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[Visual C++ 6 from the Ground Up](#) Que Publishing
 Building Windows 8 Apps with JavaScript is the definitive guide for every experienced developer who wants to create, ship, and profit from Windows 8 apps built with HTML5 and JavaScript. Written by Chris Sells, former Visual Studio Principal Program Manager who led the team that built Microsoft's official Windows 8 JavaScript app templates, and Brandon Satrom, expert web/mobile developer, this book covers every facet of development with Microsoft's new JavaScript framework and WinRT. The authors guide you through building full-featured Windows Store apps that merge the best aspects of desktop, web, and mobile apps into a single user and developer experience. You'll learn how to leverage the full power of the Windows 8 platform and integrate services ranging from client-side state to offline storage. Leveraging these techniques, you can deliver information to users faster, more clearly, and more concisely, on whatever devices they prefer. Through complete example projects, *Building Windows 8 Apps with JavaScript* covers Understanding powerful new improvements in Windows 8 developer experience Using Windows 8's more flexible binding to update the UI as underlying data changes Creating layouts and typography that fit Windows 8 style and leverage its advantages Working with audio, video, captured media, animation, and HTML5 graphics Making your app "connectable" with PlayTo Integrating WinJS navigation services to improve UI control Maintaining app states built up over time, and sharing them across devices Writing highly responsive async apps Supporting true-touch metaphors and interactions, location data, and sensors Designing apps for the Windows 8 design language Extending JavaScript code to integrate existing C/C++ code or to access Windows capabilities that WinRT doesn't expose Discovering best practices for monetizing Windows Store apps All of the downloadable examples can be created and run with Microsoft's free Visual Studio 2012 Express for Windows 8, which includes all you need to build, package, and deploy your Windows Store apps.

MCSE Windows Server 2003 Network Infrastructure Packt Pub Limited

Demonstrates how to write programs using the Microsoft Foundation Classes (MFCs). Covers building Visual C++ Windows applications using the latest Microsoft tools and components, using controls and wizards, using Microsoft's ODBC technology, using ActiveX controls to build database applications, and developing rational database applications. The CD-ROM contains all the source code for the example programs and MFC utilities. Annotation copyrighted by Book News, Inc., Portland, OR

Development System for Windows : Version 1.0 : User's Guides Tata McGraw-Hill Education

This book provides an accessible approach to the study of Windows programming with Visual C++. It is intended to be an introduction to Visual C++ for technical people including practicing engineers, engineering students, and others who would like to understand Windows programming and use its inherent graphic capabilities. While the book is aimed at a technical audience, the mathematical content is modest and it should be readable by most people interested in C++ programming. It introduces readers to Windows programming in a natural way, making use of the object-oriented environment, the Microsoft Foundation Classes (MFC), and the document/view organization. Over fifty example projects are included on a companion CD. These example projects are used in the book's tutorial format initially by introducing Visual C++ programming and important C++ concepts. Then coverage of Windows programming begins with fundamental graphics operations including interactive drawing with mouse inputs. This is followed by program interaction through Windows tools for creating drop down menus, toolbar buttons, dialog windows, file input/output, output to printers, etc. Basic animation concepts are presented, using classes to develop, manipulate and display geometric shapes. Graphs are plotted as objects and the process of creating color contour plots is discussed. After using this book and following its collection of example programs, readers should be well prepared to write interactive programs which integrate Windows functionality and graphics with their own C++ programming. The step-by-step structure of each example in the book is described thoroughly and only standard Microsoft resources for graphics are required. Exercises at the end of each chapter provide opportunities to revisit and extend the tutorial examples. The project folders on the CD include complete program code for all examples. Files are also provided that contain classes and functions for handling geometric objects and graphs and which may be easily adapted for a wide variety of application programs.

C++ Windows Programming Academic Press

The most comprehensive introduction to Microsoft's Visual C++/MFC library for Windows 95 and Windows NT, this book gives the reader a complete understanding of MFC programs and custom controls, AppWizard, ClassWizard shortcuts, resources, dialogs, menus, and other user interface elements. The accompanying CD contains source code and the entire book in searchable format.

Getting Started with Microsoft Visual C++ 6 with an Introduction to MFC Prentice Hall

Develop real-world applications in Windows About This Book Create diverse applications featuring the versatility of Small

Windows C++ library Learn about object-oriented programming in Windows and how to develop a large object-oriented class library in C++ Understand how to tackle application-specific problems along with acquiring a deep understanding of the workings of Windows architecture Who This Book Is For This book is for application developers who want a head-first approach into Windows programming. It will teach you how to develop an object-oriented class library in C++ and enhanced applications in Windows. Basic knowledge of C++ and the object-oriented framework is assumed to get the most out of this book. What You Will Learn Develop advanced real-world applications in Windows Design and implement a graphical object-oriented class library in C++ Get to grips with the workings of the integral aspects of the Win32 API, such as mouse input, drawing, cut-and-paste, file handling, and drop files Identify general problems when developing graphical applications as well as specific problems regarding drawing, spreadsheet, and word processing applications Implement classes, functions, and macros of the object-oriented class library developed in the book and how we implement its functionality by calling functions and macros in the Win32 API In Detail It is critical that modern developers have the right tools to build practical, user-friendly, and efficient applications in order to compete in today's market. Through hands-on guidance, this book illustrates and demonstrates C++ best practices and the Small Windows object-oriented class library to ease your development of interactive Windows applications. Begin with a focus on high level application development using Small Windows. Learn how to build four real-world applications which focus on the general problems faced when developing graphical applications. Get essential troubleshooting guidance on drawing, spreadsheet, and word processing applications. Finally finish up with a deep dive into the workings of the Small Windows class library, which will give you all the insights you need to build your own object-oriented class library in C++. Style and approach This book takes a tutorial-style approach that will demonstrate the features of a C++ object-oriented library by developing interactive Windows applications.

Windows Programming Under the Hood of MFC Pearson Education MICROSOFT VISUAL BASIC 2012 FOR WINDOWS APPLICATIONS: INTRODUCTORY teaches the essentials of computer programming using the latest Visual Basic programming language, Visual Basic 2012. Six chapters and four appendices cover topics such as designing a Visual Basic user interface, creating a windows application, variables and arithmetic operations, mobile applications using decision structures, and loop structures. Written in a straight-forward style with the innovative Guided Program Development section in each chapter, this text makes it easy for any novice programmer to understand the core capabilities and fundamental skills and techniques for Visual Basic

2012. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Introduction to Windows® and Graphics Programming with Visual C++ McGraw-Hill Osborne Media

The book is ideal for programmers who have worked with C++ or other Windows-based programming languages. It provides developers with everything they need to build complex desktop applications using C++. If you have already learned the C++ language, and want to take your programming to the next level, then this book is ideal for you.

Introduction to Windows and Graphics Programming with Visual C++ .NET Prentice Hall Professional

An official, self-paced training program for MCP Exam 70-015 presents a series of lessons and hands-on exercises designed to teach students how to design and implement distributed client/server solutions using Microsoft Visual C++ version 6.0. (Advanced)

Inside Visual C++ Springer Science & Business Media

Learn how LightSwitch can accelerate and simplify application development. As Microsoft's newest offering for simplifying application development, LightSwitch opens the development door to creating applications without writing code. This introductory, full-color book shows you how to quickly create, modify, and distribute information for your business with LightSwitch. Packed with simple example programs, this beginner-level resource guides you through a complete small business application using LightSwitch to demonstrate the capabilities of this exciting new tool. You'll explore the most common application development issues that developers encounter on a daily basis and learn how LightSwitch makes them easier to handle with solutions that streamline application development without requiring code. Gets you started with Visual Studio LightSwitch, Microsoft's newest offering for simplifying application development. Shows you how to prepare a LightSwitch application and looks at the technologies behind a LightSwitch application. Addresses working with simple data screens, working with master-detail data screens, and using exciting SQL server data. Looks at deploying applications, using SharePoint 2010 lists, and extending Visual Studio LightSwitch. If you're ready to simplify the application development process without writing a piece of code, then this is the book for you!

The Standard Reference for Programming with Microsoft Visual C++ Version 4 Que Publishing

For everyone who wants to discover the full power of development tools matched to the demands of 32-bit programming in Windows, INSIDE VISUAL C++ is the definitive handbook. Completely updated and expanded, the third edition is quick-paced and clear, to help you go farther, faster with Visual C++. As always, INSIDE VISUAL C++ is loaded with inside information that only author David Kruglinski could bring together. A former member of the Visual C++ development team, Kruglinski takes you one step at a time through the process of creating real-world, 32-bit applications for Windows - the Visual C++ way. You'll work with abundant 32-bit source code examples, learn about application frameworks, and get tips for fully exploiting features of the MFC library. You'll learn the fundamentals of programming for 32-bit Windows, get a real grasp of advanced topics such as multithreading, and gain a clear overall view of the full potential of Visual C++.

Microsoft Visual C++ Windows Applications by Example Prentice Hall

This book will show you how to transition from previous versions of Microsoft® Visual Studio, to Visual Studio 2010. The book will showcase new features in Visual Studio 2010 that ease the creation of applications. Real-world applications will be used throughout to demonstrate the features and ease of use. This book is for professional developers who are working with previous versions of Visual Studio and are looking to make the move to Visual Studio 2010 Professional. The book is not a language primer, a language reference, or a single technology book. It's a book that will help professional developers move from previous versions of Visual Studio (starting with 2003 and on up). It will cover the features of Visual Studio 2010 through an application. It will go through a lot of the exciting new language features and new versions of the most popular technologies without putting the emphasis on the technologies themselves. It will instead put the emphasis on how you would get to those new tools and features from Visual Studio 2010. If you are expecting this book to thoroughly cover the new Entity Framework or ASP.NET MVC 2, this is not the book for you. If you want to read a book where the focus is on Visual Studio 2010 and on the reasons for moving to Visual Studio 2010, this is the book for you.

Build Windows 8 Apps with Microsoft Visual C# and Visual Basic Step by Step Cengage Learning

A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated development environment, start-up templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)

Microsoft Mastering Cengage Learning

"Microsoft Visual C# .NET 2003 Kick Start" is a rapid-progression tutorial that presents the C# language to working programmers who are already familiar with another programming language or tool. This book speeds through basic concepts and focuses on practical examples showing the advantages of C# .NET 2003 in ASP programming, application design and creation, and .NET Web Services development. While "Microsoft Visual C# .NET 2003 Kick Start" assumes no knowledge of C# or the .NET Framework, it skips the handholding and basic programming instruction associated with entry-level tutorials. Full of code examples, tips, and profession insights, this book is about maximum payoff with minimum effort for the working programmer who wants to use Visual C# .NET 2003 now.

Microsoft Visual C++/CLI Step by Step John Wiley & Sons

Step-by-step guide to all the tools and extensions in the Visual Studio 2019 IDE. DESCRIPTION This book peeks into every corner of the Visual Studio IDE and will help you get started with the latest 2019 version. Right from installation, you'll discover new features within the tool and the optimal way to use the features you may already know. You'll learn, for example, how to extend Visual Studio with your own customizations, so that you can make it perform the way you want. You will then explore everything about NuGet package, test applications using Live Unit Testing, and learn how to make code templates using the T4 code generation tool. You'll get to grips with the richer JavaScript IntelliSense, which will help you focus more on coding. Moving on, you'll learn to work with the dedicated workloads for data storage and data science. You will also review the more advanced architecture tools concealed within the IDE and finally create cloud-first applications powered by Microsoft Azure using the built-in suite of Azure tools. KEY FEATURES ● Create and use custom IDE extensions ● Find, download, and use the best IDE extensions for web, mobile, Azure, and Windows ● Enhance programming experience and time with debugging tools ● Enhance coding capabilities with coding tools ● Test projects proactively ● Create powerful web, mobile, and Azure solutions for the real world WHAT WILL YOU LEARN By the end of the book, you will be able to tackle any solution for any platform head-on. You will create real-world solutions from start to finish. By using the tools and extensions outlined in this book, you will be able to code better and faster, debug better, share your code with more peers, test your code better, and install or publish your apps quicker and without issues. WHO THIS BOOK IS FOR The book is intended for any .NET developer. You can be a seasoned developer or a newbie just starting out. This book will play a pivotal role in presenting all the tools you need to become a better developer. Table of Contents 1. Getting started with Visual Studio 2. Digging in the Visual Studio IDE 3. IntelliSense 4. Language & coding changes in C# 5. What's new in .Net core 6. Built-in tools 7. Debugging tools 8. Testing tools 9. ASP.NET tools 10. Mobile tools 11. Azure tools 12. IDE extensions 13. ASP.NET extensions 14. Mobile extensions 15. Azure DevOps extensions

Microsoft Visual C# .NET 2003 Kick Start Que Publishing

Visual C++ is an established development language for Windows desktop applications. This book shows you how to develop professional, real-life applications by examining real world examples. It is fast, and used in millions of applications throughout the world.

Mastering Visual Studio .NET Microsoft Visual C++ Windows Applications by ExampleCode and Explanation for Real-world MFC C++ Applications

The fast track for programmers to learn the ins and outs of VC++ .NET through code examples, practical tips, and professional insights. Written by a Microsoft regional director, this book provides programmers moving from Visual Studio 6 to .NET and non-Microsoft developers maximum learning with minimum investment of time and effort.

Build Windows 8 Apps with Microsoft Visual C++ Step by Step Sams Publishing

Your hands-on, step-by-step guide to building Windows 8 apps with Microsoft Visual C++ Teach yourself how to build Windows 8 applications using the Visual C++ language--one step at a time. Ideal for those with intermediate to advanced C++ development skills, this tutorial provides practical, learn-by-doing exercises for creating apps that can adapt to different screen sizes--including desktop and laptop computers, tablets, and slates. Discover how to: Build apps using Windows 8 design guidelines Explore the

Windows 8 application architecture Apply tools and libraries from Microsoft Visual Studio and the Windows 8 SDK Use XAML to create touch-optimized user interfaces Create apps that make use of device sensors Manage the Windows 8 application lifecycle Prepare your app for the Windows Store.

Distributed Applications with Microsoft Visual C++ 6.0 MCSD Pearson Education

Microsoft Visual Workbench is the cornerstone of the Visual C++ development platform. It is a powerful development environment on its own, containing several integrated tools, including an editor, debugger, and graphical browser. But Visual Workbench also fits into the larger development strategy by acting as the central point from which all other development activities are performed ... [Section one of the book] describes how to install Visual C++ and how to use the Visual Workbench integrated development environment to develop applications using Visual C++ ... [Section two of the] manual contains information and procedures for working with App Studio, a powerful and easy-to-use Microsoft Windows operating system resource editor. In addition to editing Windows resources, App Studio works together with the Microsoft Foundation Class Library and ClassWizard to let [the reader] connect [his] resources to code. With Class Wizard, [he] can also quickly define class member variables that make it easier to work with dialog-box controls. -Intros.

BPB Publications

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

Building Windows 8 Apps with JavaScript "O'Reilly Media, Inc."

Extend your object-oriented programming skills with this "MICROSOFT MASTERING" learning system. you'll work at your own pace-learning how to use the "Microsoft Foundation Class" (MFC) library and the Visual C++ development system to write custom Microsoft Windows based applications faster. The text and the companion CD-ROM work hand in hand, helping you master essential MFC development concepts and providing critical skill-building practice. By the end of the course, you've learned how to create your own Windows-based applications-ready to run! Create custom solutions for Windows with expert Instruction direct from Microsoft: Enhance the user interface with dynamic menus, graphical status bars, toolbars, and dialog boxes. Implement view classes by writing a browser-style application. Learn how to use the debugger and handle errors and exceptions. Use Windows common controls, "Microsoft Internet Explorer" controls, and "Microsoft ActiveX" controls to quickly add functionality to your application. Discover how MFC simplifies the task of creating your own "ActiveX" controls. Use OLE DB templates and "ActiveX Data Objects" (ADO) to access and manipulate data sources. Build MFC applications that communicate across the Internet.

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