

Writing Windows Vxds And Device Drivers Programming Secrets For Virtual Device Drivers

PC MagDOS InternalsComplete A+ Guide to IT Hardware and SoftwareWindows Kernel ProgrammingThe Art of Linux Kernel DesignWriting Windows VxDs and Device DriversDeveloping Drivers with the Windows Driver FoundationPython Programming On Win32Windows 95 System Programming SecretsUndocumented Windows NTWindows Developer's JournalSys AdminWindows NT Device Driver DevelopmentWindows NT Event LoggingGame HackingMalwareMalicious Mobile CodeWriting Windows WDM Device DriversWriting Windows Device DriversSmart Internet of Things ProjectsWriting WindowsTricks of the Windows Game Programming GurusUnauthorized Windows 95Programming WindowsNo Bugs!C/C++ Users JournalWaiting for Spring (Westward Winds Book #2)Dr. Dobb's JournalSoftware DevelopmentDeveloping Windows NT Device DriversWindows Assembly Language and Systems ProgrammingProgramming the Microsoft Windows Driver ModelPC MagWriting Windows WDM Device DriversThe Art of Computer Virus Research and DefenseWindows Telephony ProgrammingGet It Done When You're DepressedThe Bios CompanionWindows Graphics ProgrammingParallel Port Complete

PC Mag

Provides detailed information for programmers and software designers on the features of the newly revised form of the Microsoft Windows operating system expected to become available in 1995

DOS Internals

Complete A+ Guide to IT Hardware and Software

If you're a Windows & amp; developer, this book will tell you how to use virtual device drivers (VxDs) to write programs that have direct access to hardware devices, can interface with vital CPU functions, and can take over parts of the operating system. Fully-commented, complete working source code examples demonstrate how to write a VxD to talk to any hardware device, and show the wealth of tricks you can perform with VxDs, including interprocess communication. An accompanying disk contains VxD-Lite, Microsoft's toolkit for building generic virtual device drivers.

Windows Kernel Programming

This book explains device drivers and how to write them for the Windows environment. It explains the differences between DOS and Windows drivers, then details the different Windows operating modes and the three types of Windows device drivers--system, printer, and virtual.

The Art of Linux Kernel Design

Describes various types of malware, including viruses, worms, user-level RootKits, and kernel-level manipulation, their characteristics and attack method, and how to defend against an attack.

Writing Windows VxDs and Device Drivers

The first complete and definitive guide showing programmers how to exploit the full potential of DOS 5. Written from the ground up to support the new generation of hardware and software that will be the foundation of personal computing for the rest of this decade.

Developing Drivers with the Windows Driver Foundation

Symantec's chief antivirus researcher has written the definitive guide to contemporary virus threats, defense techniques, and analysis tools. Unlike most books on computer viruses, *The Art of Computer Virus Research and Defense* is a reference written strictly for white hats: IT and security professionals responsible for protecting their organizations against malware. Peter Szor systematically covers everything you need to know, including virus behavior and classification, protection strategies, antivirus and worm-blocking techniques, and much more. Szor presents the state-of-the-art in both malware and protection, providing the full technical detail that professionals need to handle increasingly complex attacks. Along the way, he provides extensive information on code metamorphism and other emerging techniques, so you can anticipate and prepare for future threats. Szor also offers the most thorough and practical primer on virus analysis ever published—addressing everything from creating your own personal laboratory to automating the analysis process. This book's coverage includes Discovering how malicious code attacks on a variety of platforms Classifying malware strategies for infection, in-memory operation, self-protection, payload delivery, exploitation, and more Identifying and responding to code obfuscation threats: encrypted, polymorphic, and metamorphic Mastering empirical methods for analyzing malicious code—and what to do with what you learn Reverse-engineering malicious code with disassemblers, debuggers, emulators, and virtual machines Implementing technical defenses: scanning, code emulation, disinfection, inoculation, integrity checking, sandboxing, honeypots, behavior blocking, and much more Using worm blocking, host-based intrusion prevention, and network-level defense strategies

Python Programming On Win32

Master IT hardware and software installation, configuration, repair, maintenance, and troubleshooting and fully prepare for the CompTIA® A+ Core 1 (220-1001) and Core 2 (220-1002) exams. This is your all-in-one, real-world, full-color guide to connecting, managing, and troubleshooting modern devices and systems in authentic IT scenarios. Its thorough instruction built on the CompTIA A+ Core 1 (220-1001) and Core 2 (220-1002) exam objectives includes coverage of Windows 10, Mac, Linux, Chrome OS, Android, iOS, cloud-based software, mobile and IoT devices, security, Active Directory, scripting, and other modern techniques and best practices for IT management. Award-winning instructor Cheryl Schmidt also addresses widely-used legacy technologies—making this the definitive resource for mastering the tools and technologies you'll encounter in real IT and business environments. Schmidt's emphasis on both technical and soft skills will help you rapidly become a well-qualified, professional, and customer-friendly technician. LEARN MORE QUICKLY AND THOROUGHLY WITH THESE STUDY AND REVIEW TOOLS: Learning Objectives and chapter opening lists of CompTIA A+ Certification Exam Objectives make sure you know exactly what you'll be learning, and you cover all you need to know Hundreds of photos, figures, and tables present information in a visually compelling full-color design Practical Tech Tips provide real-world IT tech support knowledge Soft Skills best-practice advice and team-building activities in every chapter cover key tools and skills for becoming a professional, customer-friendly technician Review Questions—including true/false, multiple choice, matching, fill-in-the-blank, and open-ended questions—carefully assess your knowledge of each learning objective Thought-provoking activities help students apply and reinforce chapter content, and allow instructors to “flip” the classroom if they choose Key Terms identify exam words and phrases associated with each topic Detailed Glossary clearly defines every key term Dozens of Critical Thinking Activities take you beyond the facts to deeper understanding Chapter Summaries recap key concepts for more efficient studying Certification Exam Tips provide insight into the certification exam and preparation process

Windows 95 System Programming Secrets

This book gives programmers and system developers an up-close look at the most important aspects of Windows 95. Pietrek's objective is to give programmers an in-depth understanding of the Windows 95 operating system and its internals. Readers will learn about the overall architecture of Win 95, portable executable files, processes, Kernel tricks, and much more.

Undocumented Windows NT

Annotation World-renowned game wizard Andre Lamothe up20020701s his best-selling book for the current versions of

Windows and DirectX! Andre Lamothe is the most recognizable name in game programming, with several best-sellers over the past ten years. DirectX 7a (for 2D) and 8 (for 3D) provide important new features for game programmers. The game programming fundamentals presented in this book--from physics to artificial intelligence--are required knowledge. The first edition of Tricks of the Windows Game Programming Gurus promised to be, simply, the most advanced game programming book ever written. Lamothe lived up to that promise and provides even more impressive coverage of game modeling and physics, programming logic, and artificial intelligence in this revised edition. Along with the fundamentals of game programming, Lamothe presents the Windows and DirectX coverage necessary to build the amazing 2D and 3D games that have made him the worlds best-selling game programming author. Andre Lamothes book, Tricks of the Game Programming Gurus was a seminal work for game programmers worldwide. In The Black Art of 3D Game Programming, Andre created to the first significant work on 3D games. His writing and teaching style are recognized by game programmers world-wide. Andre is the CEO of Xtreme Games and holds advanced degrees in Mathematics, computer science, and electrical engineering.

Windows Developer's Journal

Software developer and author Karen Hazzah expands her original treatise on device drivers in the second edition of Writing Windows VxDs and Device Drivers. The book and companion disk include the author's library of wrapper functions that allow the progr

Sys Admin

This text describes the functions that the BIOS controls and how these relate to the hardware in a PC. It covers the CMOS and chipset set-up options found in most common modern BIOSs. It also features tables listing error codes needed to troubleshoot problems caused by the BIOS.

Windows NT Device Driver Development

For developers who must know and understand the fundamentals to be able to apply the more advanced aspects that will emerge with NT 5, here is an in-depth book to the rescue, covering the core techniques of programming NT device drivers.

Windows NT Event Logging

Shake the blues away. Everyone knows that depression can lead to guilt, sadness, frustration, and in the case of 15-20% of

people with depression, suicide. Because we live in a culture that rewards (and often worships) productivity, when a depressed person can't meet the expectations of society, the depression becomes worse and a vicious cycle begins. The goal of Getting Things Done When You're Depressed is to break this cycle. Readers will learn: - How to prepare yourself mentally for working while depressed - How to structure your environment so you can work more easily - How to work with others - How to prevent depression

Game Hacking

Uses the Running Operation as the Main Thread Difficulty in understanding an operating system (OS) lies not in the technical aspects, but in the complex relationships inside the operating systems. The Art of Linux Kernel Design: Illustrating the Operating System Design Principle and Implementation addresses this complexity. Written from the perspective of the designer of an operating system, this book tackles important issues and practical problems on how to understand an operating system completely and systematically. It removes the mystery, revealing operating system design guidelines, explaining the BIOS code directly related to the operating system, and simplifying the relationships and guiding ideology behind it all. Based on the Source Code of a Real Multi-Process Operating System Using the 0.11 edition source code as a representation of the Linux basic design, the book illustrates the real states of an operating system in actual operations. It provides a complete, systematic analysis of the operating system source code, as well as a direct and complete understanding of the real operating system run-time structure. The author includes run-time memory structure diagrams, and an accompanying essay to help readers grasp the dynamics behind Linux and similar software systems. Identifies through diagrams the location of the key operating system data structures that lie in the memory Indicates through diagrams the current operating status information which helps users understand the interrupt state, and left time slice of processes Examines the relationship between process and memory, memory and file, file and process, and the kernel Explores the essential association, preparation, and transition, which is the vital part of operating system Develop a System of Your Own This text offers an in-depth study on mastering the operating system, and provides an important prerequisite for designing a whole new operating system.

Malware

You don't need to be a wizard to transform a game you like into a game you love. Imagine if you could give your favorite PC game a more informative heads-up display or instantly collect all that loot from your latest epic battle. Bring your knowledge of Windows-based development and memory management, and Game Hacking will teach you what you need to become a true game hacker. Learn the basics, like reverse engineering, assembly code analysis, programmatic memory manipulation, and code injection, and hone your new skills with hands-on example code and practice binaries. Level up as

you learn how to: *Scan and modify memory with Cheat Engine *Explore program structure and execution flow with OllyDbg *Log processes and pinpoint useful data files with Process Monitor *Manipulate control flow through NOPing, hooking, and more *Locate and dissect common game memory structures You'll even discover the secrets behind common game bots, including: *Extrasensory perception hacks, such as wallhacks and heads-up displays *Responsive hacks, such as autohealers and combo bots *Bots with artificial intelligence, such as cave walkers and automatic looters Game hacking might seem like black magic, but it doesn't have to be. Once you understand how bots are made, you'll be better positioned to defend against them in your own games. Journey through the inner workings of PC games with Game Hacking, and leave with a deeper understanding of both game design and computer security.

Malicious Mobile Code

The world's most complete guide to Windows graphics programming! Win32 GDI and DirectDraw: Accurate, under the hood, and in depth Beyond the API: Internals, restrictions, performance, and real-life problems Complete: Pixel, lines, curves, filled area, bitmap, image processing, fonts, text, metafile, printing, and more Up to date: Windows 2000 and Windows 98 graphics enhancements CD-ROM: Exclusive and professional quality generic C++ classes, reusable functions, demonstration programs, kernel mode drivers, GDI exploration tools, and more! Hewlett-Packard Professional Books To deliver high-performance Windows applications, you need an in-depth understanding of the Win32 GDI and DirectDraw--but until now, it's been virtually impossible to discover what's going on "behind" Microsoft's API calls. This book rips away the veil, giving experienced Windows programmers all the information and techniques they need to maximize performance, efficiency, and reliability! You'll discover how to make the most of Microsoft's Windows graphics APIs--including the important new graphics capabilities built into Windows 2000. Coverage includes: Uncovering the Windows system architecture and graphics system internal data structure Building graphics API "spies" that show what's going on "under the hood" Detecting GDI resource leaks and other powerful troubleshooting techniques Expert techniques for working with the Win32 GDI and DirectDraw APIs Device context, coordinate space and transformation, pixels, lines, curves, and area fills Bitmaps, image processing, fonts, text, enhanced metafiles, printing, and more "Windows Graphics Programming" delivers extensive code, practical techniques, and unprecedented insight--plus an exclusive CD-ROM containing original system-level tools, kernel mode drivers, sample code, and generic C++ classes for Windows graphics programming without MFC. If you want to build Windows graphics applications that deliver breakthrough performance and reliability, you'll find this book indispensable.

Writing Windows WDM Device Drivers

Provides advice for Visual Basic programmers attempting to interface hardware through standard ports.

Writing Windows Device Drivers

Start developing robust drivers with expert guidance from the teams who developed Windows Driver Foundation. This comprehensive book gets you up to speed quickly and goes beyond the fundamentals to help you extend your Windows development skills. You get best practices, technical guidance, and extensive code samples to help you master the intricacies of the next-generation driver model—and simplify driver development. Discover how to: Use the Windows Driver Foundation to develop kernel-mode or user-mode drivers Create drivers that support Plug and Play and power management—with minimal code Implement robust I/O handling code Effectively manage synchronization and concurrency in driver code Develop user-mode drivers for protocol-based and serial-bus-based devices Use USB-specific features of the frameworks to quickly develop drivers for USB devices Design and implement kernel-mode drivers for DMA devices Evaluate your drivers with source code analysis and static verification tools Apply best practices to test, debug, and install drivers PLUS—Get driver code samples on the Web

Smart Internet of Things Projects

Writing Windows

A demonstration of Python's basic technologies showcases the programming language's possibilities as a Windows development and administration tool.

Tricks of the Windows Game Programming Gurus

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.

Unauthorized Windows 95

Although Microsoft Windows NT is one of the most popular operating systems in the corporate world, no book has documented what actually goes on under the hood -- until now. Undocumented Windows NT dissects the Win32 interface, deconstructs the underlying APIs, and deciphers the Memory Management architecture to help you understand operations, fix flaws, and enhance performance. In this groundbreaking guide, three experts share what they've dug up on NT through

years of hands-on research and programming experience. The authors' in-depth investigation uncovers both the strengths and the weaknesses -- and reveals how you can make any Windows NT system more stable and secure.

Programming Windows

No Bugs!

Too few Windows NT system administrators, security administrators, and developers have the in-depth knowledge of the NT event logs they need to troubleshoot their systems and protect the security of those systems. This book fills the gap by explaining what's in the logs and how you can use them to best advantage. In the event logs you'll find: Troubleshooting information-You can use the logs to determine whether a system or network is experiencing problems-and why. For example, the logs may show a disk drive or swap file filling to capacity, the failure of a power supply, or a device driver failing to load properly. Resource tracking information-You can use the logs to track the capacity and usage of system resources (e.g., disk space crossing a threshold, print spooler activity, the duration of specific applications, etc.). Security information-The logs are key to NT system security. You can select the security-relevant events you want audited (e.g., users logging on and off, changes to system security and user privileges, and attempts to access files, directories, and other objects). And you can track and analyze events stored in the logs as a way of determining if unauthorized users are trying to get into your system or if authorized users are exceeding their authority. This book contains extensive examples of reading, writing to, and maintaining the event logs using C, C++, Microsoft Foundation Classes, Visual Basic 5, Microsoft J++, and Perl 5 for Win32. It comes with a CD-ROM containing a wealth of sample code and third-party software tools and demos.

C/C++ Users Journal

Software -- Programming Languages.

Waiting for Spring (Westward Winds Book #2)

There is nothing like the power of the kernel in Windows - but how do you write kernel drivers to take advantage of that power? This book will show you how. The book describes software kernel drivers programming for Windows. These drivers don't deal with hardware, but rather with the system itself: processes, threads, modules, registry and more. Kernel code can be used for monitoring important events, preventing some from occurring if needed. Various filters can be written that

can intercept calls that a driver may be interested in.

Dr. Dobb's Journal

An exhaustive technical manual outlines the Windows NT concepts related to drivers; shows how to develop the best drivers for particular applications; covers the I/O Subsystem and implementation of standard kernel mode drivers; and more. Original. (Intermediate).

Software Development

A TAPI tutorial for the Windows C++ developer, including several applications and a C++ class library developed to make Windows telephony more accesible. The key audiences are Windows developers and telephony programmers.

Developing Windows NT Device Drivers

Discover how to build your own smart Internet of Things projects and bring a new degree of interconnectivity to your world About This Book Learn how to extract and analyse data from physical devices and build smart IoT projects Master the skills of building enticing projects such as a neural network autonomous car, computer vision through a camera, and cloud-based IoT applications This project-based guide leverages revolutionary computing chips such as Raspberry Pi, Arduino, and so on Who This Book Is For If you are hobbyist who is keen on making smart IoT projects, then this book is for you. You should have a basic knowledge of Python. What You Will Learn Implement data science in your IoT projects and build a smart temperature controller Create a simple machine learning application and implement decision system concepts Develop a vision machine using OpenCV Build a robot car with manual and automatic control Implement speech modules with your own voice commands for IoT projects Connect IoT to a cloud-based server In Detail Internet of Things (IoT) is a groundbreaking technology that involves connecting numerous physical devices to the Internet and controlling them. Creating basic IoT projects is common, but imagine building smart IoT projects that can extract data from physical devices, thereby making decisions by themselves. Our book overcomes the challenge of analyzing data from physical devices and accomplishes all that your imagination can dream up by teaching you how to build smart IoT projects. Basic statistics and various applied algorithms in data science and machine learning are introduced to accelerate your knowledge of how to integrate a decision system into a physical device. This book contains IoT projects such as building a smart temperature controller, creating your own vision machine project, building an autonomous mobile robot car, controlling IoT projects through voice commands, building IoT applications utilizing cloud technology and data science, and many more. We will also leverage a small yet powerful IoT chip, Raspberry Pi with Arduino, in order to integrate a smart decision-making system

in the IoT projects. Style and approach The book follows a project-based approach to building smart IoT projects using powerful boards such as the Raspberry Pi, Arduino, and the IoT chip.

Windows Assembly Language and Systems Programming

After the loss of her husband and the birth of her baby, Charlotte has had a long, hard year. But when a notorious robber believes she knows the location of a long-lost treasure, she flees to Cheyenne and opens a dressmaker's shop to lie low and make a living. When wealthy cattle baron and political hopeful Barrett Landry enters the shop to visit her best customer, Charlotte feels drawn to him. If Barrett is to be a senator of the soon-to-be state of Wyoming, he must make a sensible match, and Miriam has all the right connections. Yet he can't shake the feeling that Charlotte holds the key to his heart and his future. Soon the past comes to call, and Barrett's plans crumble around him. Will Charlotte and Barrett find the courage to look love in the face? Or will their fears blot out any chance for happiness?

Programming the Microsoft Windows Driver Model

Explains how viruses, Trojans, worms, browser exploits, and email and instant messaging attacks can impact Windows and its component applications and explores potential defenses and enterprise-wide protection. Original. (Intermediate)

PC Mag

Master the new Windows Driver Model (WDM) common to Windows 98 and Windows 2000. You get theory, instruction and practice in driver development, installation and debugging. Addresses hardware and software interface issues, driver types, and a description of the new 'layer' model of WDM. ;

Writing Windows WDM Device Drivers

-Access Real mode from Protected mode; Protected mode from Real mode Apply OOP concepts to assembly language programs Interface assembly language programs with high-level languages Achieve direct hardware manipulation and memory access Explore the archite

The Art of Computer Virus Research and Defense

Windows Telephony Programming

“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.

Get It Done When You're Depressed

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.

The Bios Companion

Windows Graphics Programming

The Microsoft® Windows® driver model (WDM) supports Plug and Play, provides power management capabilities, and expands on the driver/minidriver approach. Written by long-time device-driver expert Walter Oney in cooperation with the Windows kernel team, this book provides extensive practical examples, illustrations, advice, and line-by-line analysis of code samples to clarify real-world driver-programming issues. And it's been updated with the latest details about the driver technologies in Windows XP and Windows 2000, plus more information about how to debug drivers. Topics covered include: Beginning a driver project and the structure of a WDM driver; NEW: Minidrivers and class drivers, driver taxonomy, the WDM development environment and tools, management checklist, driver selection and loading, approved API calls, and driver stacks Basic programming techniques; NEW: Safe string functions, memory limits, the Driver Verifier scheme and tags, the kernel handle flag, and the Windows 98 floating-point problem Synchronization; NEW: Details about the interrupt request

level (IRQL) scheme, along with Windows 98 and Windows Me compatibility The I/O request packet (IRP) and I/O control operations; NEW: How to send control operations to other drivers, custom queue implementations, and how to handle and safely cancel IRPs Plug and Play for function drivers; NEW: Controller and multifunction devices, monitoring device removal in user mode, Human Interface Devices (HID), including joysticks and other game controllers, minidrivers for non-HID devices, and feature reports Reading and writing data, power management, and Windows Management Instrumentation (WMI) NEW: System wakeup, the WMI control for idle detection, and using WMIMOFCK Specialized topics and distributing drivers; NEW: USB 2.0, selective suspend, Windows Hardware Quality Lab (WHQL) certification, driver selection and loading, officially approved API calls, and driver stacks COVERS WINDOWS 98, WINDOWS ME, WINDOWS 2000, AND WINDOWS XP! CD-ROM FEATURES: A fully searchable electronic copy of the book Sample code in Microsoft Visual C++® A Note Regarding the CD or DVD The print version of this book ships with a CD or DVD. For those customers purchasing one of the digital formats in which this book is available, we are pleased to offer the CD/DVD content as a free download via O'Reilly Media's Digital Distribution services. To download this content, please visit O'Reilly's web site, search for the title of this book to find its catalog page, and click on the link below the cover image (Examples, Companion Content, or Practice Files). Note that while we provide as much of the media content as we are able via free download, we are sometimes limited by licensing restrictions. Please direct any questions or concerns to booktech@oreilly.com.

Parallel Port Complete

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