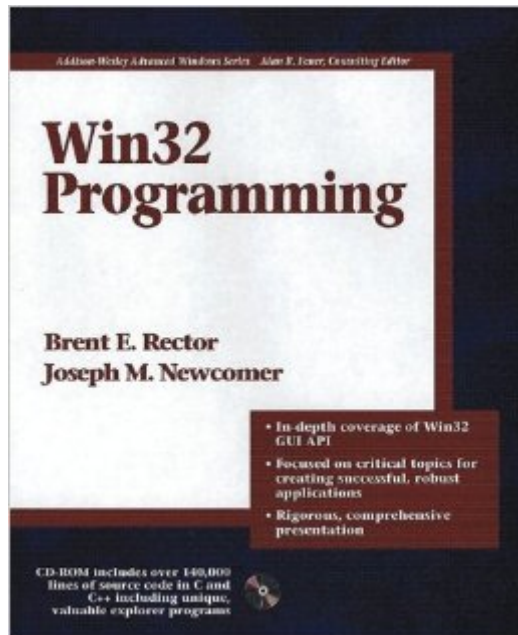


The book was found

Win32 Programming (Addison-Wesley Advanced Windows Series)(2 Vol Set)



Synopsis

Covering the material needed to understand and write 32-bit Windows applications for Windows 95 and Windows NT 3.51, this work details Win32 application programming concepts, and techniques for the common Application Programming Interface (API) of Windows 95 and Windows NT. Basic methods of Windows message handling are covered, as are advances in mouse and keyboard input handling, and graphical output using the Graphics Device Interface (GDI).

Book Information

Paperback: 1568 pages

Publisher: Addison-Wesley Professional (January 16, 1997)

Language: English

ISBN-10: 0201634929

ISBN-13: 978-0201634921

Product Dimensions: 7.7 x 2.7 x 9.6 inches

Shipping Weight: 6.1 pounds (View shipping rates and policies)

Average Customer Review: 3.8 out of 5 stars Â Â See all reviews Â (32 customer reviews)

Best Sellers Rank: #735,986 in Books (See Top 100 in Books) #3 in Â Books > Computers & Technology > Programming > APIs & Operating Environments > Win32 API #243 in Â Books > Computers & Technology > Business Technology > Windows Server #711 in Â Books > Computers & Technology > Operating Systems > Windows > Windows Desktop

Customer Reviews

I am an experienced software engineer with a Unix/X Window System background and needed to get up to speed on the Win32 API without being coddled like a child or taught how to program. I looked at Win32 books for several months before I found this book on the shelf. I like the organization of the book which starts with the core of a well-behaved Win32 application and moves on to bigger and better things with each chapter. I learned many good Win32 programming habits, such as the proper use of Unicode and , proper message loop structuring, and so-on from this book. These lessons in Win32 programming were learned the hard way (from the school of hard knocks also called "experience") by the authors so that I didn't have to suffer the same torturous fate. The authors start with the core of a Win32 application and then move through the core GDI objects: device contexts, fonts, windows, etc. Then they proceed to examine all the common controls one by one with an exhaustive reference of all their messages. Along the way, the authors point out places where porting from Win16 to Win32 might be a problem, as well as pointing out known bugs in the

MSDN documentation and the Win32 implementation, referencing knowledge base articles for more detail. I also found the advice for those transitioning from a unix background helpful. This might not be the best book for a beginner that has never written a GUI application before, but if you're familiar with the basics of event driven GUI applications from other window systems (AmigaOS, BeOS, MacOS or X Window System), then this book will teach you what you need to know about Win32 without wasting your time explaining things that you already know and understand.

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

Win32 Programming (Addison-Wesley Advanced Windows Series)(2 Vol set) TCP/IP Illustrated, Vol. 1: The Protocols (Addison-Wesley Professional Computing Series) Windows 10: Windows 10 Mastery. The Ultimate Windows 10 Mastery Guide (Windows Operating System, Windows 10 User Guide, User Manual, Windows 10 For Beginners, Windows 10 For Dummies, Microsoft Office) Windows 10: The Ultimate Guide For Beginners (Windows 10 for dummies, Windows 10 Manual, Windows 10 Complete User Guide, Learn the tips and tricks of Windows 10 Operating System) Windows 10: The Ultimate User Guide for Advanced Users to Operate Microsoft Windows 10 (tips and tricks, user manual, user guide, updated and edited, Windows ... (windows,guide,general.guide,all Book 4) Windows 10 Troubleshooting: Windows 10 Manuals, Display Problems, Sound Problems, Drivers and Software: Windows 10 Troubleshooting: How to Fix Common Problems ... Tips and Tricks, Optimize Windows 10) Windows 10: The Ultimate Beginner's Guide How to Operate Microsoft Windows 10 (tips and tricks, user manual, user guide, updated and edited, Windows ... (windows,guide,general.guide,all) (Volume 3) Windows 10: From Beginner To Expert: A Complete User Guide to Microsoft's Intelligent New Operating System (Now With Bonus Chapter) (Windows - General ... General Guide, Windows - General Mastery,) Windows 10 New Users Guide: Learn How To Master Windows 10 Step By Step! (Windows 10 For Beginners) Windows 10: The Ultimate Guide To Operate New Microsoft Windows 10 (tips and tricks, user manual, user guide, updated and edited, Windows for beginners) Windows Registry Forensics, Second Edition: Advanced Digital Forensic Analysis of the Windows Registry Programming Raspberry Pi 3: Getting Started With Python (Programming Raspberry Pi 3, Raspberry Pi 3 User Guide, Python Programming, Raspberry Pi 3 with Python Programming) Computer Programming Box Set (4 in 1): Linux, Raspberry Pi, Evernote, and Python Programming for Beginners (Computer Programming & Operating Systems) MASON JAR RECIPES BOOK SET 5 book in 1: Meals in Jars (vol.1); Salads in Jars (Vol. 2); Desserts in Jars (Vol. 3); Breakfasts in Jars (Vol. 4); Gifts in Jars (Vol. 5): Easy Mason Jar Recipe Cookbooks 3D Rendering in Windows: How to display three-dimensional objects in Windows with and without OpenGL. Windows Server 2012

R2: How to install and add roles?: (Desktop Experience) (Windows Server 2012 R2: From installation to configuration) Windows 10: Pros and Cons (Windows 10 for beginners Kindle ebooks Edition Book 2) C#: Design Patterns: The Easy Way Standard Solutions for Everyday Programming Problems; Great for: Game Programming, System Administration, App Programming, ... & Database Systems (Design Patterns Series) C: Easy C Programming for Beginners, Your Step-By-Step Guide To Learning C Programming (C Programming Series) SQL Handbook: Learning The Basics Of SQL Programming (Computer Science Programming) (Computer Programming For Beginners)

[Dmca](#)