Developing Drivers With The WindowsR Driver Foundation Pro Developer

As recognized, adventure as without difficulty as experience roughly lesson, amusement, as competently as pact can be gotten by just checking out a ebook **Developing Drivers With The WindowsR Driver Foundation Pro Developer** as well as it is not directly done, you could bow to even more approximately this life, in relation to the world.

We present you this proper as without difficulty as simple quirk to acquire those all. We give Developing Drivers With The WindowsR Driver Foundation Pro Developer and numerous ebook collections from fictions to scientific research in any way. in the middle of them is this Developing Drivers With The WindowsR Driver Foundation Pro Developer that can be your partner.

Linux Kernel Development - Love Robert 2018

Windows Embedded CE 6.0 Fundamentals - Stanislav Pavlov 2008

Help drive the next wave of smart, connected devices. Guided by two experts on Windows Embedded CE, you'll examine the core architecture, tools, and techniques that streamline the development process--and help get your ideas to market faster. Discover how to: Install the development environment and toolset Apply the device-planning practices that help optimize development time and resources Exploit the unified build system, including batch file and console utilities Use--or create--board support packages for hardware-specific code Dig into driver infrastructure, classes, and development processes Design and configure a custom run-time image Test and verify devices with the Windows Embedded CE Test Kit Create an SDK to extend your application to third-party developers

NASA Tech Briefs - 2000

Pro WPF - Matthew MacDonald 2007-11-25

This book explains how WPF works from the ground up. It is one of the first books available, and also one of the most detailed. It follows on from the author's previous and highly successful books covering Windows Forms. It is a one-stop shop in Apress' proven 'Pro' style that leaves readers with a deep understanding of the technology and able to take the concepts away and apply them for themselves. The book is written by Matthew MacDonald, author of two highly successful books on WPF's predecessor technology and with a proven track record of explaining breaking technologies clearly and precisely.

A Parallel Postsecondary Universe - Clifford Adelman 2000

This report describes a new system of credentialing that has arisen in the information technology and telecommunications industries over the past decade. It compares this system to traditional higher education, identifying both similarities and dissimilarities, and points to some cases in which the two interact.... The summary section of this report emphasizes the major themes of the certification system and its relationship to higher education: 1. The system is global and operates in many languages. 2. The student, not the institution, is at the center of the system. 3. The system has brought competency-based education and performance assessment to a status they have never enjoyed within traditional higher education. 4. Certification replace neither experience nor degrees, and the IT system does not pretend to be higher education. the summary also indicates the critical need for more information on certification candidates and providers of course work, since the new system is now large enough to play a role in state and national planning for postsecondary education. (HoF/text adopted).

InfoWorld - 2000-03-13

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Urban Sprawl and Public Health - Howard Frumkin 2004-07-09

'Urban Sprawl and Public Health' offers a survey of the impact that the built environment can have on the health of the people who inhabit our cities. The authors go on to suggest ways in which the design of cities could be improved & have a positive impact on the well-being of their citizens.

Pro Windows Embedded Compact 7 - Abraham Kcholi 2012-02-24

Windows Embedded Compact 7 is the natural choice for developing sophisticated, small-footprint devices for both consumers and the enterprise. For this latest version, a number of significant enhancements have been made, most notably the ability to run multi-core processors and address more than the 512 MB of memory constraint in previous versions. Using familiar developer tools, Pro Windows Embedded Compact 7 will take you on a deep-dive into device driver development. You'll learn how to set up your working environment, the tools that you'll need and how to think about developing for small devices before quickly putting theory into practice and developing your own first driver from the ground up. As you delve deeper into the details of driver development, you'll learn how to master hardware details, deal with I/O and interrupts, work with networks, and test and debug your drivers ready for deployment—all in the company of an author who's been working with Windows CE for more than a

decade. Packed with code samples, Pro Windows Embedded Compact 7 contains everything you'll need to start developing for small footprint devices with confidence.

Pro WPF in VB 2010 - Matthew MacDonald 2010-06-09

Microsoft's Windows Presentation Foundation (WPF) provides the foundation for building applications and high-quality user experiences for the Windows operating system. It blends the application user interface, documents, and media content, while exploiting the full power of your computer's operating system. Its functionality extends to the support for tablet PCs and other forms of input device, and provides a more modern imaging and printing pipeline, accessibility and user interface automation infrastructure, data-driven user interface and visualization, and integration points for weaving the application experience into the Windows shell. This book shows you how WPF really works. It provides you with the no-nonsense, practical advice that you need in order to build high-quality WPF applications quickly and easily. Having built a firm foundation, it goes on to explore more advanced aspects of WPF and how they relate to the others elements of the .NET 4.0 platform and associated technologies such as Silverlight.

Pro T-SQL Programmer's Guide - Jay Natarajan 2015-03-02

Pro T-SQL Programmer's Guide is your guide to making the best use of the powerful, Transact-SQL programming language that is built into Microsoft SQL Server's database engine. This edition is updated to cover the new, in-memory features that are part of SQL Server 2014. Discussing new and existing features, the book takes you on an expert guided tour of Transact-SQL functionality. Fully functioning examples and downloadable source code bring technically accurate and engaging treatment of Transact-SQL into your own hands. Step-by-step explanations ensure clarity, and an advocacy of best-practices will steer you down the road to success. Transact-SQL is the language developers and DBAs use to interact with SQL Server. It's used for everything from querying data, to writing stored procedures, to managing the database. Support for in-memory stored procedures running queries against in-memory tables is new in the language and gets coverage in this edition. Also covered are must-know features such as window functions and data paging that help in writing fast-performing database queries. Developers and DBAs alike can benefit from the expressive power of T-SQL, and Pro T-SQL Programmer's Guide is your roadmap to success in applying this increasingly important database language to everyday business and technical tasks. Covers the newly-introduced, in-memory database features Shares the best practices used by experienced professionals Goes deeply into the subject matter - an advanced book for the serious reader

Decarbonizing Development - Marianne Fay 2015-06-09

The science is unequivocal: stabilizing climate change implies bringing net carbon emissions to zero. This must be done by 2100 if we are to keep climate change anywhere near the 2oC warming that world leaders have set as the maximum acceptable limit. Decarbonizing Development: Three Steps to a Zero-Carbon Future looks at what it would take to decarbonize the world economy by 2100 in a way that is compatible with countries' broader development goals. Here is what needs to be done: -Act early with an eye on the end-goal. To best achieve a given reduction in emissions in 2030 depends on whether this is the final target or a step towards zero net emissions. -Go beyond prices with a policy package that triggers changes in investment patterns, technologies and behaviors. Carbon pricing is necessary for an efficient transition toward decarbonization. It is an efficient way to raise revenue, which can be used to support poverty reduction or reduce other taxes. Policymakers need to adopt measures that trigger the required changes in investment patterns, behaviors, and technologies - and if carbon pricing is temporarily impossible, use these measures as a substitute. -Mind the political economy and smooth the transition for those who stand to be most affected. Reforms live or die based on the political economy. A climate policy package must be attractive to a majority of voters and avoid impacts that appear unfair or are concentrated on a region, sector or community. Reforms have to smooth the transition for those who stand to be affected, by protecting vulnerable people but also sometimes compensating powerful lobbies.

Essential C# 3.0 - Mark Michaelis 2008-08-22

Essential C# 3.0 is an extremely well-written and well-organized "no-fluff" guide to C# 3.0, which will appeal to programmers at all levels of experience with C#. This fully updated edition dives deep into the new features that are revolutionizing programming, with brand new chapters covering query expressions, lambda expressions, extension methods, collection interface extensions, standard query operators, and LINQ as a whole. Author Mark Michaelis covers the C# language in depth, and each importantconstruct is illustrated with succinct, relevant code examples. (Complete code examples are available online.) Graphical "mind maps" at the beginning of each chapter show what material is covered and how each topic relates to the whole. Topics intended for beginners and advanced readers are clearly marked. Following an introduction to C#, readers learn about C# primitive data types, value types, reference types, type conversions, and arrays Operators and control flow, loops, conditional logic, and sequential programming Methods, parameters, exception handling, and structured programming Classes, inheritance, structures, interfaces, and object-oriented programming Well-formed types, operator overloading, namespaces, and garbage collection Generics, collections, custom collections, and iterators Delegates and lambda expressions Standard query operators and query expressions LINQ: language integrated query Reflection, attributes, and declarative programming Threading, synchronization, and multithreaded patterns Interoperability and unsafe code The Common Language Infrastructure that underlies C# Whether you are just starting out as a programmer, are an experienced

developer looking to learn C#, or are a seasoned C# programmer interested in learning the new features of C# 3.0, Essential C# 3.0 gives you just what you need to quickly get up and running writing C# applications.

Pro WPF in C# 2010 - Matthew MacDonald 2010-04-28

Microsoft's Windows Presentation Foundation (WPF) provides the foundation for building applications and high-quality user experiences for the Windows operating system. It blends the application user interface, documents, and media content, while exploiting the full power of your computer's operating system. Its functionality extends to the support for tablet PCs and other forms of input device, and it provides a more modern imaging and printing pipeline, accessibility and UI automation infrastructure, data-driven user interfaces and visualization, and integration points for weaving the application experience into the Windows shell. This book shows you how WPF really works. It provides you with the no-nonsense, practical advice that you need in order to build high-quality WPF applications quickly and easily. After giving you a firm foundation, it goes on to explore the more advance aspects of WPF and how they relate to the others elements of the .NET 4.0 platform and associated technologies such as Silverlight.

Pro WPF in C# 2008 - Matthew MacDonald 2008-06-19

The Microsoft Windows Presentation Foundation (WPF) blends application user interface, documents, and media content to provide richer control, design, and development of the visual aspects of Windows programs. In this book, author Matthew MacDonald shows you how WPF really works. His no-nonsense, practical advice will get you quickly and easily building high-quality WPF applications. MacDonald takes you through a thorough investigation of the more advanced aspects of WPF, and its relation to other elements of the WinFX stack and the .NET Framework 3.5, to complete your understanding of WPF and C# 2008.

System Engineering Analysis, Design, and Development - Charles S. Wasson 2015-11-16

Praise for the first edition: "This excellent text will be useful to everysystem engineer (SE) regardless of the domain. It covers ALLrelevant SE material and does so in a very clear, methodicalfashion. The breadth and depth of the author's presentation ofSE principles and practices is outstanding." –Philip Allen This textbook presents a comprehensive, step-by-step guide toSystem Engineering analysis, design, and development via anintegrated set of concepts, principles, practices, andmethodologies. The methods presented in this text apply to any typeof human system -- small, medium, and large organizational systemsand system development projects delivering engineered systems orservices across multiple business sectors such as medical,transportation, financial, educational, governmental, aerospace anddefense, utilities, political, and charity, among others. Provides a common focal point for "bridgingthe gap" between and unifying System Users, System Acquirers,multi-discipline System Engineering, and Project, Functional, andExecutive Management education, knowledge, and decision-making fordeveloping systems, products, or services Each chapter provides definitions of key terms,guiding principles, examples, author's notes, real-worldexamples, and exercises, which highlight and reinforce key SE&Dconcepts and practices Addresses concepts employed in Model-BasedSystems Engineering (MBSE), Model-Driven Design (MDD), UnifiedModeling Language (UMLTM) / Systems Modeling Language(SysMLTM), and Agile/Spiral/V-Model Development such asuser needs, stories, and use cases analysis; specificationdevelopment; system architecture development; User-Centric SystemDesign (UCSD); interface definition & control; systemintegration & test; and Verification & Validation(V&V) Highlights/introduces a new 21st Century SystemsEngineering & Development (SE&D) paradigm that is easy tounderstand and implement. Provides practices that are critical stagingpoints for technical decision making such as Technical StrategyDevelopment; Life Cycle requirements; Phases, Modes, & States;SE Process; Requirements Derivation; System ArchitectureDevelopment, User-Centric System Design (UCSD); EngineeringStandards, Coordinate Systems, and Conventions; et al. Thoroughly illustrated, with end-of-chapter exercises andnumerous case studies and examples, Systems EngineeringAnalysis, Design, and Development, Second Edition is a primarytextbook for multi-discipline, engineering, system analysis, andproject management undergraduate/graduate level students and avaluable reference for professionals.

Pro WPF with VB 2008 - Matthew MacDonald 2008-05-28

This book explains how WPF works from the ground up. It goes deep into the core of the technology in 800 pages of content-rich explanation. It will be one of the first books available on the topic, and also one of the most detailed. The book follows on from the author's previous, and highly successful books, covering Windows Forms (WPF's predecessor technology) and earlier versions of WPF. It provides a one-stop shop in Apress' proven 'Pro' style that leaves readers with a deep understanding of the technology and able to take the concepts away and apply them for themselves.

Network World - 2000-03-20

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

Engineering for Sustainable Development - International Centre for Engineering Education 2021-03-02

The report highlights the crucial role of engineering in achieving each of

the 17 SDGs. It shows how equal opportunities for all is key to ensuring an inclusive and gender balanced profession that can better respond to the shortage of engineers for implementing the SDGs. It provides a snapshot of the engineering innovations that are shaping our world, especially emerging technologies such as big data and AI, which are crucial for addressing the pressing challenges facing humankind and the planet. It analyses the transformation of engineering education and capacity-building at the dawn of the Fourth Industrial Revolution that will enable engineers to tackle the challenges ahead. It highlights the global effort needed to address the specific regional disparities, while summarizing the trends of engineering across the different regions of the world.

Linux Device Drivers Development - John Madieu 2017-10-20

Learn to develop customized device drivers for your embedded Linux system About This Book Learn to develop customized Linux device drivers Learn the core concepts of device drivers such as memory management, kernel caching, advanced IRQ management, and so on. Practical experience on the embedded side of Linux Who This Book Is For This book will help anyone who wants to get started with developing their own Linux device drivers for embedded systems. Embedded Linux users will benefit highly from this book. This book covers all about device driver development, from char drivers to network device drivers to memory management. What You Will Learn Use kernel facilities to develop powerful drivers Develop drivers for widely used I2C and SPI devices and use the regmap API Write and support devicetree from within your drivers Program advanced drivers for network and frame buffer devices Delve into the Linux irqdomain API and write interrupt controller drivers Enhance your skills with regulator and PWM frameworks Develop measurement system drivers with IIO framework Get the best from memory management and the DMA subsystem Access and manage GPIO subsystems and develop GPIO controller drivers In Detail Linux kernel is a complex, portable, modular and widely used piece of software, running on around 80% of servers and embedded systems in more than half of devices throughout the World. Device drivers play a critical role in how well a Linux system performs. As Linux has turned out to be one of the most popular operating systems used, the interest in developing proprietary device drivers is also increasing steadily. This book will initially help you understand the basics of drivers as well as prepare for the long journey through the Linux Kernel. This book then covers drivers development based on various Linux subsystems such as memory management, PWM, RTC, IIO, IRQ management, and so on. The book also offers a practical approach on direct memory access and network device drivers. By the end of this book, you will be comfortable with the concept of device driver development and will be in a position to write any device driver from scratch using the latest kernel version (v4.13 at the time of writing this book). Style and approach A set of engaging examples to develop Linux device drivers

InfoWorld - 1997-04-28

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

The Windows NT Device Driver Book - Art Baker 1997

This is a guide book with software for programmers writing device drivers for Windows NT. This is the only book and sample software available on Device Drivers--NT.

Android Application Development - Rick Rogers 2009-05-13

This practical book provides the concepts and code you need to develop software with Android, the open-source platform for cell phones and mobile devices that's generating enthusiasm across the industry. Based on the Linux operating system and developed by Google and the Open Handset Alliance, Android has the potential to unite a fragmented mobile market. Android Application Development introduces this programming environment, and offers you a complete working example that demonstrates Android architectural features and APIs. With this book, you will: Get a complete introduction to the Android programming environment, architecture, and tools Build a modular application, beginning with a core module that serves to launch modules added in subsequent chapters Learn the concepts and architecture of a specific feature set, including views, maps, location-based services, persistent data storage, 2D and 3D graphics, media services, telephony services, and messaging Use ready-to-run example code that implements each feature Delve into advanced topics, such as security, custom views, performance analysis, and internationalization The book is a natural complement to the existing Android documentation provided by Google. Whether you want to develop a commercial application for mobile devices, or just want to create a mobile mashup for personal use, Android Application Development demonstrates how you can design, build, and test applications for the new mobile market.

Linux Kernel Programming - Kaiwan N Billimoria 2021-03-19

Learn how to write high-quality kernel module code, solve common Linux kernel programming issues, and understand the fundamentals of Linux kernel internals Key FeaturesDiscover how to write kernel code using the Loadable Kernel Module frameworkExplore industry-grade techniques to perform efficient memory allocation and data synchronization within the kernelUnderstand the essentials of key internals topics such as kernel architecture, memory management, CPU scheduling, and kernel synchronizationBook Description Linux Kernel Programming is a comprehensive introduction for those new to Linux kernel and module development. This easy-to-follow guide will have you up and running with writing kernel code in next-to-no time. This book uses the latest 5.4 Long-Term Support (LTS) Linux kernel, which will be maintained from November 2019 through to December 2025. By working with the 5.4 LTS kernel throughout the book, you can be confident that your knowledge will

continue to be valid for years to come. You'll start the journey by learning how to build the kernel from the source. Next, you'll write your first kernel module using the powerful Loadable Kernel Module (LKM) framework. The following chapters will cover key kernel internals topics including Linux kernel architecture, memory management, and CPU scheduling. During the course of this book, you'll delve into the fairly complex topic of concurrency within the kernel, understand the issues it can cause, and learn how they can be addressed with various locking technologies (mutexes, spinlocks, atomic, and refcount operators). You'll also benefit from more advanced material on cache effects, a primer on lock-free techniques within the kernel, deadlock avoidance (with lockdep), and kernel lock debugging techniques. By the end of this kernel book, you'll have a detailed understanding of the fundamentals of writing Linux kernel module code for real-world projects and products. What you will learnWrite high-quality modular kernel code (LKM framework) for 5.x kernelsConfigure and build a kernel from sourceExplore the Linux kernel architectureGet to grips with key internals regarding memory management within the kernelUnderstand and work with various dynamic kernel memory alloc/dealloc APIsDiscover key internals aspects regarding CPU scheduling within the kernelGain an understanding of kernel concurrency issuesFind out how to work with key kernel synchronization primitivesWho this book is for This book is for Linux programmers beginning to find their way with Linux kernel development. If you're a Linux kernel and driver developer looking to overcome frequent and common kernel development issues, or understand kernel intervals, you'll find plenty of useful information. You'll need a solid foundation of Linux CLI and C programming before you can jump in.

Mastering Linux Device Driver Development - John Madieu 2021-01-08

Master the art of developing customized device drivers for your embedded Linux systems Key FeaturesStay up to date with the Linux PCI, ASoC, and V4L2 subsystems and write device drivers for themGet to grips with the Linux kernel power management infrastructureAdopt a practical approach to customizing your Linux environment using best practicesBook Description Linux is one of the fastest-growing operating systems around the world, and in the last few years, the Linux kernel has evolved significantly to support a wide variety of embedded devices with its improved subsystems and a range of new features. With this book, you'll find out how you can enhance your skills to write custom device drivers for your Linux operating system. Mastering Linux Device Driver Development provides complete coverage of kernel topics, including video and audio frameworks, that usually go unaddressed. You'll work with some of the most complex and impactful Linux kernel frameworks, such as PCI, ALSA for SoC, and Video4Linux2, and discover expert tips and best practices along the way. In addition to this, you'll understand how to make the most of frameworks such as NVMEM and Watchdog. Once you've got to grips with Linux kernel helpers, you'll advance to working with special device types such as Multi-Function Devices (MFD) followed by video and audio device drivers. By the end of this book, you'll be able to write feature-rich device drivers and integrate them with some of the most complex Linux kernel frameworks, including V4L2 and ALSA for SoC. What you will learnExplore and adopt Linux kernel helpers for locking, work deferral, and interrupt managementUnderstand the Regmap subsystem to manage memory accesses and work with the IRQ subsystemGet to grips with the PCI subsystem and write reliable drivers for PCI devicesWrite full multimedia device drivers using ALSA SoC and the V4L2 frameworkBuild power-aware device drivers using the kernel power management frameworkFind out how to get the most out of miscellaneous kernel subsystems such as NVMEM and WatchdogWho this book is for This book is for embedded developers, Linux system engineers, and system programmers who want to explore Linux kernel frameworks and subsystems. C programming skills and a basic understanding of driver development are necessary to get started with this book.

InfoWorld - 1997-02-24

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Developing Drivers with the Windows Driver Foundation - Penny Orwick 2007-04-25

Start developing robust drivers with expert guidance from the teams who developed Windows Driver Foundation. This comprehensive book gets you up to speed quickly and goes beyond the fundamentals to help you extend your Windows development skills. You get best practices, technical guidance, and extensive code samples to help you master the intricacies of the next-generation driver model—and simplify driver development. Discover how to: Use the Windows Driver Foundation to develop kernel-mode or user-mode drivers Create drivers that support Plug and Play and power management—with minimal code Implement robust I/O handling code Effectively manage synchronization and concurrency in driver code Develop user-mode drivers for protocol-based and serial-bus-based devices Use USB-specific features of the frameworks to quickly develop drivers for USB devices Design and implement kernel-mode drivers for DMA devices Evaluate your drivers with source code analysis and static verification tools Apply best practices to test, debug, and install drivers PLUS—Get driver code samples on the Web

Inside Windows Debugging - Tarik Soulami 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

Leading Lean Software Development - Mary Poppendieck 2009-10-21

Building on their breakthrough bestsellers Lean Software Development and Implementing Lean Software Development, Mary and Tom Poppendieck's latest book shows software leaders and team members exactly how to drive high-value change throughout a software organization—and make it stick. They go far beyond generic implementation guidelines, demonstrating exactly how to make lean work in real projects, environments, and companies. The Poppendiecks organize this book around the crucial concept of frames, the unspoken mental constructs that shape our perspectives and control our behavior in ways we rarely notice. For software leaders and team members, some frames lead to long-term failure, while others offer a strong foundation for success. Drawing on decades of experience, the authors present twenty-four frames that offer a coherent, complete framework for leading lean software development. You'll discover powerful new ways to act as competency leader, product champion, improvement mentor, front-line leader, and even visionary. Systems thinking: focusing on customers, bringing predictability to demand, and revamping policies that cause inefficiency Technical excellence: implementing low-dependency architectures, TDD, and evolutionary development processes, and promoting deeper developer expertise Reliable delivery: managing your biggest risks more effectively, and optimizing both workflow and schedules Relentless improvement: seeing problems, solving problems, sharing the knowledge Great people: finding and growing professionals with purpose, passion, persistence, and pride Aligned leaders: getting your entire leadership team on the same page From the world's number one experts in Lean software development, Leading Lean Software Development will be indispensable to everyone who wants to transform the promise of lean into reality—in enterprise IT and software companies alike.

Pro T-SQL 2012 Programmer's Guide - Michael Coles 2012-11-29

Pro T-SQL 2012 Programmer's Guide is every developer's key to making full use of SQL Server 2012's powerful, built-in Transact-SQL language. Discussing new and existing features, the book takes you on an expert guided tour of Transact-SQL functionality. Fully functioning examples and downloadable source code bring technically accurate and engaging treatment of Transact-SQL into your own hands. Step-by-step explanations ensure clarity, and an advocacy of best-practices will steer you down the road to success. Transact-SQL is the language developers and DBAs use to interact with SQL Server. It's used for everything from querying data, to writing stored procedures, to managing the database. New features in T-SQL 2012 include full support for window functions, stored sequences, the ability to throw errors, data paging, and more. All these important new features are covered in this book. Developers and DBAs alike can benefit from the expressive power of Transact-SQL, and Pro T-SQL 2012 Programmer's Guide provides the gateway to success in applying this increasingly important database language to everyday business and technical tasks.

Windows Internals - David A. Solomon 2009-06-17

See how the core components of the Windows operating system work behind the scenes—guided by a team of internationally renowned internals experts. Fully updated for Windows Server(R) 2008 and Windows Vista(R), this classic guide delivers key architectural insights on system design, debugging, performance, and support—along with hands-on experiments to experience Windows internal behavior firsthand. Delve inside Windows architecture and internals: Understand how the core system and management mechanisms work—from the object manager to services to the registry Explore internal system data structures using tools like the kernel debugger Grasp the scheduler's priority and CPU placement algorithms Go inside the Windows security model to see how it authorizes access to data Understand how Windows manages physical and virtual memory Tour the Windows networking stack from top to bottom—including APIs, protocol drivers, and network adapter drivers Troubleshoot file-system access problems and system boot problems Learn how to analyze crashes

Test-Driven iOS Development - Graham Lee 2012-04-12

As iOS apps become increasingly complex and business-critical, iOS developers must ensure consistently superior code quality. This means adopting best practices for creating and testing iOS apps. Test-Driven Development (TDD) is one of the most powerful of these best practices. Test-Driven iOS Development is the first book 100% focused on helping you successfully implement TDD and unit testing in an iOS environment. Long-time iOS/Mac developer Graham Lee helps you rapidly integrate TDD into your existing processes using Apple's Xcode 4 and the OCUnit unit testing framework. He guides you through constructing an entire Objective-C iOS app in a test-driven manner, from initial specification to functional product. Lee also introduces powerful patterns for applying TDD in iOS development, and previews powerful automated testing capabilities that will soon arrive on the iOS platform. Coverage includes Understanding the purpose, benefits, and costs of unit testing in iOS environments Mastering the principles of TDD, and applying them in areas from app design to refactoring Writing usable, readable, and repeatable iOS unit tests Using OCUnit to set up your Xcode project for TDD Using domain

analysis to identify the classes and interactions your app needs, and designing it accordingly Considering third-party tools for iOS unit testing Building networking code in a test-driven manner Automating testing of view controller code that interacts with users Designing to interfaces, not implementations Testing concurrent code that typically runs in the background Applying TDD to existing apps Preparing for Behavior Driven Development (BDD) The only iOS-specific guide to TDD and unit testing, Test-Driven iOS Development covers both essential concepts and practical implementation.

Programming Embedded Systems - Michael Barr 2006-10-11

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

A Guide to Kernel Exploitation - Enrico Perla 2010-10-28

A Guide to Kernel Exploitation: Attacking the Core discusses the theoretical techniques and approaches needed to develop reliable and effective kernel-level exploits, and applies them to different operating systems, namely, UNIX derivatives, Mac OS X, and Windows. Concepts and tactics are presented categorically so that even when a specifically detailed vulnerability has been patched, the foundational information provided will help hackers in writing a newer, better attack; or help pen testers, auditors, and the like develop a more concrete design and defensive structure. The book is organized into four parts. Part I introduces the kernel and sets out the theoretical basis on which to build the rest of the book. Part II focuses on different operating systems and describes exploits for them that target various bug classes. Part III on remote kernel exploitation analyzes the effects of the remote scenario and presents new techniques to target remote issues. It includes a step-by-step analysis of the development of a reliable, one-shot, remote exploit for a real vulnerabilitya bug affecting the SCTP subsystem found in the Linux kernel. Finally, Part IV wraps up the analysis on kernel exploitation and looks at what the future may hold. Covers a range of operating system families — UNIX derivatives, Mac OS X, Windows Details common scenarios such as generic memory corruption (stack overflow, heap overflow, etc.) issues, logical bugs and race conditions Delivers the reader from user-land exploitation to the world of kernel-land (OS) exploits/attacks, with a particular focus on the steps that lead to the creation of successful techniques, in order to give to the reader something more than just a set of tricks

Windows Developer's Journal - 1997

Practical Reverse Engineering - Bruce Dang 2014-02-03

Analyzing how hacks are done, so as to stop them in thefuture Reverse engineering is the process of analyzing hardware orsoftware and understanding it, without having access to the sourcecode or design documents. Hackers are able to reverse engineersystems and exploit what they find with scary results. Now the goodguys can use the same tools to thwart these threats. PracticalReverse Engineering goes under the hood of reverse engineeringfor security analysts, security engineers, and system programmers,so they can learn how to use these same processes to stop hackersin their tracks. The book covers x86, x64, and ARM (the first book to cover allthree); Windows kernel-mode code rootkits and drivers; virtualmachine protection techniques; and much more. Best of all, itoffers a systematic approach to the material, with plenty ofhands-on exercises and real-world examples. Offers a systematic approach to understanding reverseengineering, with hands-on exercises and real-world examples Covers x86, x64, and advanced RISC machine (ARM) architecturesas well as deobfuscation and virtual machine protectiontechniques Provides special coverage of Windows kernel-mode code(rootkits/drivers), a topic not often covered elsewhere, andexplains how to analyze drivers step by step Demystifies topics that have a steep learning curve Includes a bonus chapter on reverse engineering tools Practical Reverse Engineering: Using x86, x64, ARM, WindowsKernel, and Reversing Tools provides crucial, up-to-dateguidance for a broad range of IT professionals.

Network World - 2000-03-13

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

Achieving Sustainable Development and Promoting Development Cooperation - Department of Economic & Social Affairs 2008

This book presents an overview of the key debates that took place during the Economic and Social Council meetings at the 2007 High-level Segment, at which ECOSOC organized its first biennial Development Cooperation Forum. The discussions also revolved around the theme of the second Annual Ministerial Review, "Implementing the internationally agreed goals and commitments in regard to sustainable development."--P. 4 of cover.

Culture: urban future - UNESCO 2016-12-31

Report presents a series of analyses and recommendations for fostering the role of culture for sustainable development. Drawing on a global survey implemented with nine regional partners and insights from scholars, NGOs and urban thinkers, the report offers a global overview of urban heritage safeguarding, conservation and management, as well as the promotion of cultural and creative industries, highlighting their role as resources for sustainable urban development. Report is intended as a policy framework document to support governments in the implementation of the 2030 Agenda for Sustainable Urban Development and the New Urban Agenda.

IBM Informix Developer's Handbook - Whei-Jen Chen 2011-01-17

IBM® Informix® is a low-administration, easy-to-use, and embeddable database that is ideal for application development. It supports a wide range of development platforms, such as JavaTM, .NET, PHP, and web services, enabling developers to build database applications in the language of their choice. Informix is designed to handle RDBMS data and XML without modification and can be extended easily to handle new data sets. This IBM Redbooks® publication provides fundamentals of Informix application development. It covers the Informix Client installation and configuration for application development environments. It discusses the skills and techniques for building Informix applications with Java, ESQL/C, OLE DB, .NET, PHP, Ruby on Rails, DataBlade®, and Hibernate. The book uses code examples to demonstrate how to develop an Informix application with various drivers, APIs, and interfaces. It also provides application development troubleshooting and considerations for performance. This book is intended for developers who use IBM Informix for application development. Although some of the topics that we discuss are highly technical, the information in the book might also be helpful for managers or database administrators who are looking to better understand their Informix development environment.

Linux Device Drivers - Jonathan Corbet 2005-02-07

Provides information on writing a driver in Linux, covering such topics as character devices, network interfaces, driver debugging, concurrency, and interrupts.