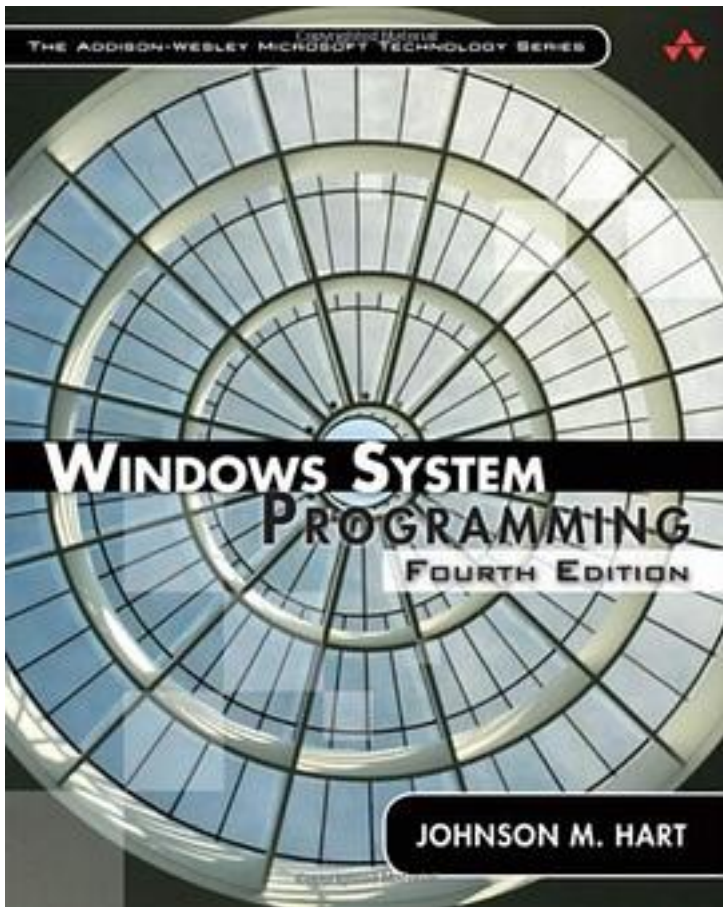# Windows System Programming (4th Edition) (Addison-Wesley Microsoft Technology Series)

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"If you're writing a native Win32 program or just want to know what the OS is really

doing underneath, you need John's book. He covers the stuff that real systems programmers absolutely must know. Recommended." -Chris Sells, Microsoft Corporation "This fourth edition does a great job of incorporating new features in the Vista, Windows 2008, and Windows 7 API, but also stays true to teaching the foundational elements of building applications that target the Windows OS." -Jason Beres, Product Management, Infragistics The Definitive Guide to Windows API Programming, Fully Updated for Windows 7, Windows Server 2008, and Windows Vista Windows System Programming, Fourth Edition, now contains extensive new coverage of 64-bit programming, parallelism, multicore systems, and many other crucial topics. Johnson Hart's robust code examples have been updated and streamlined throughout. They have been debugged and tested in both 32-bit and 64-bit versions, on single and multiprocessor systems, and under Windows 7, Vista, Server 2008, and Windows XP. To clarify program operation, sample programs are now illustrated with dozens of screenshots. Hart systematically covers Windows externals at the API level, presenting practical coverage of all the services Windows programmers need, and emphasizing how Windows functions actually behave and interact in real-world applications. Hart begins with features used in single-process applications and gradually progresses to more sophisticated functions and multithreaded environments. Topics covered include file systems, memory management, exceptions, processes, threads, synchronization, interprocess communication, Windows services, and security. New coverage in this edition includes * Leveraging parallelism and maximizing performance in multicore systems* Promoting source code portability and application interoperability across Windows, Linux, and UNIX* Using 64-bit address spaces and ensuring 64-bit/32-bit portability* Improving performance and scalability using threads, thread pools, and completion ports* Techniques to improve program reliability and performance in all systems* Windows performance-enhancing API features available starting with Windows Vista, such as slim reader/writer locks and condition variables A companion Web site, jmhartsoftware.com, contains all sample code, Visual Studio projects, additional examples, errata, reader comments, and Windows commentary and discussion.

作者介绍:

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标签

Windows

操作系统

Programming

计算机技术

程序设计

Windows编程

HAOK

评论

内容深度和趣味性距离JR那本核心编程差太远，更别说samples屎一样的代码。唯一好的在于补充了核心编程没有的pipe和socket

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C风格代码能把人活生生看成傻逼 太丑了

这书不错啊，APUE的Win32 equivalent

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书评

好久没看windows的api，如今回首，对于api的参数依旧感觉淡淡的忧伤。
本书各个主题不错，例子也不错。后半部分关于进程，线程，及安全与性能有大量篇幅描述。读着读着，慢慢回忆起来，又发现，当年在学校时不懂这些概念，硬生生靠着这些可怕的模型来理解是多么励志的故事。读...

不是windows程序员，纯粹为了拓宽眼界而买这本书，匆匆浏览完了。书的内容应该还可以，但对我来说，看翻译版还不如看英文原版。看英文版虽然慢了点，但是至少我脑子还是跟得上作者的思路的，看中文版通常都是迷迷糊糊的。这次经历更坚定了以后尽量不读翻译版的书，尤其是有多个...

本书重点突出，是windows
API核心特性和功能的实践指导材料。不像许多其他Windows编程资源，本书着重探讨windows核心系统服务，如文件系统、内存、进程和线程、同步、通信以及安全性，新修订版中涵盖了新的API函数、网络编程、Windows服务、进程和线程管理、同步以及单处理器和...

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