

C Winrt Modern C For The Windows Runtime

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ROBERTSON HOLMES

Modern C++ Design Packt Publishing Ltd

"Look it up in Petzold" remains the decisive last word in answering questions about Windows development. And in PROGRAMMING WINDOWS, FIFTH EDITION, the esteemed Windows Pioneer Award winner revises his classic text with authoritative coverage of the latest versions of the Windows operating system—once again drilling down to the essential API heart of Win32 programming. Topics include: The basics—input, output, dialog boxes An introduction to Unicode Graphics—drawing, text and fonts, bitmaps and metafiles The kernel and the printer Sound and music Dynamic-link libraries Multitasking and multithreading The Multiple-Document Interface Programming for the Internet and intranets Packed as always with definitive examples, this newest Petzold delivers the ultimate sourcebook and tutorial for Windows programmers at all levels working with Microsoft Windows 95, Windows 98, or Microsoft Windows NT. No aspiring or experienced developer can afford to be without it. An electronic version of this book is available on the companion CD. For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook.

Modern Authentication with Azure Active Directory for Web Applications Apress

CSS for Windows 8 App Development is your learning guide for CSS - the language of great Windows 8-style apps. Learn the built-in styles that make the built-in controls shine, how to define them, and how to use CSS to give your custom app assets that beautiful Modern UI style. CSS (Cascading Style Sheets) is the clear standard for styling web applications, and with HTML, CSS, and JavaScript now powering apps on Windows 8, it's the clear standard there as well. CSS is a powerful styling and layout language that greatly simplifies the selection of page elements and their visual display, layout, and animation. Additionally, Windows 8 apps appear on a large variety of screen formats, and CSS is the primary means for uniquely defining these layouts. Learn the language of great Windows 8-style apps Raise your knowledge of the CSS3 standard Use the styles built-in to Windows 8 style apps Apply CSS styles to your app What you'll learn Master the use of powerful CSS selectors Learn new CSS3 functionality such as flex boxes, grids, animation, and transforms Control your styles from JavaScript for really powerful interactions See the styles implemented by built-in controls like ListView and override them Learn style rules that will help you implement good Windows 8 style See how to use LESS in your Windows 8-style app Who this book is for CSS for Windows 8 App Development is for software developers of all skill levels working with web applications. If you're new, the foundational CSS examples will bring you up to speed quickly. If you're more familiar with CSS, you'll gain critical insight into its application in Windows 8 for creating a great Modern UI. Table of Contents Windows 8 Design Introduction to Windows 8 Development Selectors and Style Rules Text Properties Box Properties Transforms, Transitions, and Animation Properties Layout Properties Global Styles WinJS Control Styles Overriding and Defining Styles CSS Libraries and Resources Styling SVG

Windows Runtime via C# Sams Publishing

Coming to grips with C++11 and C++14 is more than a matter of familiarizing yourself with the features they introduce (e.g., auto type declarations, move semantics, lambda expressions, and concurrency support). The challenge is learning to use those features effectively—so that your software is correct, efficient, maintainable, and portable. That's where this practical book comes in. It describes how to write truly great software using C++11 and C++14—i.e. using modern C++. Topics include: The pros and cons of braced initialization, noexcept specifications, perfect forwarding, and smart pointer make functions The relationships among std::move, std::forward, rvalue references, and universal references Techniques for writing clear, correct, effective lambda expressions How std::atomic differs from volatile, how each should be used, and how they relate to C++'s concurrency API How best practices in "old" C++ programming (i.e., C++98) require revision for software development in modern C++ Effective Modern C++ follows the proven guideline-based, example-driven format of Scott Meyers' earlier books, but covers entirely new material. "After I learned the C++ basics, I then learned how to use C++ in production code from Meyer's series of Effective C++ books. Effective Modern C++ is the most important how-to book for advice on key guidelines, styles, and idioms to use modern C++ effectively and well. Don't own it yet? Buy this one. Now". -- Herb Sutter, Chair of ISO C++ Standards Committee and C++ Software Architect at Microsoft

Unleash the Power of Async Apress

When you have questions about C# 8.0 or .NET Core, this best-selling guide has the answers you need. C# is a language of unusual flexibility and breadth, but with its continual growth there's so much more to learn. In the tradition of the O'Reilly Nutshell guides, this thoroughly updated edition is simply the best one-volume reference to the C# language available today. Organized around concepts and use cases, C# 8.0 in a Nutshell provides intermediate and advanced programmers with a concise map of C# and .NET knowledge that also plumbs significant depths. Get up to speed on C#, from syntax and variables to advanced topics such as pointers, closures, and patterns Dig deep into LINQ with three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including regular expressions, networking, serialization, spans, reflection, and cryptography Delve into Roslyn, the modular C# compiler as a service

Large-Scale C++ Volume 1 CRC Press

Mastering Windows 8 C++ App Development CreateSpace

Windows 10 System Programming, Part 1 O'Reilly Media, Inc."

Delve into programming the Windows operating system through the Windows API in with C++. Use the power of the Windows API to working with processes, threads, jobs, memory, I/O and more. The book covers current Windows 10 versions, allowing you to get the most of what Windows has to offer to developers in terms of productivity, performance and scalability.

C++ AMP Addison-Wesley

Contains full coverage of the ANSI/ISO C++ standard. The text covers classes, methods, interfaces and objects that make up the standard C++ libraries.

on Windows, Linux, Azure Microsoft Press

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.

The Bulgarian C# Book Apress

When you have a question about C# 6.0 or the .NET CLR, this bestselling guide has precisely the answers you need. Uniquely organized around concepts and use cases, this updated sixth edition includes completely revised and updated information on all the new C# 6.0 language features. Shaped by expert reviewers, this book has all you need to stay on track with C# 6.0. It's widely known as the definitive reference on the language. Get up to speed on C# language basics, including syntax, types, and variables; explore advanced topics such as unsafe code and type variance; dig deep into LINQ via three chapters dedicated to the topic; learn about code contracts, dynamic programming, and parallel programming; work with .NET features, including reflection, assemblies, memory management, security, I/O, XML, collections, networking, and native interoperability. Simon and Schuster

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 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 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 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 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 Manning 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 states Contracts: playing nicely with others Working with files Asynchronous everywhere Networking with SOAP and RESTful services A chat app using sockets A little UI work: user controls and Blend Networking player location Keyboards, mice, touch, accelerometers, and gamepads App settings and suspend/resume Deploying and selling your app

A Beginner's Guide Pearson Education

"Raymond Chen is the original raconteur of Windows." --Scott Hanselman, ComputerZen.com "Raymond has been at Microsoft for many years and has seen many nuances of Windows that others could only ever hope to get a glimpse of. With this book, Raymond shares his knowledge, experience, and anecdotal stories, allowing all of us to get a better understanding of the operating system that affects millions of people every day. This book has something for everyone, is a casual read, and I highly recommend it!" --Jeffrey Richter, Author/Consultant, Cofounder of Wintellect "Very interesting read. Raymond tells the inside story of why Windows is the way it is." --Eric Gunnerson, Program Manager, Microsoft Corporation "Absolutely essential reading for understanding the history of Windows, its intricacies and quirks, and why they came about." --Matt Pietrek, MSDN Magazine's Under the Hood Columnist "Raymond Chen has become something of a legend in the software industry, and in this book you'll discover why. From his high-level reminiscences on the design of the Windows Start button to his low-level discussions of GlobalAlloc that only your inner-geek could love, The Old New Thing is a captivating collection of anecdotes that will help you to truly appreciate the difficulty inherent in designing and writing quality software." --Stephen Toub, Technical Editor, MSDN Magazine Why does Windows work the way it does? Why is Shut Down on the Start menu? (And why is there a Start button, anyway?) How can I tap into the dialog loop? Why does the GetWindowText function behave so strangely? Why are registry files called "hives"? Many of Windows' quirks have perfectly logical explanations, rooted in history. Understand them, and you'll be more productive and a lot less frustrated. Raymond Chen--who's spent more than a decade on Microsoft's Windows development team--reveals the "hidden Windows" you need to know. Chen's engaging style, deep insight, and thoughtful humor have made him one of the world's premier technology bloggers. Here he brings together behind-the-scenes explanations, invaluable technical advice, and illuminating anecdotes that bring Windows to life--and help you make the most of it. A few of the things you'll find inside: What vending machines can teach you about effective user interfaces A deeper understanding of window and dialog management Why performance optimization can be so counterintuitive A peek at the underbelly of COM objects and the Visual C++ compiler Key details about backwards compatibility--what Windows does and why Windows program security holes most developers don't know about How to make your program a better Windows citizen C++ *Standard Library Quick Reference* O'Reilly Media, Inc."

Delve inside the Windows Runtime - and learn best ways to design and build Windows Store apps. Guided by Jeffrey Richter, a recognized expert in Windows and .NET programming, along with principal Windows consultant Maarten van de Bospoort, you'll master essential concepts. And you'll gain practical insights and tips for how to architect, design, optimize, and debug your apps. With this book, you will: Learn how to consume Windows Runtime APIs from C# Understand the principles of architecting Windows Store apps See how to build, deploy, and secure app packages Understand how apps are activated and the process model controlling their execution Study the rich features available when working with files and folders Explore how to transfer, compress, and encrypt data via streams Design apps that give the illusion of running using live tiles, background transfers, and

background tasks Share data between apps using the clipboard and the Share charm Get advice for monetizing your apps through the Windows Store About This Book Requires working knowledge of Microsoft .NET Framework, C#, and the Visual Studio IDE Targeted to programmers building Windows Store apps Some chapters also useful to those building desktop apps Technologies Covered Windows 8.1 Microsoft Visual Studio 2013

Learn Modern C++ and STL Mastering Windows 8 C++ App Development

The intention is to provide a sound understanding of both the fundamental physical principles of thermodynamics and the more advanced concepts of the subject.

Mastering C# Addison-Wesley Professional

Microsoft Visual Studio 2015 empowers you to write next-generation applications for any modern environment: mobile, web, cloud, universal Windows 10/8.x, database, and beyond. This end-to-end deep dive will help working developers squeeze maximum productivity out of Microsoft's powerful new toolset. The authors combine authoritative and detailed information about Microsoft's latest IDE, with extensive insights and best practices drawn from decades of development experience. Developers will quickly get comfortable with Visual Studio 2015's updated interface, master its new capabilities, leverage its extensive new support for open standards, and discover multiple opportunities to leverage its .NET 4.6 platform and language improvements. By focusing entirely on Visual Studio 2015 Professional, the authors go deeper into Microsoft's core product than ever before. You'll find expert coverage of everything from debugging through deploying to Azure, IDE extension and automation through cross-platform mobile development. Throughout, this book's focus is relentlessly practical: how to apply Microsoft's tools to build better software, faster. Detailed information on how to... Master Visual Studio 2015's updated interface and key tools: Solutions, Projects, Browsers, Explorers, Editors, and Designers to improve productivity Develop robust cross-platform mobile apps for Windows, iOS, and Android using Apache Cordova templates for Visual Studio Use the new ASP.NET 5 to build modern web solutions that run on Windows, Mac, or Linux Develop Single Page Applications (SPAs) based on HTML5 and rich client-side JavaScript frameworks such as Knockout, AngularJS, Bootstrap, and more Accelerate cloud development with the Azure SDK, QuickStart templates, and Azure management portal Create mobile service solutions using ASP.NET Web API and WCF Streamline data development across multiple platforms with Entity Framework 7 Develop modern Microsoft Office business applications Perform robust, automated unit testing as you code, increasing your confidence in changes and refactoring Extend the VS 2015 IDE and Code Editor by creating custom, productivity-enhancing solutions Download all examples and source code presented in this book from informit.com/title/9780672337369 as they become available.

A Comprehensive Guide to WinRT with Examples in C# and XAML John Wiley & Sons

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

Introducing .NET 4.5 O'Reilly Media

The purpose of this book is to learn modern C-. The Modern C is C-11, 14, 17 and 20. Organized in themed chapters, this book allows beginners to edsend the language even by reading the chapters in a different order from that proposed by the author. It is the result of several years of work at the ISO standardization committee level, and the following versions, namely C-14, 17 and 20, are only the result of this effort. It should be noted, however, that C-20 is still partially implemented by market compilers, whether it's Microsoft's Visual C, Clang (LLVM) or CCG. On the cloud, everything is Server oriented and Linux reigns supreme. Whether it's multithread or asynchronous programming, with Docker or Azure, it's all about high-availability or hyper-scalabl environments.

CSS for Windows 8 App Development BoD - Books on Demand

This quick reference is a condensed guide to the essential data structures, algorithms, and functions provided by the C++ Standard Library. Used by millions of C++ programmers on a daily basis, the C++ Standard Library features core classes for strings, I/O streams, and various generic containers, as well as a comprehensive set of algorithms to manipulate them. In recent years, the C++11 and C++14 standards have added even more efficient container classes, a new powerful regular expression library, and a portable multithreading library featuring threads, mutexes, condition variables, and atomic variables. Needless to say, it is hard to know and remember all the possibilities, details, and intricacies of this vast and growing library. This handy reference guide is therefore indispensable to any C++ programmer. It offers a condensed, well-structured summary of all essential aspects of the C++ Standard Library. No page-long, repetitive examples or obscure, rarely used features. Instead, everything you need to know and watch out for in practice is outlined in a compact, to-the-point style, interspersed with practical tips and well-chosen, clarifying examples. The book does not explain the C++ language or syntax, but is accessible to anyone with basic C++ knowledge or programming experience. Even the most experienced C++ programmer though will learn a thing or two from it and find it a useful memory-aid. Among the topics covered are: What You Will Learn Gain the essentials that the C++ Standard Library has to offer Use containers to efficiently store and retrieve your data Use algorithms to inspect and manipulate your data See how lambda expressions allow for elegant use of algorithms Discover what the standard string class provides and how to use it Write localized applications Work with file and stream-based I/O Discover what smart pointers are and how to use them to prevent memory leaks Write safe and efficient multi-threaded code using the threading libraries Who This Book Is For All C++

programmers: irrespective of their proficiency with the language or the Standard Library, this book offers an indispensable reference and memory-aid. A secondary audience is developers who are new to C++, but not new to programming, and who want to learn more on the C++ Standard Library in a quick, condensed manner.

C# and XAML Sams Publishing

Annotation Master Windows 8.1/Windows Runtime Programming Through 80 Expert ProjectsThis 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 8.1'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 API, 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 intermediate-to-advanced Windows developers, and for any architect building desktop, tablet, or mobile solutions with Microsoft technologies. Its focus on both C# and XAML will make it valuable to millions of Windows developers already familiar with Silverlight, WPF, and/or .NET. Coverage includes* Creating robust app interfaces with the newest XAML controls, including flyouts and command bars* Saving data in a persistent "roaming zone" for syncing across Windows 8.1 devices* Using Visual State Manager (VSM) to build apps that adapt to various device resolutions and orientations* Integrating virtually any form of data into your apps* Connecting with web services, RSS, Atom feeds, and social networks* Securing apps via authentication, encrypting, signing, and single sign-on with Microsoft Account, Facebook, Google, and more* Leveraging Windows 8.1 media enhancements that improve battery life and app performance* Networking more effectively with Windows 8.1's revamped HTTP implementation and new location APIs* Using Tiles and Toasts to keep apps alive and connected, even when they aren't running* Enabling users to send content between devices via NFC tap and send* Ensuring accessibility and globalizing your apps* Efficiently debugging, optimizing, packaging, and deploying your apps* Building sideloadable apps that don't have to be published in Windows Store"This book doesn't just focus on singular concepts, it also provides end-to-end perspective on building an app in WinRT. It is one of those essential tools for Windows developers that will help you complete your software goals sooner than without it!"--Tim Heuer, Principal Program Manager Lead, XAML Platform, Microsoft Corporation.

Modern Fortran Pearson Education

Modern Fortran teaches you to develop fast, efficient parallel applications using twenty-first-century Fortran. In this guide, you'll dive into Fortran by creating fun apps, including a tsunami simulator and a stock price analyzer. Filled with real-world use cases, insightful illustrations, and hands-on exercises, Modern Fortran helps you see this classic language in a whole new light. Summary Using Fortran, early and accurate forecasts for hurricanes and other major storms have saved thousands of lives. Better designs for ships, planes, and automobiles have made travel safer, more efficient, and less expensive than ever before. Using Fortran, low-level machine learning and deep learning libraries provide incredibly easy, fast, and insightful analysis of massive data. Fortran is an amazingly powerful and flexible programming language that forms the foundation of high performance computing for research, science, and industry. And it's come a long, long way since starting life on IBM mainframes in 1956. Modern Fortran is natively parallel, so it's uniquely suited for efficiently handling problems like complex simulations, long-range predictions, and ultra-precise designs. If you're working on tasks where speed, accuracy, and efficiency matter, it's time to discover—or re-discover—Fortran.. About the technology For over 60 years Fortran has been powering mission-critical scientific applications, and it isn't slowing down yet! Rock-solid reliability and new support for parallel programming make Fortran an essential language for next-generation high-performance computing. Simply put, the future is in parallel, and Fortran is already there. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the book Modern Fortran teaches you to develop fast, efficient parallel applications using twenty-first-century Fortran. In this guide, you'll dive into Fortran by creating fun apps, including a tsunami simulator and a stock price analyzer. Filled with real-world use cases, insightful illustrations, and hands-on exercises, Modern Fortran helps you see this classic language in a whole new light. What's inside Fortran's place in the modern world Working with variables, arrays, and functions Module development Parallelism with coarrays, teams, and events Interoperating Fortran with C About the reader For developers and computational scientists. No experience with Fortran required. About the author Milan Curcic is a meteorologist, oceanographer, and author of several general-purpose Fortran libraries and applications. Table of Contents PART 1 - GETTING STARTED WITH MODERN FORTRAN 1 Introducing Fortran 2 Getting started: Minimal working app PART 2 - CORE ELEMENTS OF FORTRAN 3 Writing reusable code with functions and subroutines 4 Organizing your Fortran code using modules 5 Analyzing time series data with arrays 6 Reading, writing, and formatting your data PART 3 - ADVANCED FORTRAN USE 7 Going parallel with Fortan coarrays 8 Working with abstract data using derived types 9 Generic procedures and operators for any data type 10 User-defined operators for derived types PART 4 - THE FINAL STRETCH 11 Interoperability with C: Exposing your app to the web 12 Advanced parallelism with teams, events, and collectives

WinRT Unleashed Apress

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, partial 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 multimethod engines. c. Book News Inc.