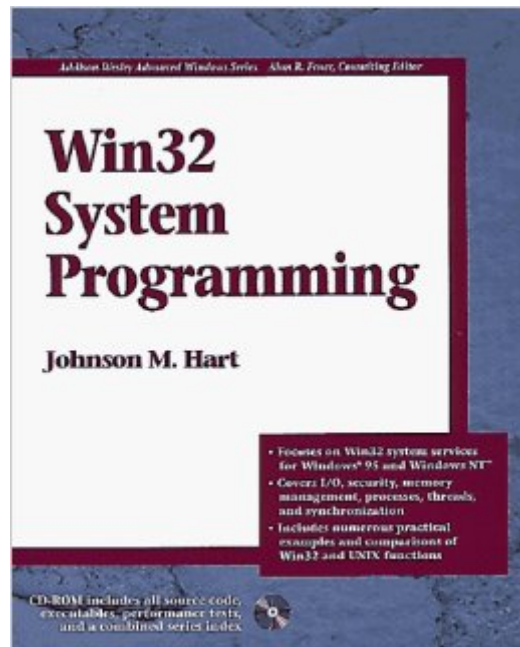


The book was found

Win32 System Programming



Synopsis

With this book, you can capitalize on your knowledge of high-end operating systems such as UNIX, MVS, and VMS to learn Windows system programming quickly. Written from the perspective of an experienced programmer and instructor, the book presents the core operating system services of Win32, the common API for the Windows 95 and Windows NT operating systems. It explains Win32 functions clearly, with numerous comparisons to corresponding UNIX calls, and highlights features unique to Win32.

Book Information

Series: Addison-Wesley Advanced Windows

Hardcover: 361 pages

Publisher: Addison-Wesley Professional (September 2, 1997)

Language: English

ISBN-10: 0201634651

ISBN-13: 978-0201634655

Product Dimensions: 9.5 x 7.6 x 1 inches

Shipping Weight: 2.2 pounds

Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (9 customer reviews)

Best Sellers Rank: #4,986,816 in Books (See Top 100 in Books) #46 in [Books > Computers & Technology > Programming > APIs & Operating Environments > Win32 API](#) #1035 in [Books > Computers & Technology > Business Technology > Windows Server](#) #3992 in [Books > Computers & Technology > Operating Systems > Windows > Windows Desktop](#)

Customer Reviews

I needed an intro to win32 which (a) concentrated on everything but the GUI, for server-side apps (b) wasn't just a part printout of MSDN, Microsoft's not-hugely-elegant-but-at-least-complete documentation on Everything (c) made use of pure win32 calls, not MFC, VB, or equivalent bloat. This book did the job, going through file access, process and memory management, security, IPC, and threads. It uses a tutorial style, giving you enough to get you understanding the basic concepts before diving into MSDN, with scattered code examples and accompanying CD. The style is very readable, and my only significant criticism is that it does not introduce enough topics, tailing off with rather a weak discussion of DLLs and ISAPI. Since the book is aimed particularly at Unix systems programmers, with its implementation of Unix commands and drawing of parallels, the reader will probably feel comfortable enough with win32 by the end anyway.

Mr Hart has produced a detailed and authoritative account of the Win32 subsystem interface. Rather than many texts which simply list the Win32 API, Hart adds considerable value by introducing essential "how-to" design considerations which will simplify the life of any Windows NT/95 developer. Win32 System Programming tackles many difficult topics, such as synchronization issues, fibers, file handling, asynch I/O and error processing. These are presented in a way that is understandable to both newcomers and more experienced developers. As well as introducing these individual concepts, the reader feels as though the author understands the 'big picture' - there are common links of discussion throughout the text. I would suggest that all Windows developers would benefit from an understanding of the material this work contains. Experienced readers will appreciate the sound foundations of Operating System and in particular Concurrency theory on which this text is based, whereas beginners will find an essential core reference to support further forays into the world of Win32 development. Not all aspects of Win32 are covered, in particular coverage of the GUI is omitted - however the book is not sold on this basis. I believe that developers armed with the information in Win32 System Programming will have a considerable advantage in approaching many important subjects in the future. For example, there is a very revealing insight into the techniques used in Hart's application server designs and the threading model used in COM. In short - it contains information that every developer must know if they are to successfully develop reliable and performant applications for the Windows 32 platform. This text may also be relevant to students of Operating Systems. I for one will eagerly await a second edition!

I enjoyed reading this book. I liked the comparisons with Unix, and I especially liked the conciseness and value for money (too many Windows books are too thick and overpriced). The web page supporting the book is outstanding and the author is very responsive to feedback. Having said that I enjoyed the conciseness, I'm looking forward to a second edition with more detail and examples (on I/O completion ports, for instance). I thoroughly recommend this book as good value for money; I'm sure you'll find the time to read it from cover to cover.

This book fills a gap and is a great concise intro to many Win32 topics. Even if you've already been through Richter's Advanced Windows there are many nuggets here that make it a great companion volume. The author, John Hart, is very responsive to user feedback. Here's the table of contents:

Chapter 1	Windows NT and Windows 95
Chapter 2	Getting Started with Win32
Chapter 3	Using the Win32 File System and Character I/O
Chapter 4	Direct File Access and File

AttributesChapter 5 Structured Exception HandlingChapter 6 Memory Management and
Memory-Mapped FilesChapter 7 SecurityChapter 8 Process ManagementChapter 9 Interprocess
CommunicationChapter 10 Threads and SchedulingChapter 11 Win32 SynchronizationChapter 12
Dynamic Link Libraries, In-Process Servers, and the ISAPIChapter 13 Asynchronous
Input/OutputChapter 14 Other Topics: Fibers, the Registry, and BeyondAppendix A Using the
Sample ProgramsAppendix B Win32, UNIX, and C Library ComparisonsAppendix C Performance
Results

Two claims in the Preface caught my attention; one clearly stating that the book aimed not at a comprehensive introduction to Win32 but rather aimed to point out its central features. The other was that the book should be suitable for those with a Unix background and who wished to learn quickly about Win32. These criteria were high on my list and prompted me to purchase the book. I can say that my expectations were very well met.

[Download to continue reading...](#)

PARTS Workbench for Win32 and OS/2 Report Writer - User's Guide (Win32 and OS/2 Version 3.0)
Digitalk PARTS Workbench for Win32 - 32-Bit Parts Assembly and Reuse Tool Set - User's Guide -
Win32 Series Version 3.0 PARTS Workbench for Win32 - 32-Bit Parts Assembly and Reuse Tool
Set - Reference (Win32 Series Version 3.0) Digitalk PARTS Workbench for Win32 - 32-Bit Parts
Assembly and Reuse Tool Set - Script Language Guide - Win32 Series Version 3.0 Win32 System
Programming Smalltalk V 32-Bit Object-Oriented Programming System - Tutorial (1994 Win32
Series Version 3.0) Digitalk Smalltalk V 32-Bit Object-Oriented Programming System - Encyclopedia
of Classes (1994 Win32 Series Version 3.0) Digitalk WIN32 Network Programming: Windows(r) 95
and Windows NT Network Programming Using MFC By Charles Petzold - Programming Windows
5th Edition Book/CD Package: The definitive guide to the Win32 API (Microsoft Programming
Series) (5th Edition) (10.2.1998) Java: The Simple Guide to Learn Java Programming In No Time
(Programming,Database, Java for dummies, coding books, java programming)
(HTML,Javascript,Programming,Developers,Coding,CSS,PHP) (Volume 2) Unix System V/386
Release 3.2: System Administrator's Guide (AT&T UNIX system V/386 library) Microsoft Win32
Programmer's Reference: System Services, Multimedia, Extensions, and Application Notes
(Microsoft Professional Reference) Windows 10: User Guide and Manual 2016 - Everything You
Need To Know About Microsoft's Best Operating System! (Windows 10 Programming, Windows 10
Software, Operating System) UNIX System Programming for System VR4 (Nutshell Handbooks)
Win32 API Programming with Visual Basic Python Programming On Win32: Help for Windows

Programmers Windows Graphics Programming: Win32 GDI and DirectDraw (Hewlett-Packard Professional Books) Windows 95 WIN32 Programming API Bible with CDROM (Complete programmer's reference) Multithreaded Programming with Win32 Programming Win32 Under the API (With CD-ROM)

[Dmca](#)