

Pro Msmq Microsoft Message Queue Programming

Pro MSMQ [Pro MSMQ Designing Applications with MSMQ](#) **POSIX.4 Programmers Guide** [Multicore Application Programming](#) **Computer Programming for Beginners** [Java Message Service](#) **Interprocess Communications in Linux** **Game Programming Patterns** **The Linux Programming Interface** **Practical C Programming** **Network Programming in .NET** **UNIX Programming** **Beginning Linux?Programming** **Graphics Programming in C++** **Professional Multicore Programming** [Linux System Programming Techniques](#) [Expert Python Programming](#) [Concurrent Programming on Windows](#) [Security Guide for IBM i V6.1](#) [Distributed .NET Programming in C#](#) [An Introduction to Parallel Programming](#) [Advanced Programming in the UNIX Environment](#) **Unix and Shell Programming** **Unix and Shell Programming** **UNIX Systems Programming** [Foundations of Python Network Programming](#) [Programming Windows](#) [Raspberry Pi System Programming for Beginner](#) [C++ Network Programming, Volume 2](#) **PC Mag C++ System Programming Cookbook** [Professional C# 5.0 and .NET 4.5.1](#) [Professional C# 2012 and .NET 4.5](#) **OS/2? Presentation Manager Programming for COBOL Programmers** **Introduction to 3D Game Programming with DirectX 9.0c: A Shader Approach** **ZeroMQ** [.NET 4 Wrox PDF Bundle](#) [Win32 Perl Programming](#) [Mastering the AS/400](#)

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Pro MSMQ Oct 29 2022 This will be the only book on the market with in-depth coverage of using Message Queuing from .NET code - it won't just be the number one in its category; it will be the only book in its category. * The only book targeted

at developers with in-depth coverage of MSMQ 3.0 and MSMQ triggers * The only MSMQ book that covers working with the PocketPC Covers VB, C++, and C# and will appeal to all developers using MSMQ, no matter what language they use Highlights problems such as the lack of support for the System.Messaging namespace in the .NET Compact Framework and shows how to get around the problems

C++ System Programming Cookbook Feb 27 2020 A problem-solution-based guide to help you overcome hurdles effectively while working with kernel APIs, filesystems, networks, threads, and process communications Key Features Learn to apply the latest C++ features (from C++11, 14, 17, and 20) to facilitate systems programming Create robust and concurrent systems that make the most of the available hardware resources Delve into C++ inbuilt libraries and frameworks to design robust systems as per your business needs Book Description C++ is the preferred language for system programming due to its efficient low-level computation, data abstraction, and object-oriented features. System programming is about designing and writing computer programs that interact closely with the underlying operating system and allow computer hardware to interface with the programmer and the user. The C++ System Programming Cookbook will serve as a reference for developers who want to have ready-to-use solutions for the essential aspects of system programming using the latest C++ standards wherever possible. This C++ book starts out by giving you an overview of system programming and refreshing your C++ knowledge. Moving ahead, you will learn how to deal with threads and processes, before going on to discover recipes for how to manage memory. The concluding chapters will then help you understand how processes communicate and how to interact with the console (console I/O). Finally, you will learn how to deal with time interfaces, signals, and CPU scheduling. By the end of the book, you will become adept at developing robust systems applications using C++. What you will learn Get up to speed with the fundamentals including makefile, man pages, compilation, and linking and debugging Understand how to deal with time interfaces, signals, and CPU scheduling Develop your knowledge of memory management Use processes and threads for advanced synchronizations (mutexes and condition variables) Understand interprocess communications (IPC): pipes, FIFOs, message queues, shared memory, and TCP and UDP Discover how to interact with the console (console I/O) Who this book is for This book is for C++ developers who want to gain practical knowledge of systems programming. Though no experience of Linux system programming is assumed, intermediate knowledge of C++ is necessary.

Unix and Shell Programming Nov 06 2020

Professional C# 5.0 and .NET 4.5.1 Jan 28 2020 Comprehensive, advanced coverage of C# 5.0 and .NET 4.5.1 Whether you're a C# guru or transitioning from C/C++, staying up to date is critical to your success. Professional C# 5.0 and .NET 4.5.1 is your go-to guide for navigating the programming environment for the Windows platform. After a quick refresher of the C# basics, the team of expert authors dives in to C# 5.0 and updates for NET 4.5.1. Includes: Different behaviors for .NET 4.5.1 and the changes to Visual Studio 2013 Changes to ASP.NET Core, Web Forms, MVC, and Web API Updated Windows 8 deployments and localization,

event logs, and data flow Shuffling of ADO.NET Entity Framework Additions to Windows Workflow Foundation New Windows Runtime 2.0 updates

Advanced Programming in the UNIX Environment Dec 07 2020 The new third edition of *Advanced Programming in the UNIX(R) Environment* supports today's leading platforms, reflects new technical advances and best practices, and aligns with Version 4 of the Single UNIX Specification. This valuable tool begins with files, directories, and processes, carefully laying the groundwork for more advanced techniques, such as signal handling and terminal I/O then thoroughly covers threads and multithreaded programming, and socket-based IPC. This edition covers more than seventy new interfaces, including POSIX asynchronous I/O, spin locks, barriers, and POSIX semaphores. Students are given examples, including more than ten thousand lines of downloadable, ISO C source code. More than four hundred system calls and functions are demonstrated with concise, complete programs that clearly illustrate their usage, arguments, and return values. To tie together what they've learned, the book presents several chapter-length case studies, each reflecting contemporary environments.

Unix and Shell Programming Oct 05 2020

Interprocess Communications in Linux Mar 22 2022 Gray zeroes right in on the key techniques of processes and interprocess communication from primitive communications to the complexities of sockets. The book covers every aspect of UNIX/Linux interprocess communications in sufficient detail to allow experienced programmers to begin writing useful code immediately.

Programming Windows Jul 02 2020 "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.

Win32 Perl Programming Jul 22 2019 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.

Beginning Linux?Programming Sep 16 2021 Describes the concepts of programming with Linux, covering such topics as shell programming, file structure, managing memory, using MySQL, debugging, processes and signals, and GNOME.

Security Guide for IBM i V6.1 Mar 10 2021 The IBM® i operation system (formerly IBM i5/OS®) is considered one of the most secure systems in the industry. From the beginning, security was designed as an integral part of the system. The System i® platform provides a rich set of security features and services that pertain to the goals of authentication, authorization, integrity, confidentiality, and auditing. However, if an IBM Client does not know that a service, such as a virtual private network (VPN) or hardware cryptographic support, exists on the system, it will not use it. In addition, there are more and more security auditors and consultants who are in charge of implementing corporate security policies in an organization. In many cases, they are not familiar with the IBM i operating system, but must understand the security services that are available. This IBM Redbooks® publication guides you through the broad range of native security features that are available within IBM i Version and release level 6.1. This book is intended for security auditors and consultants, IBM System Specialists, Business Partners, and clients to help you answer first-level questions concerning the security features that are available under IBM. The focus in this publication is the integration of IBM 6.1 enhancements into the range of security facilities available within IBM i up through Version release level 6.1. IBM i 6.1 security enhancements include: - Extended IBM i password rules and closer affinity between normal user IBM i operating system user profiles and IBM service tools user profiles - Encrypted disk data within a user Auxiliary Storage Pool (ASP) - Tape data save and restore encryption under control of the Backup Recovery and Media Services for i5/OS (BRMS) product, 5761-BR1 - Networking security enhancements including additional control of Secure Sockets Layer (SSL) encryption rules and greatly expanded IP intrusion detection protection and actions. DB2® for i5/OS built-in column encryption expanded to include support of the Advanced Encryption Standard (AES) encryption algorithm to the already available Rivest Cipher 2 (RC2) and Triple DES (Data Encryption Standard) (TDES) encryption algorithms. The IBM i V5R4 level IBM Redbooks publication IBM System i Security Guide for IBM i5/OS Version 5 Release 4, SG24-6668, remains available.

UNIX Programming Oct 17 2021 Functioning of UNIX operating system with shell programming KEY FEATURES ● Equipped with installation, administration, and best practices for UNIX system management. ● Provides a wide range of shell scripting and Unix-based solutions. ● UNIX foundations, Resource Management, Socket Programming, Shell Scripting, and the C Interface are all covered. DESCRIPTION This book is intended to be an instructional tool and study guide for those interested in learning about the principles of the UNIX operating system, process management, socket programming, and numerous shell scripting techniques. First, you will learn about the UNIX system architecture and programming environment, which provide an overview of all system resources and their management. Then, Unix file systems, Kernel data structures for performing file I/O, Basic File permissions and Library functions, and UNIX system calls are discussed. Process control, parallel execution, user data access, and signal management are just

some of the topics covered in this book. Next, we'll go through the basics of network communication, such as system calls, data transmission over sockets, and I/O multiplexing models. Finally, the book discusses more advanced UNIX and C interface concepts such as library functions, command-line arguments, and environment variables. Throughout the book, you'll find plenty of solutions, exercises, and shell scripts to help you get the most out of your hands-on experience with the UNIX system.

WHAT YOU WILL LEARN

- Investigate every aspect of the UNIX operating system.
- Understand how to use the shell and how to develop shell scripts.
- Acquaint yourself with all of UNIX's file and process components.
- Gain a working knowledge of file access and manipulation.
- Learn more about inter-process communication and its many methods.

WHO THIS BOOK IS FOR The book appeals to UNIX professionals, students, master's degree applicants, and candidates for competitive exams who wish to understand UNIX principles thoroughly. However, it is written for beginners and may be read by anyone without prior understanding.

TABLE OF CONTENTS

1. Fundamental Concepts of UNIX Operating System
2. File Management
3. Process Management
4. Inter-Process Communication
5. Socket Programming
6. Memory Management
7. UNIX Shell and Custom Environment
8. Shell Programming Using Bourne Shell

OS/2? Presentation Manager Programming for COBOL Programmers Nov 25 2019 Every technique and basic skill needed to create applications using OS/2 Presentation Manager (PM) can be found in this definitive guide. Covers all aspects of PM from a simple, display-only window application to a multiple-window, DLL-supported, SQL-based, completely functioning business application. Features over five megabytes of sample code including source, object and executable compressed onto a single 3.5 disk.

Foundations of Python Network Programming Aug 03 2020 Foundations of Python Network Programming, Third Edition, covers all of the classic topics found in the second edition of this book, including network protocols, network data and errors, email, server architecture, and HTTP and web applications, plus updates for Python 3. Some of the new topics in this edition include:

- Extensive coverage of the updated SSL support in Python 3
- How to write your own asynchronous I/O loop.
- An overview of the "asyncio" framework that comes with Python 3.4.
- How the Flask web framework connects URLs to your Python code.
- How cross-site scripting and cross-site request forgery can be used to attack your web site, and how to protect against them.
- How a full-stack web framework like Django can automate the round trip from your database to the screen and back.

If you're a Python programmer who needs a deep understanding of how to use Python for network-related tasks and applications, this is the book for you. From web application developers, to systems integrators, to system administrators—this book has everything that you need to know.

Expert Python Programming May 12 2021 Refine your Python programming skills and build professional grade applications with this comprehensive guide

Key Features

- Create manageable code that can run in various environments with different sets of dependencies
- Implement effective Python data structures and algorithms to write optimized code
- Discover the exciting new features of Python 3.7

Book Description Python is a dynamic programming language that's used in a

wide range of domains thanks to its simple yet powerful nature. Although writing Python code is easy, making it readable, reusable, and easy to maintain is challenging. Complete with best practices, useful tools, and standards implemented by professional Python developers, the third edition of Expert Python Programming will help you overcome this challenge. The book will start by taking you through the new features in Python 3.7. You'll then learn the advanced components of Python syntax, in addition to understanding how to apply concepts of various programming paradigms, including object-oriented programming, functional programming, and event-driven programming. This book will also guide you through learning the best naming practices, writing your own distributable Python packages, and getting up to speed with automated ways of deploying your software on remote servers. You'll discover how to create useful Python extensions with C, C++, Cython, and CFFI. Furthermore, studying about code management tools, writing clear documentation, and exploring test-driven development will help you write clean code. By the end of the book, you will have become an expert in writing efficient and maintainable Python code. What you will learn

Explore modern ways of setting up repeatable and consistent development environments
Package Python code effectively for community and production use
Learn modern syntax elements of Python programming such as f-strings, enums, and lambda functions
Demystify metaprogramming in Python with metaclasses
Write concurrent code in Python
Extend Python with code written in different languages
Integrate Python with code written in different languages

Who this book is for
This book will appeal to you if you're a programmer looking to take your Python knowledge to the next level by writing efficient code and learning the latest features of version 3.7 and above.

Professional C# 2012 and .NET 4.5 Dec 27 2019 Intermediate to advanced technique coverage, updated for C# 2012 and .NET 4.5 This guide is geared towards experienced programmers looking to update and enhance their skills in writing Windows applications, web apps, and Metro apps with C# and .NET 4.5. Packed with information about intermediate and advanced features, this book includes everything professional developers need to know about C# and putting it to work. Covers challenging .NET features including Language Integrated Query (LINQ), LINQ to SQL, LINQ to XML, WCF, WPF, Workflow, and Generics Puts the new Async keyword to work and features refreshers on .NET architecture, objects, types, inheritance, arrays, operators, casts, delegates, events, strings, regular expressions, collections, and memory management Explores new options and interfaces presented by Windows 8 development, WinRT, and Metro style apps Includes traditional Windows forms programming, ASP.NET web programming with C#, and working in Visual Studio 2012 with C# Professional C# 2012 and .NET 4.5 is a comprehensive guide for experienced programmers wanting to maximize these technologies.

Game Programming Patterns Feb 21 2022 The biggest challenge facing many game programmers is completing their game. Most game projects fizzle out, overwhelmed by the complexity of their own code. Game Programming Patterns tackles that exact problem. Based on years of experience in shipped AAA titles, this book collects proven patterns to untangle and optimize your game, organized

as independent recipes so you can pick just the patterns you need. You will learn how to write a robust game loop, how to organize your entities using components, and take advantage of the CPU's cache to improve your performance. You'll dive deep into how scripting engines encode behavior, how quadtrees and other spatial partitions optimize your engine, and how other classic design patterns can be used in games.

Pro MSMQ Sep 28 2022 This will be the only book on the market with in-depth coverage of using Message Queuing from .NET code - it won't just be the number one in its category; it will be the only book in its category. * The only book targeted at developers with in-depth coverage of MSMQ 3.0 and MSMQ triggers * The only MSMQ book that covers working with the PocketPC Covers VB, C++, and C# and will appeal to all developers using MSMQ, no matter what language they use Highlights problems such as the lack of support for the System.Messaging namespace in the .NET Compact Framework and shows how to get around the problems

Practical C Programming Dec 19 2021 A comprehensive guide with practical instructions for learning data structures, low-level programming, high-performance computing, networking and IoT to help you understand the latest standards in C programming such as C11 and C18 Key Features Tackle various challenges in C programming by making the most of its latest features Understand the workings of arrays, strings, functions, pointers, advanced data structures, and algorithms Become well-versed with process synchronization during multitasking and server-client process communication Book Description Used in everything from microcontrollers to operating systems, C is a popular programming language among developers because of its flexibility and versatility. This book helps you get hands-on with various tasks, covering the fundamental as well as complex C programming concepts that are essential for making real-life applications. You'll start with recipes for arrays, strings, user-defined functions, and pre-processing directives. Once you're familiar with the basic features, you'll gradually move on to learning pointers, file handling, concurrency, networking, and inter-process communication (IPC). The book then illustrates how to carry out searching and arrange data using different sorting techniques, before demonstrating the implementation of data structures such as stacks and queues. Later, you'll learn interesting programming features such as using graphics for drawing and animation, and the application of general-purpose utilities. Finally, the book will take you through advanced concepts such as low-level programming, embedded software, IoT, and security in coding, as well as techniques for improving code performance. By the end of this book, you'll have a clear understanding of C programming, and have the skills you need to develop robust apps. What you will learn Discover how to use arrays, functions, and strings to make large applications Perform preprocessing and conditional compilation for efficient programming Understand how to use pointers and memory optimally Use general-purpose utilities and improve code performance Implement multitasking using threads and process synchronization Use low-level programming and the inline assembly language Understand how to use graphics for animation Get to grips with applying security while developing C programs Who this book is for This intermediate-level

book is for developers who want to become better C programmers by learning its modern features and programming practices. Familiarity with C programming is assumed to get the most out of this book.

POSIX.4 Programmers Guide Jul 26 2022 Written in an informal, informative style, this authoritative guide goes way beyond the standard reference manual. It discusses each of the POSIX.4 facilities and what they mean, why and when you would use each of these facilities, and trouble spots you might run into. c.

Computer Programming for Beginners May 24 2022 This book aims to capture the fundamentals of computer programming without tying the topic to any specific programming language. To the best of the authors' knowledge there is no such book in the market.

Mastering the AS/400 Jun 20 2019 Annotation A hands-on approach to learning library-object structure, utilities and database management capabilities, application development tools, and OS/400 Control Language (CL), for the AS/400 computer. Twelve lessons, based largely on lab exercises, teach students how to communicate with the system, and use its many features, including CL, Query/400, logical files, DFU, SQL, and SDA. Annotation copyrighted by Book News, Inc., Portland, OR.

Raspberry Pi System Programming for Beginner Jun 01 2020 This book helps how to learn system programming on Raspberry Pi using C language and core system libraries. Several code samples are provided for ease of understanding about system programming. ****TOC****

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Linux System Programming Techniques Jun 13 2021 Find solutions to all your problems related to Linux system programming using practical recipes for developing your own system programs Key Features Develop a deeper understanding of how Linux system programming works Gain hands-on experience of working with different Linux projects with the help of practical examples Learn how to develop your own programs for Linux Book Description Linux is the world's most popular open source operating system (OS). *Linux System Programming Techniques* will enable you to extend the Linux OS with your own system programs and communicate with other programs on the system. The book begins by exploring the Linux filesystem, its basic commands, built-in manual pages, the GNU compiler collection (GCC), and Linux system calls. You'll then discover how to handle errors in your programs and will learn to catch errors and print relevant information about them. The book takes you through multiple recipes on how to read and write files on the system, using both streams and file descriptors. As you advance, you'll delve into forking, creating zombie processes, and daemons, along with recipes on how to handle daemons using systemd. After this, you'll find out how to create shared libraries and start exploring different types of interprocess communication (IPC). In the later chapters, recipes on how to write programs using POSIX threads and how to debug your programs using the GNU debugger (GDB) and Valgrind will also be covered. By the end of this Linux book, you will be able to develop your own system programs for Linux, including daemons, tools, clients, and filters. What you will learn Discover how to write programs for the Linux system using a wide variety of system calls Delve into the working of POSIX functions Understand and use key concepts such as signals, pipes, IPC, and process management Find out how to integrate programs with a Linux system Explore advanced topics such as filesystem operations, creating shared libraries, and debugging your programs Gain an overall understanding of how to debug your programs using Valgrind Who this book is for This book is for anyone who wants to develop system programs for Linux and gain a deeper understanding of the Linux system. The book is beneficial for anyone who is facing issues related to a particular part of Linux system programming and is looking for specific recipes or solutions.

PC Mag Mar 30 2020 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.

Java Message Service Apr 23 2022 This book is a thorough introduction to Java Message Service (JMS), the standard Java application program interface (API) from Sun Microsystems that supports the formal communication known as "messaging" between computers in a network. JMS provides a common interface to standard messaging protocols and to special messaging services in support of Java programs. The messages exchange crucial data between computers, rather than between users--information such as event notification and service requests.

Messaging is often used to coordinate programs in dissimilar systems or written in different programming languages. Using the JMS interface, a programmer can invoke the messaging services of IBM's MQSeries, Progress Software's SonicMQ, and other popular messaging product vendors. In addition, JMS supports messages that contain serialized Java objects and messages that contain Extensible Markup Language (XML) pages. Messaging is a powerful new paradigm that makes it easier to uncouple different parts of an enterprise application. Messaging clients work by sending messages to a message server, which is responsible for delivering the messages to their destination. Message delivery is asynchronous, meaning that the client can continue working without waiting for the message to be delivered. The contents of the message can be anything from a simple text string to a serialized Java object or an XML document. Java Message Service shows how to build applications using the point-to-point and publish-and-subscribe models; how to use features like transactions and durable subscriptions to make an application reliable; and how to use messaging within Enterprise JavaBeans. It also introduces a new EJB type, the MessageDrivenBean, that is part of EJB 2.0, and discusses integration of messaging into J2EE.

An Introduction to Parallel Programming Jan 08 2021 An Introduction to Parallel Programming is the first undergraduate text to directly address compiling and running parallel programs on the new multi-core and cluster architecture. It explains how to design, debug, and evaluate the performance of distributed and shared-memory programs. The author Peter Pacheco uses a tutorial approach to show students how to develop effective parallel programs with MPI, Pthreads, and OpenMP, starting with small programming examples and building progressively to more challenging ones. The text is written for students in undergraduate parallel programming or parallel computing courses designed for the computer science major or as a service course to other departments; professionals with no background in parallel computing. Takes a tutorial approach, starting with small programming examples and building progressively to more challenging examples Focuses on designing, debugging and evaluating the performance of distributed and shared-memory programs Explains how to develop parallel programs using MPI, Pthreads, and OpenMP programming models

Concurrent Programming on Windows Apr 11 2021 "When you begin using multi-threading throughout an application, the importance of clean architecture and design is critical. . . . This places an emphasis on understanding not only the platform's capabilities but also emerging best practices. Joe does a great job interspersing best practices alongside theory throughout his book." - From the Foreword by Craig Mundie, Chief Research and Strategy Officer, Microsoft Corporation Author Joe Duffy has risen to the challenge of explaining how to write software that takes full advantage of concurrency and hardware parallelism. In Concurrent Programming on Windows, he explains how to design, implement, and maintain large-scale concurrent programs, primarily using C# and C++ for Windows. Duffy aims to give application, system, and library developers the tools and techniques needed to write efficient, safe code for multicore processors. This is important not only for the kinds of problems where concurrency is inherent and easily exploitable—such as server applications, compute-intensive image

manipulation, financial analysis, simulations, and AI algorithms—but also for problems that can be speeded up using parallelism but require more effort—such as math libraries, sort routines, report generation, XML manipulation, and stream processing algorithms. *Concurrent Programming on Windows* has four major sections: The first introduces concurrency at a high level, followed by a section that focuses on the fundamental platform features, inner workings, and API details. Next, there is a section that describes common patterns, best practices, algorithms, and data structures that emerge while writing concurrent software. The final section covers many of the common system-wide architectural and process concerns of concurrent programming. This is the only book you'll need in order to learn the best practices and common patterns for programming with concurrency on Windows and .NET.

C++ Network Programming, Volume 2 Apr 30 2020 Do you need to develop flexible software that can be customized quickly? Do you need to add the power and efficiency of frameworks to your software? The ADAPTIVE Communication Environment (ACE) is an open-source toolkit for building high-performance networked applications and next-generation middleware. ACE's power and flexibility arise from object-oriented frameworks, used to achieve the systematic reuse of networked application software. ACE frameworks handle common network programming tasks and can be customized using C++ language features to produce complete distributed applications. *C++ Network Programming, Volume 2*, focuses on ACE frameworks, providing thorough coverage of the concepts, patterns, and usage rules that form their structure. This book is a practical guide to designing object-oriented frameworks and shows developers how to apply frameworks to concurrent networked applications. *C++ Networking, Volume 1*, introduced ACE and the wrapper facades, which are basic network computing ingredients. Volume 2 explains how frameworks build on wrapper facades to provide higher-level communication services. Written by two experts in the ACE community, this book contains: An overview of ACE frameworks Design dimensions for networked services Descriptions of the key capabilities of the most important ACE frameworks Numerous C++ code examples that demonstrate how to use ACE frameworks *C++ Network Programming, Volume 2*, teaches how to use frameworks to write networked applications quickly, reducing development effort and overhead. It will be an invaluable asset to any C++ developer working on networked applications.

ZeroMQ Sep 23 2019 Offers instruction on how to use the flexible networking tool for exchanging messages among clusters, the cloud, and other multi-system environments.

The Linux Programming Interface Jan 20 2022 The Linux Programming Interface (TLPI) is the definitive guide to the Linux and UNIX programming interface—the interface employed by nearly every application that runs on a Linux or UNIX system. In this authoritative work, Linux programming expert Michael Kerrisk provides detailed descriptions of the system calls and library functions that you need in order to master the craft of system programming, and accompanies his explanations with clear, complete example programs. You'll find descriptions of over 500 system calls and library functions, and more than 200 example programs,

88 tables, and 115 diagrams. You'll learn how to: -Read and write files efficiently -Use signals, clocks, and timers -Create processes and execute programs -Write secure programs -Write multithreaded programs using POSIX threads -Build and use shared libraries -Perform interprocess communication using pipes, message queues, shared memory, and semaphores -Write network applications with the sockets API While The Linux Programming Interface covers a wealth of Linux-specific features, including epoll, inotify, and the /proc file system, its emphasis on UNIX standards (POSIX.1-2001/SUSv3 and POSIX.1-2008/SUSv4) makes it equally valuable to programmers working on other UNIX platforms. The Linux Programming Interface is the most comprehensive single-volume work on the Linux and UNIX programming interface, and a book that's destined to become a new classic.

Designing Applications with MSMQ Aug 27 2022 As a comprehensive resource focusing on the basics of distributed transactional objects for components, this book addresses the needs of both Window and UNIX developers.

UNIX Systems Programming Sep 04 2020 bull; Learn UNIX essentials with a concentration on communication, concurrency, and multithreading techniques bull; Full of ideas on how to design and implement good software along with unique projects throughout bull; Excellent companion to Stevens' Advanced UNIX System Programming

.NET 4 Wrox PDF Bundle Aug 23 2019 The books included in this set are:
9780470502204 Professional ASP.NET 4: in C# and VB: Written by three highly recognized and regarded ASP.NET experts, this book provides comprehensive coverage on ASP.NET 4 with a unique approach featuring examples in both C# and VB, as is the incomparable coverage of core ASP.NET. After a fast-paced refresher on essentials such as server controls, the book delves into expert coverage of all the latest capabilities of ASP.NET 4. 9780470502259 Professional C# 4 and .NET 4: After a quick refresher on C# basics, the author dream team moves on to provide you with details of language and framework features including LINQ, LINQ to SQL, LINQ to XML, WCF, WPF, Workflow, and Generics. Coverage also spans ASP.NET programming with C#, working in Visual Studio 2010 with C#, and more. With this book, you'll quickly get up to date on all the newest capabilities of C# 4. 9780470548653 Professional Visual Studio 2010: This book gets you quickly up to speed on what you can expect from Visual Studio 2010. Packed with helpful examples, this comprehensive guide explains examines the features of Visual Studio 2010, which allows you to create and manage programming projects for the Windows platform. It walks you through every facet of the Integrated Development Environment (IDE), from common tasks and functions to its powerful tools 9780470499832 Visual Basic 2010 Programmer's Reference: This reference guide provides you with a broad, solid understanding of essential Visual Basic 2010 topics and clearly explains how to use this powerful programming language to perform a variety of tasks. As a tutorial, the book describes the Visual Basic language and covers essential Visual Basic topics. The material presents categorized information regarding specific operations and reveals useful tips, tricks, and tidbits to help you make the most of the new Visual Basic 2010. 9780470477229 WPF Programmer's Reference: Windows Presentation Foundation with C# 2010 and .NET 4: Written by a leading expert on Microsoft graphics

programming, this richly illustrated book provides an introduction to WPF development and explains fundamental WPF concepts. It is packed with helpful examples and progresses through a range of topics that gradually increase in their complexity. 9780470257029 Professional SQL Server 2008 Programming: This expanded best-seller includes new coverage of SQL Server 2008's new datatypes, new indexing structures, manageability features, and advanced time-zone handling. As an added bonus, also includes Professional SQL Server 2005 Programmers for .NET 4 developers still working in a SQL Server 2005 setting.

Graphics Programming in C++ Aug 15 2021 A quick and clear introduction to graphics programming under Windows 98 without encumbering the reader in a mass of extraneous details. The application of object oriented techniques to graphics programming is a principal theme throughout the text and many illustrative coding examples in C++ are provided. The main topics include: message-based programming; window management; working with C++ objects; Windows 98 GDI; pens, brushes, bitmaps and palettes; sprite animation; wire-frame and polygon-fill images; assembly language programming; 3D vector geometry; perspective projections; hidden pixel removal; colour shading and texture mapping; virtual world simulation.

Network Programming in .NET Nov 18 2021 The purpose of this book is to provide tools to design and implement network-orientated applications in .NET. It is also a guide for software designers to choose the best and most efficient way to implement mission critical solutions. The book addresses real-world issues facing professional developers, such as using third-party components as opposed in-house development. It differentiates itself from existing .NET publications because it is aimed at experienced professionals and concentrates on practical, ready-to-use information. The book is written in two languages C# and VB.NET, and covers never-before published information on Telephony in .NET and packet-level networking. This is the second book in the Digital Press Software Development Series. Coverage of lower level protocols allows implementation of performance-centric applications Demonstrates the feasibility of developing telephony solutions in-house rather than outsourcing Written in VB.NET and C# to assist readers working in either language Coverage of Email, FTP and the WWW allows implementation of applications in all three areas

Introduction to 3D Game Programming with DirectX 9.0c: A Shader Approach Oct 25 2019 Introduction to 3D Game Programming with DirectX 9.0c: A Shader Approach presents an introduction to programming interactive computer graphics, with an emphasis on game development, using real-time shaders with DirectX 9.0. The book is divided into three parts that explain basic mathematical and 3D concepts, show how to describe 3D worlds and implement fundamental 3D rendering techniques, and demonstrate the application of Direct3D to create a variety of special effects. With this book understand basic mathematical tools used in video game creation such as vectors, matrices, and transformations; discover how to describe and draw interactive 3D scenes using Direct3D and the D3DX library; learn how to implement lighting, texture mapping, alpha blending, and stenciling using shaders and the high-level shading language (HLSL); explore a variety of techniques for creating special effects, including vertex blending,

character animation, terrain rendering, multi-texturing, particle systems, reflections, shadows, and normal mapping; find out how to work with meshes, load and render .X files, program terrain/camera collision detection, and implement 3D object picking; review key ideas, gain programming experience, and explore new topics with the end-of-chapter exercises.

Distributed .NET Programming in C# Feb 09 2021 Barnaby describes how to use the new .NET technologies to build fast, scalable, and robust distributed applications.

Professional Multicore Programming Jul 14 2021 Professional Multicore Programming: Design and Implementation for C++ Developers presents the basics of multicore programming in a simple, easy-to-understand manner so that you can easily apply the concepts to your everyday projects. Learn the fundamentals of programming for multiprocessor and multithreaded architecture, progress to multicore programming and eventually become comfortable with programming techniques that otherwise can be difficult to understand. Anticipate the pitfalls and traps of concurrency programming and synchronization before you encounter them yourself by finding them outlined in this indispensable guide to multicore programming.

Multicore Application Programming Jun 25 2022 The book reveals how specific hardware implementations impact application performance and shows how to avoid common pitfalls. Step by step, you'll write applications that can handle large numbers of parallel threads, and you'll master advanced parallelization techniques.