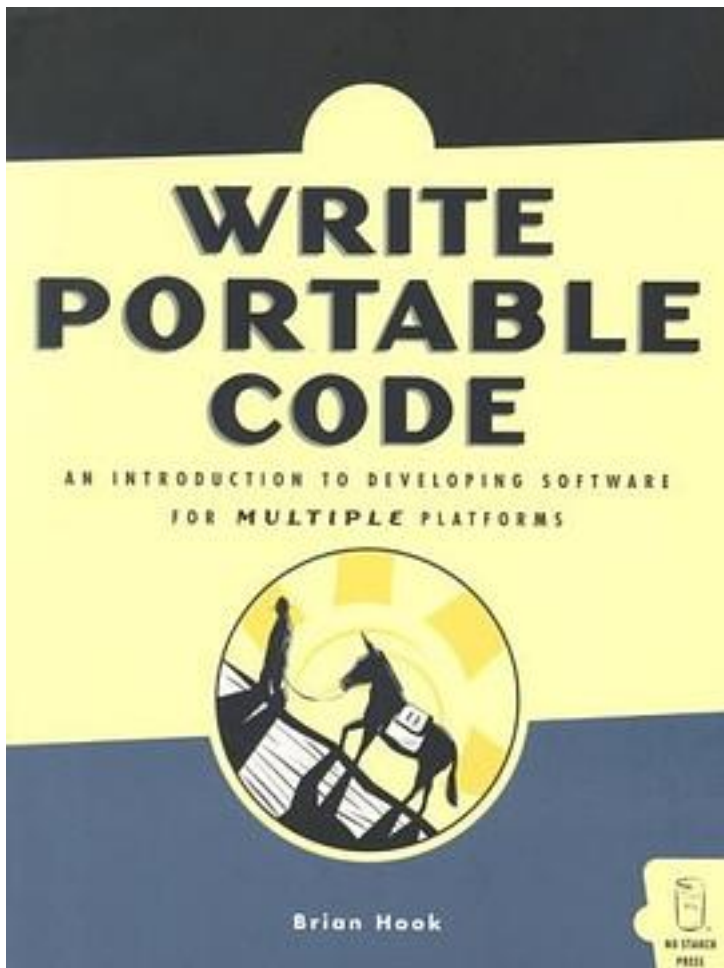


Write Portable Code



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Portable software development is writing software that runs on a broad range of computer systems instead of just one (e.g., Windows). Programmers often pick up the

idioms, tricks and methodologies for developing cross-platform software through sheer trial and error, as they encounter the same mistakes and patterns of code over time. If you're an intermediate-to advanced-level programmer who'd rather cut to the chase, Write Portable Code contains the lessons, patterns and knowledge you'll need for developing cross-platform software.

Write Portable Code explains how to:

avoid common portability mistakes when starting out a new project, thereby saving time when a port must occur

re-factor existing, non-portable code so that it can be easily transplanted to new platforms

find bugs masked by platform specific behaviors

Programmers who avoid becoming married to a specific development environment or target platform greatly expand the target market for their software products. Whether you design cross-platform software from the ground up or have to move large amounts of code from one platform to another, the information contained in Write Portable Code will help you achieve your goals and grow as a programmer.

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Brian Hook是一位专业的软件开发人员和作者，主要在游戏和娱乐产业界工作。在id software公司、3Dfx Interactive公司和Pyrogon公司中开发跨平台软件的经验，让他能从独特的视角来分析跨越平台软件的开发过程。

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