

Win32 Api Umentation

This is likewise one of the factors by obtaining the soft documents of this **Win32 Api umentation** by online. You might not require more era to spend to go to the ebook creation as with ease as search for them. In some cases, you likewise complete not discover the revelation Win32 Api umentation that you are looking for. It will completely squander the time.

However below, behind you visit this web page, it will be correspondingly certainly simple to acquire as capably as download guide Win32 Api umentation

It will not undertake many get older as we explain before. You can do it while deed something else at home and even in your workplace. consequently easy! So, are you question? Just exercise just what we allow under as capably as evaluation **Win32 Api umentation** what you in the same way as to read!

Professional Excel Development - Rob Bovey 2009

The definitive guide to developing applications with Microsoft Excel, this book is written by four authors who are Excel MVPs and run their own companies developing Excel-based applications.

Windows System Programming - Johnson M. Hart 2010-02-16

The Definitive Guide to Windows API Programming, Fully Updated for Windows 7, Windows Server 2008, and Windows Vista Windows System Programming, Fourth Edition, now contains extensive new coverage of 64-bit programming, parallelism, multicore systems, and many other crucial topics. Johnson Hart's robust code examples have been updated and streamlined throughout. They have been debugged and tested in both 32-bit and 64-bit versions, on single and multiprocessor systems, and under Windows 7, Vista, Server 2008, and Windows XP. To clarify program operation, sample programs are now illustrated with dozens of screenshots. Hart systematically covers Windows externals at the API level, presenting practical coverage of all the services Windows programmers need, and emphasizing how Windows functions actually behave and interact in real-world applications. Hart begins with features used in single-process applications and gradually progresses to more sophisticated functions and multithreaded environments. Topics covered include file systems, memory management, exceptions, processes, threads, synchronization, interprocess communication, Windows services, and security. New coverage in this edition includes Leveraging parallelism and maximizing performance in multicore systems Promoting source code portability and application interoperability across Windows, Linux, and UNIX Using 64-bit address spaces and ensuring 64-bit/32-bit portability Improving performance and scalability using threads, thread pools, and completion ports Techniques to improve program reliability and performance in all systems Windows performance-enhancing API features available starting with Windows Vista, such as slim reader/writer locks and condition variables A companion Web site, jmhartsoftware.com, contains all sample code, Visual Studio projects, additional examples, errata, reader comments, and Windows commentary and discussion.

Windows NT/2000 Native API Reference - Gary Nebbett 2000

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 Web 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.

Dan Appleman's Visual Basic Programmer's Guide to the Win32 API - Dan Appleman 1999

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.

Open Sources 2.0 - Chris DiBona 2005-10-21

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

Creating Mobile Apps with Xamarin.Forms Preview Edition 2 - Charles Petzold 2015-04-11

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Win32 Perl Programming - Dave Roth 2002

This book is a guide to Perl's most common Win32 extensions, grouped by their functionality. The new edition updates coverage from Perl 5.05 to current Perl version 5.6. It also includes new chapters offering critical, badly-needed information regarding security for Win32Perl, the topic most highly requested by reviewers. The appendices have descriptions and syntax of each function in the extensions covered. Each chapter makes extensive use of code segments to illustrate the use of specific functions and real world scenarios in which these functions can be used.

Win32 Perl Scripting - Dave Roth 2000

Scripting has become an enormously popular method of managing and maintaining Windows NT and 2000 networks--as evidenced by the success of Windows NT Shell Scripting, which has sold over 30,000 copies in 2 years. Simpler than programming, yet allowing greater complexity and utility than packaged network management tools, scripting is now the tool of choice by many of you network administrators. Perl is yet another powerful element of the scripting arsenal, yet since it has been ported to the Windows environment, very little information has been published on how to employ this extremely effective tool. Win32 Perl is so powerful that it can accomplish virtually any task that you may want to perform. Dave Roth, prolific creator of Win32 extensions, is prepared to share his unique insight into how these tasks can be accomplished and provide scripts that can be immediately employed. This book illustrates how Perl can automate many current mundane administrative tasks.

Computerworld - 2000-07-31

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Inside Windows Debugging - Tarik Soulamy 2012-05-15

Use Windows debuggers throughout the development cycle--and build better software Rethink your use of Windows debugging and tracing tools--and learn how to make them a key part of test-driven software development. Led by a member of the Windows

Fundamentals Team at Microsoft, you'll apply expert debugging and tracing techniques--and sharpen your C++ and C# code analysis skills--through practical examples and common scenarios. Learn why experienced developers use debuggers in every step of the development process, and not just when bugs appear. Discover how to: Go behind the scenes to examine how powerful Windows debuggers work Catch bugs early in the development cycle with static and runtime analysis tools Gain practical strategies to tackle the most common code defects Apply expert tricks to handle user-mode and kernel-mode debugging tasks Implement postmortem techniques such as JIT and dump debugging Debug the concurrency and security aspects of your software Use debuggers to analyze interactions between your code and the operating system Analyze software behavior with Xperf and the Event Tracing for Windows (ETW) framework

Moving to VB .NET - Dan Appleman 2008-01-01

Visual Basic guru Dan Appleman not only updates the book to include coverage of changes to VB.NET in Visual Studio 2003, but extends those areas that have proven important to VB.NET programmers since its release. Topics such as .NET remoting, versioning and object oriented programming are further illuminated using his own personable and highly effective style.

Porting to Win32TM - Thomas Lauer 2012-12-06

and Overview book: to undertake an expedition into these new and to a large extent unexplored territories, explaining along the way what all these things mean to existing programs and their native use under Win32 systems. After all, before putting such nice things as multiple threads or Unicode into their applications, developers have to port them to Win32 in the first place! And this is, in spite of all the promises from Microsoft, somewhat more difficult than I'd expected - at the very least in certain sections. The book is not focused so much on the detailed explanation of all the new functions and possibilities (these won't escape you anyway!); rather, its main concern is to make the transition from 16 to 32 bit as easy and smooth as possible for you as the developer and/or project lead. So, let's have a closer look at the individual parts of the text! Chapter 1: Fundamental The first chapter is for project leads and developers alike. It gives an Aspects and Preliminary overview of the new Win32 systems, describes the most important features, and compares them with Win16 and also with the competition coming along in the form of OS/2 3. x and UNIX. I'll show the important architectural and implementation issues, concentrating on Windows NT and detailing the differences for Windows 95 when required.

Office 2010 Library - John Walkenbach 2010-11-17

A must-have collection of Office 2010 application Bibles, written by the world's leading experts Talk about a bargain! Office 2010 Library offers enormous savings on four invaluable resources that boast nearly 5,000 pages and cover the core Office programs: Excel, Access, PowerPoint, and Word. The world's leading experts of these applications provide you with an arsenal of information on the latest version of each program. Three CDs are also included that feature bonus material, including helpful templates, worksheets, examples, and more to enhance your Microsoft Office 2010 experiences. Features four essential books on the most popular applications included in the Office 2010 suite: Excel, Access, PowerPoint, and Word Excel 2010 Bible?serves as an indispensable reference for Excel users, no matter your level of expertise, and updates you on the latest Excel tips, tricks, and techniques Access 2010 Bible?offers a thorough introduction to database fundamentals and terminology PowerPoint 2010 Bible?shows you how to use the new features of PowerPoint 2010 and make successful presentations Word 2010

Bible?begins with a detailed look at all the new features in Word 2010 and then expands to cover more advanced, intricate topics Office 2010 Library presents you with all-encompassing coverage that you won't find anywhere else!

Microsoft Excel 2016 Programming by Example with VBA, XML, and ASP - Julitta Korol 2016-06-09

Updated for Excel 2016 and based on the bestselling editions from previous versions, Microsoft Excel 2016 Programming by Example with VBA, XML and ASP is a practical, how-to book on Excel programming, suitable for readers already proficient with the Excel user interface (UI). If you are looking to automate Excel routine tasks, this book will progressively introduce you to programming concepts via numerous, illustrated, hands-on exercises. Includes a comprehensive disc with source code, supplemental files, and color screen captures (Also available from the publisher for download by writing to info@merclearning.com). More advanced topics are demonstrated via custom projects. From recording and editing a macro and writing VBA code to working with XML documents and using Classic ASP pages to access and display data on the Web, this book takes you on a programming journey that will change the way you work with Excel. The book provides information on performing automatic operations on files, folders, and other Microsoft Office applications. It also covers proper use of event procedures, testing and debugging, and guides you through programming advanced Excel features such as PivotTables, PivotCharts, and the Ribbon interface. Features: •Contains 28 chapters loaded with illustrated "Hands-On" exercises and projects that guide you through the VBA programming language. Each example tells you exactly where to enter code, how to test it and then run it. •Includes a comprehensive disc with source code, supplemental files, and color screen captures (Also available from the publisher for download by writing to info@merclearning.com). •Takes you from introductory topics--including recording and editing macros, using variables, and constants, writing subroutines/functions, conditional statements, and various methods of coding loops to repeat actions--to intermediate and advanced topics that include working with collections, class modules, arrays, file and database access, custom forms, error handling and debugging. •Includes comprehensive coverage of native file handling in VBA, Windows Scripting Host (WSH), and low-level File Access. •Demonstrates how to interact with Microsoft Access databases using both ADO and DAO Object Libraries to access and manipulate data. •Includes chapters on programming charts, PivotTables, dialog boxes, custom forms, the Ribbon, Backstage View, context/shortcut menu customizations, as well as proper use of event procedures and callbacks. •Provides a quick Hands-On introduction to the data analysis and transformation process using the new Excel 2016 Get & Transform feature and the "M" language formulas. •Provides a practical coverage of using Web queries, HTML, XML, and VBScript in Classic ASP to retrieve and publish Excel data to the Web. On The Companion Files: •All source code and supplemental files for the Hands-On exercises and custom projects •All images from the text (including 4-color screenshots)

Learn Modern C++ and STL - Christophe Pichaud 2021-01-15

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.

Beowulf Cluster Computing with Windows - Thomas Sterling 2001-10-26

Comprehensive guides to the latest Beowulf tools and methodologies. Beowulf clusters, which exploit mass-market PC hardware and software in conjunction with cost-effective commercial network technology, are becoming the platform for many scientific, engineering, and commercial applications. With growing popularity has come growing complexity. Addressing that complexity, Beowulf Cluster Computing with Linux and Beowulf Cluster Computing with Windows provide system users and administrators with the tools they need to run the most advanced Beowulf clusters. The book is appearing in both Linux and Windows versions in order to reach the entire PC cluster community, which is divided into two distinct camps according to the node operating system. Each book consists of three stand-alone parts. The first provides an introduction to the underlying hardware technology, assembly, and configuration. The second part offers a detailed presentation of the major parallel programming librairies. The third, and largest, part describes software infrastructures and tools for managing cluster resources. This includes some of the most popular of the software packages available for distributed task scheduling, as well as tools for monitoring and administering system resources and user accounts. Approximately 75% of the material in the two books is shared, with the other 25% pertaining to the specific operating system. Most of the chapters include text specific to the operating system. The Linux volume includes a discussion of parallel file systems.

Practical Algorithms for 3D Computer Graphics, Second Edition - R. Stuart Ferguson 2013-12-19

Practical Algorithms for 3D Computer Graphics, Second Edition covers the fundamental algorithms that are the core of all 3D computer graphics software packages. Using Core OpenGL and OpenGL ES, the book enables you to create a complete suite of programs for 3D computer animation, modeling, and image synthesis. Since the publication of the first edition, implementation aspects have changed significantly, including advances in graphics technology that are enhancing immersive experiences with virtual reality. Reflecting these considerable developments, this second edition presents up-to-date algorithms for each stage in the creative process. It takes you from the construction of polygonal models of real and imaginary objects to rigid body animation and hierarchical character animation to the rendering pipeline for the synthesis of realistic images. New to the Second Edition New chapter on the modern approach to real-time 3D programming using OpenGL New chapter that introduces 3D graphics for mobile devices New chapter on OpenFX, a comprehensive open source 3D tools suite for modeling and animation Discussions of new topics, such as particle modeling, marching cubes, and techniques for rendering hair and fur More web-only content, including source code for the algorithms, video transformations, comprehensive examples, and documentation for OpenFX The book is suitable for newcomers to graphics research and 3D computer games as well as more experienced software developers who wish to write plug-in modules for any 3D application program or shader code for a commercial games engine.

Operating System Projects Using Windows NT - Gary J. Nutt 1999

This text shows how basic concepts, relating to operating systems, are designed and implemented on Windows NT. It provides a series of 12 lab exercises which ask

students to write programs for NT's Win 32 API. Each exercise contains an introduction to the relevant NT concepts needed.

Windows Graphics Programming - Feng Yuan 2001

Currently, there aren't any good books on Windows graphics programming. Programmers looking for help are left to muddle their way through online documentation and API books that don't focus on this topic. This book paves new ground, covering actual graphics implementation, hidden restrictions, and performance issues programmers need to know about.

Professional C++ - Christophe Pichaud 2022-11-10

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...

Operating Systems and Middleware - Max Hailperin 2007

By using this innovative text, students will obtain an understanding of how contemporary operating systems and middleware work, and why they work that way.

Debugging Visual FoxPro Applications - Nancy Folsom 2002

Writing code is only half the battle in developing applications. Getting the bugs out is the other half - and it can be the frustrating part since, after all, bugs don't just mysteriously appear in your code. You have to put them there. But masterful debugging is more than a skill you can learn, it's a frame of mind, yes, almost a way of life. In "Debugging Visual FoxPro Applications", Nancy Folsom takes you into the head of a successful debugger, gives you a new perspective on the mind set, and then explores the myriad of tools that Visual FoxPro programmers have at their disposal.

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'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 *Visio 2000 Developer's Survival Guide* - Graham Wideman 2000

How to build robust, maintainable solutions with Visio's ShapeSheet and Automation development environments

Microsoft Excel 2013 Programming by Example with VBA, XML, and ASP - Julitta Korol 2014-04-15

This book is suitable for readers already familiar with the Excel user interface and introduces programming concepts via numerous multi-step, practical exercises. More advanced topics are introduced via custom projects. Covers recording and editing a macro and writing VBA code through working with XML documents and using ASP to display data on the Web. Microsoft Excel 2013 Programming by Example with VBA, XML and ASP is a practical how-to book on Excel programming, suitable for readers already familiar with the Excel user interface. The book introduces programming concepts via numerous multi-step, illustrated, hands-on exercises. More advanced topics are introduced via custom projects. From recording and editing a macro and writing VBA code to working with XML documents and using classic ASP to access and display data on the Web, this book takes you on a programming journey that will change the way you work with Excel. Completely updated for Excel 2010, this book provides information on performing automatic operations on files, folders, and other Microsoft Office applications. It also covers proper use of event procedures, testing and debugging, and programming advanced Excel features such as PivotTables, PivotCharts, and SmartTags. The chapters are loaded with illustrated hands-on projects and exercises that tell you exactly where to enter code, how to debug it, and then run it. Each

exercise/project step is clearly explained as it is performed. Features: Explores in great detail the latest version of Excel and all of its features. Covers recording and editing a macro and writing VBA code through working with XL documents and using ASP to display data on the Web. Covers Office Web Apps.

Programming Windows - 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 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.

Microsoft Excel 2019 Programming by Example with VBA, XML, and ASP - Julitta Korol 2019-05-13

Updated for Excel 2019 and based on the bestselling editions from previous versions, Microsoft Excel 2019 Programming by Example with VBA, XML and ASP is a practical, how-to book on Excel programming, suitable for readers already proficient with the Excel user interface (UI). If you are looking to automate Excel routine tasks, this book will progressively introduce you to programming concepts via numerous illustrated hands-on exercises. More advanced topics are demonstrated via custom projects. From recording and editing a macro and writing VBA code to working with XML documents and using Classic ASP pages to access and display data on the Web, this book takes you on a programming journey that will change the way you work with Excel. The book provides information on performing automatic operations on files, folders, and other Microsoft Office applications. It also covers proper use of event procedures, testing and debugging, and guides you through programming advanced Excel features such as PivotTables, PivotCharts, and the Ribbon interface. Features: Contains 28 chapters loaded with illustrated "Hands-On" exercises and projects that guide you through the VBA programming language. Each example tells you exactly where to enter code, how to test it, and then run it. Takes you from introductory topics--including recording and editing macros, using variables, and constants, writing subroutines/functions, conditional statements, and various methods of coding loops to repeat actions--to intermediate and advanced topics that include working with collections, class modules, arrays, file and database access, custom forms, error handling and debugging. Includes comprehensive coverage of native file handling in VBA, Windows Scripting Host (WSH), and low-level File Access. Demonstrates how to interact with Microsoft Access databases using both ADO and DAO Object Libraries to access and manipulate data. Includes chapters on programming charts, PivotTables, dialog boxes, custom forms, the Ribbon, Backstage View, context/shortcut menu customizations, as well as proper use of event procedures and callbacks. Provides a quick, "Hands-On" introduction to the data analysis and transformation processes using the Power Query feature and the "M" language formulas. Provides a practical coverage of

using Web queries, HTML, XML, and VBScript in Classic ASP to retrieve and publish Excel data to the Web. ON THE COMPANION FILES (also available for download from the publisher by emailing proof of purchase to info@merclearning.com) All source code and supplemental files for the "Hands-On" exercises and custom projects All images from the text (including 4-color screenshots)

Access 2007 Bible - Michael R. Groh 2011-06-15

"I recommend this book for anyone who wants a strong foundation in Access." –Jeff Lenamon, CIBC World Markets Updated edition with exciting new Access 2007 features! Harness the power of Access 2007 with the expert guidance in this comprehensive reference. Beginners will appreciate the thorough attention to database fundamentals and terminology. Experienced users can jump right into Access 2007 enhancements like the all-new user interface and wider use of XML and Web services. Each of the book's six parts thoroughly focuses on key elements in a logical sequence, so you have what you need, when you need it. Designed as both a reference and a tutorial, Access 2007 Bible is a powerful tool for developers needing to make the most of the new features in Access 2007. Build Access tables using good relational database techniques Construct efficient databases using a five-step design method Design efficient data-entry and data display forms Utilize the improved Access report designer Use Visual Basic(r) for Applications and the VBA Editor to automate applications Build and customize Access 2007 ribbons Seamlessly exchange Access data with SharePoint(r) Employ advanced techniques such as the Windows(r) API and object-oriented programming Add security and use data replication in your Access applications What's on the CD-ROM? Follow the examples in the book chapter by chapter using the bonus materials on the CD-ROM. You'll find separate Microsoft Access database files for each chapter and other working files, including All the examples and databases used in the book, including database files, images, data files in various formats, and icon files used in the book's examples A complete sample application file, including queries, reports, objects, and modules, that you can use as a reference See the CD-ROM appendix for details and complete system requirements. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Black Hat Go - Tom Steele 2020-01-24

Like the best-selling Black Hat Python, Black Hat Go explores the darker side of the popular Go programming language. This collection of short scripts will help you test your systems, build and automate tools to fit your needs, and improve your offensive security skillset. Black Hat Go explores the darker side of Go, the popular programming language revered by hackers for its simplicity, efficiency, and reliability. It provides an arsenal of practical tactics from the perspective of security practitioners and hackers to help you test your systems, build and automate tools to fit your needs, and improve your offensive security skillset, all using the power of Go. You'll begin your journey with a basic overview of Go's syntax and philosophy and then start to explore examples that you can leverage for tool development, including common network protocols like HTTP, DNS, and SMB. You'll then dig into various tactics and problems that penetration testers encounter, addressing things like data pilfering, packet sniffing, and exploit development. You'll create dynamic, pluggable tools before diving into cryptography, attacking Microsoft Windows, and implementing steganography. You'll learn how to: Make performant tools that can be used for your own security projects Create usable tools that interact with remote APIs Scrape arbitrary HTML data Use Go's standard package, net/http, for building HTTP servers Write your own DNS server and proxy Use DNS tunneling to establish a C2 channel out of a

restrictive network Create a vulnerability fuzzer to discover an application's security weaknesses Use plug-ins and extensions to future-proof products Build an RC2 symmetric-key brute-forcer Implant data within a Portable Network Graphics (PNG) image. Are you ready to add to your arsenal of security tools? Then let's Go!

Beginning x64 Assembly Programming - Jo Van Hoey 2019-10-31

Program in assembly starting with simple and basic programs, all the way up to AVX programming. By the end of this book, you will be able to write and read assembly code, mix assembly with higher level languages, know what AVX is, and a lot more than that. The code used in Beginning x64 Assembly Programming is kept as simple as possible, which means: no graphical user interfaces or whistles and bells or error checking. Adding all these nice features would distract your attention from the purpose: learning assembly language. The theory is limited to a strict minimum: a little bit on binary numbers, a short presentation of logical operators, and some limited linear algebra. And we stay far away from doing floating point conversions. The assembly code is presented in complete programs, so that you can test them on your computer, play with them, change them, break them. This book will also show you what tools can be used, how to use them, and the potential problems in those tools. It is not the intention to give you a comprehensive course on all of the assembly instructions, which is impossible in one book: look at the size of the Intel Manuals. Instead, the author will give you a taste of the main items, so that you will have an idea about what is going on. If you work through this book, you will acquire the knowledge to investigate certain domains more in detail on your own. The majority of the book is dedicated to assembly on Linux, because it is the easiest platform to learn assembly language. At the end the author provides a number of chapters to get you on your way with assembly on Windows. You will see that once you have Linux assembly under your belt, it is much easier to take on Windows assembly. This book should not be the first book you read on programming, if you have never programmed before, put this book aside for a while and learn some basics of programming with a higher-level language such as C. What You Will Learn Discover how a CPU and memory works Appreciate how a computer and operating system work together See how high-level language compilers generate machine language, and use that knowledge to write more efficient code Be better equipped to analyze bugs in your programs Get your program working, which is the fun part Investigate malware and take the necessary actions and precautions Who This Book Is For Programmers in high level languages. It is also for systems engineers and security engineers working for malware investigators. Required knowledge: Linux, Windows, virtualization, and higher level programming languages (preferably C or C++).

Microsoft Windows 2000 API Superbible - Richard J. Simon 2000

Following in the tradition of the Win 95 and Win32 NT SuperBibles, this book is a comprehensive reference for all of the APIs needed by the Windows programmer. It is arranged topically with related functions presented in the same chapter. Using relevant examples that are complete and appropriate to the task at hand, the user will be able to see clearly the most effective usage for each function. The user-friendly organization of the book will save programmers valuable time, and negate the need to sift through vendor supplied documentation with is spotty and disorganized.

Python Programming On Win32 - Mark Hammond 2000

A demonstration of Python's basic technologies showcases the programming language's possibilities as a Windows development and administration tool.

Win32 API Programming with Visual Basic - Steven Roman 2000

This book provides the missing documentation for VB programmers who want to harness the power of accessing the Win32 API within VB, and shows how to create powerful and unique applications without needing a background in Visual C++ or Win32 API programming. Other features a CD-ROM containing several of the applications discussed in the book, and can be used or modified to suit particular needs and used as learning tools.

Win32 System Services - Marshall Brain 2001

The quick, easy way to get up-to-speed on the Win 32 API--completely updated-- covers Windows 2000, NT4, and Windows 98/95. There are detailed chapters on every key topic: processes and threads, security, directories and drives, and many more. The CD-ROM contains all sample code.

Python Cookbook - Alex Martelli 2002

The Python Cookbook is a collection of problems, solutions, and practical examples for Python programmers, written by Python programmers. Over the past year, members of the Python community have contributed material to an online repository of Python recipes hosted by ActiveState. This book contains the best of those recipes, accompanied by overviews and background material by key Python figures. The recipes in the Python Cookbook range from simple tasks, such as working with dictionaries and list comprehensions, to entire modules that demonstrate templating systems and network monitoring. This book contains over 200 recipes on the following topics: Searching and sorting Manipulating text 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 Extending Python This book is a treasure trove of useful code for all Python programmers, from novices to advanced practitioners, with contributions from such Python luminaries as Guido Van Rossum, David Ascher, Tim Peters, Paul Prescod, Mark Hammond, and Alex Martelli, as well as over 100 other Python programmers. The recipes highlight Python best practices and can be used directly in day-to-day programming tasks, as a source of ideas, or as a way to learn more about Python. The recipes in the Python Cookbook were edited by David Ascher, who is on the board of the Python Software Foundation and is the co-author of Learning Python, and Alex Martelli, who is known for his numerous and exhaustive postings on the Python mailing list. The book contains a foreword by Guido van Rossum, the creator of Python.

PC Mag - 1993-11-09

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Excel 2021 / Microsoft 365 Programming By Example - Julitta Korol 2022-12-07

Updated for Excel 2021 and based on the bestselling editions from previous versions, Excel 2021 / Microsoft 365 Programming by Example is a practical, how-to book on Excel programming, suitable for readers already proficient with the Excel user interface. If you are looking to automate Excel routine tasks, this book will progressively introduce you to programming concepts via numerous illustrated hands-on exercises. More advanced topics are demonstrated via custom projects. From recording and editing a macro and writing VBA code from scratch to programming the Ribbon interface and working with XML documents, this book takes you on a programming journey that will change the way you work with Excel. The

book provides information on performing automatic operations on files, folders, and other Microsoft Office applications. It also covers proper use of event procedures, testing and debugging, and guides you through programming more advanced Excel features, such as working with VBA classes and raising your own events in standalone class modules. Includes companion files with source code, hands-on projects, and figures. FEATURES: Updated for Excel 2021 / Microsoft 365 and previous versions Includes 29 chapters and more than 275 applied examples and 10 projects Provides a practical coverage of using Web queries, HTML, XML, and VBScript Companion files with color screen captures, source code, and projects in the text

.NET 2.0 Interoperability Recipes - Bruce Bukovics 2006-11-22

It is difficult to just throw out all existing code and start over when a new technology arrives. That's the situation with Microsoft .NET, which represents a new and improved way of developing software for the Windows platform. Wouldn't you would love to rewrite all of your existing code in the newer managed code environment that .NET provides? However, you have that little problem known as legacy code. Fortunately, Microsoft .NET provides a rich set of tools interoperation with existing code. This book is written as a guide for Windows

developers transitioning from native Windows code to .NET managed code.

.NET Framework Solutions - John Mueller 2002-10-22

Annotation With Microsoft's release of Visual Studio. NET, the old Win32 API is replaced by the new. NET Framework. The framework supplies all of the libraries that programmers access to do things like drawing elements on the screen, accessing hardware of various kinds, implementing security, and a host of other functions.

C# Design and Development - John Paul Mueller 2009-02-25

John P. Mueller demonstrates how you can fine-tune your skill set to create an elegant design that will scale well and produce reliable, speedy, secure, and efficient code. You'll explore several applications and design strategies using C# and you'll learn the best approaches for various system configurations. Mueller shares expert advice on how to create better applications by using fine-tuned design strategies and new methods for writing applications using less code, which improves efficiency. Topics include understanding the application lifecycle, defining a design strategy, designing with speed and security in mind, scripting the IDE, working with controls and components, testing, debugging and quality assurance, serializing XML, working with LINQ, augmenting applications using F#, and much more.