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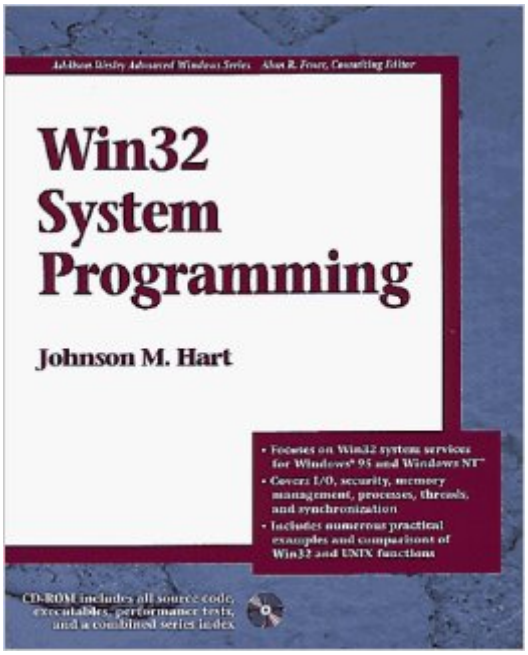
Win32 System Programming



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Synopsis

With this book, you can capitalize on your knowledge of high-end operating systems such as UNIX, MVS, and VMS to learn Windows system programming quickly. Written from the perspective of an experienced programmer and instructor, the book presents the core operating system services of Win32, the common API for the Windows 95 and Windows NT operating systems. It explains Win32 functions clearly, with numerous comparisons to corresponding UNIX calls, and highlights features unique to Win32.

Book Information

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Customer Reviews

I needed an intro to win32 which (a) concentrated on everything but the GUI, for server-side apps (b) wasn't just a part printout of MSDN, Microsoft's not-hugely-elegant-but-at-least-complete documentation on Everything (c) made use of pure win32 calls, not MFC, VB, or equivalent bloat.This book did the job, going through file access, process and memory management, security, IPC, and threads. It uses a tutorial style, giving you enough to get you understanding the basic concepts before diving into MSDN, with scattered code examples and accompanying CD.The style is very readable, and my only significant criticism is that it does not introduce enough topics, tailing off with rather a weak discussion of DLLs and ISAPI. Since the book is aimed particularly at Unix systems programmers, with its implementation of Unix commands and drawing of parallels, the reader will probably feel comfortable enough with win32 by the end anyway.

Mr Hart has produced a detailed and authoritative account of the Win32 subsystem interface. Rather than many texts which simply list the Win32 API, Hart adds considerable value by introducing essential "how-to" design considerations which will simplify the life of any Windows NT/95 developer.Win32 System Programming tackles many difficult topics, such as synchronization issues, fibers, file handling, asynch I/O and error processing. These are presented in a way that is understandable to both newcomers and more experienced developers. As well as introducing these individual concepts, the reader feels as though the author understands the 'big picture'- there are common links of discussion throughout the text.I would suggest that all Windows developers would benefit from an understanding of the material this work contains. Experienced readers will appreciate the sound foundations of Operating System and in particular Concurrency theory on which this text is based, whereas beginners will find an essential core reference to support further forrays into the world of Win32 development.Not all aspects of Win32 are covered, in particular coverage of the GUI is ommitted- however the book is not sold on this basis. I believe that developers armed with the information in Win32 System Programming will have a considerable advantage in approaching many important subjects in the future. For example, there is a very revealing insight into the techniques used in Hart's application server designs and the threading model used in COM.In short- it contains information that every developer must know if they are to successfully develop reliable and performant applications for the Windows 32 platform. This text may also be relevant to students of Operating Systems. I for one will eagerly await a second edition!

I enjoyed reading this book. I liked the comparisons with Unix, and I especially liked the conciseness and value for money (too many Windows books are too thick and overpriced).The web page supporting the book is outstanding and the author is very responsive to feedback.Having said that I enjoyed the conciseness, I'm looking forward to a second edition with more detail and examples (on I/O completion ports, for instance).I thoroughly recommend this book as good value for money; I'm sure you'll find the time to read it from cover to cover.

This books fills a gap and is a great concise intro to many Win32 topics. Even if you've already been through Richter's _Advanced Windows_ there are many nuggets here that make it a great companion volume. The author, John Hart, is very responsive to userfeedback.Here's the table of contents:Chapter 1Windows NT and Windows 95Chapter 2 Getting Started with Win32Chapter 3 Using the Win32 File System and Character I/OChapter 4 Direct File Access and File

AttributesChapter 5 Structured Exception HandlingChapter 6 Memory Management and Memory-Mapped FilesChapter 7 SecurityChapter 8 Process ManagementChapter 9 Interprocess CommunicationChapter 10 Threads and SchedulingChapter 11 Win32 SynchronizationChapter 12 Dynamic Link Libraries, In-Process Servers, and the ISAPIChapter 13 Asynchronous Input/OutputChapter 14 Other Topics: Fibers, the Registry, and BeyondAppendix A Using the Sample ProgramsAppendix B Win32, UNIX, and C Library ComparisonsAppendix C Performance Results

Two claims in the Preface caught my attention; one clearly stating that the book aimed not at a comprehensive introduction to Win32 but rather aimed to point out its central features. The other was that the book should be suitable for those with a Unix background and who wished to learn quickly about Win32. These criteria were high on my list and prompted me to purchase the book. I can say that my expectations were very well met.

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