and powerful opencv library the creation of new body gestures inspired by the faast system which are not part of the limited nite repertoire a new type of gui component controlled by hand gesturing illustrated with three examples a button dial and slider these components are controlled without the help of mouse or keyboard depth with brevity this book describes a lot of complicated code but unlike some rather hefty programming tomes you won t find all the code tediously printed on these pages instead you can download it from the book s website in addition i ve been adding supplementary chapters to the website including ones discussing speech recognition and the kinect microphone array

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