

John Zukowski

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methods and method definitions Bock also covers the ways in which C VB NET and other non Microsoft languages emit CIL and how they differ Finally he reveals how developers can create dynamic assemblies at runtime via the Emitter classes After reading this guide you will gain a better understanding of CIL and how to program directly into it CIL Programming Under the Hood of NET is a must have on every NET developer s desk Mastering Java 2, J2SE 1.4 John Zukowski,2006-02-20 The 1 4 version of Java 2 Standard Edition provides many new programming capabilities while making plenty of old tasks easier But without reliable guidance you ll find it hard to take advantage of even a fraction of what the new SDK has to offer Filled with detailed coverage of the new technology step by step instruction and tips from an acclaimed Java consultant and author Mastering Java 2 J2SE 1 4 is the resource you ll want to keep within easy reach Coverage Includes Understanding the Java programming language Building forms with the Swing component set Creating superior graphics with the Java 2D API Supporting advanced data structures with the Collections API Improving the speed of your Java applications Taking advantage of Swing's support of drag and drop Understanding OOP concepts including UML Working with Java's new assertion capabilities Using Java's new I O capabilities nonblocking read and write operations application preferences and logging Solving tough printing challenges Working with installation options including Java Plug in and Java Web Start Working with multiple threads and timer tasks **COM and .NET Interoperability** Andrew Troelsen, 2008-01-01 COM and NET Interoperability provides a complete overview of the process of building NET applications that interact interoperate with existing COM code Before digging into that critical topic author Andrew Troelsen offers a concise overview of the COM architecture and provides examples using various COM frameworks C ATL and VB 6 0 as well as the core NET managed languages C and VB NET After covering the preliminaries the book explores numerous issues that arise in interoperability including interacting with the Win32 API dynamically generating source code via System CodeDOM creating serviced COM components using managed code manually editing and recompiling NET metadata and the process of constructing custom COM NET conversion utilities Both intermediate and advanced developers will welcome the practical information they need to guickly work with COM and COM in NET applications and learn how to create NET components that are COM compatible

.NET Development for Java Programmers Paul Gibbons,2002-07-15 Java developers have adapted to a world in which everything is an object resources are reclaimed by a garbage collector and multiple inheritance is replaced by interfaces All of these things have prepared developers to thrive in Microsoft's new NET environment using C Despite similarities between Java and C complex differences still lurk This book will walk you through both language and library differences to help you develop enterprise applications requiring mastery You will then be able to build applications that communicate with databases and include network components web pages and many other features Ordinarily Java developers rely on Java 2 Enterprise Edition J2EE to provide these libraries and C developers rely on the NET Framework At first glance there seems little similarity between the two but author Paul Gibbons shows how a Java developer s J2EE skills transfer smoothly when

tackling the NET Framework Early chapters highlight C s differences from Java and discuss differences between the NET CLR and JVM Subsequent chapters cover various technologies in which J2EE development translates into NET enterprise development These middle chapters also explain NET technologies that Java developers can begin using immediately The final chapter examines migration of existing Java applications to C and the available tools and techniques By the end of NET Development for Java Programmers a professional Java developer will be able to tackle a real software project in NET using Use Your PC to Build an Incredible Home Theater System Jeff Govier, Bart Farkas, 2013-11-11 Covers basic audio and video concepts and shows how they relate to computer based multimedia Contains reviews and recommendations of hardware and software that make the home theater person computer HTPC work Includes photos descriptions and explanations of difficult procedures and concepts to make creating your own HTPC easier Use Your PC to Build an Incredible Home Theater System is meant for those home theater enthusiasts with some working knowledge of personal computers PCs who want to create the ultimate home theater experience A Home Theater Personal Computer HTPC is basically an ordinary PC used in conjunction with a high definition capable television monitor or video projector and a sound system The book is laid out chronologically and follows the authors activities as they assemble two HTPC systems starting with a detailed background of video and audio technologies to help readers understand what the HTPC can do An HTPC can do much more than play DVD movies on a HDTV ready television The convergence of computers and digital entertainment formats means that the PC platform is well suited to reproducing audio in many formats including converting older analog recordings to digital It is also great for capturing and editing home movies implementing a personal video recorder creating slide show presentations with digital pictures videoconferencing and much more Use Your PC to Build an Incredible Home Theater System will show readers how to set up an HTPC for the most complete home theater experience available Languages Brian Bischof, 2001-12-01 The NET Languages A Quick Translation Guide answers two questions posed by the introduction of the NET Framework How do I quickly upgrade my skills to this new language and How do I understand the code that another developer has written Author Brian Bischof offers a complete translation guide for converting programs among the three primary Microsoft languages Visual Basic 6 0 Visual Basic NET and C Bischof makes it easy for the thousands of Visual Basic 6 0 programmers to take the knowledge they already have and use it to write for the NET platform Each chapter is laid out in a clear and concise format Most chapters begin with a syntax conversion chart displaying how each language translates into the other languages Included are detailed points explaining these conversions Each chapter ends with a fully comprehensive example written in each language that demonstrates that particular chapters concepts This provides you with all the information you need for converting your programs quick lookup charts detailed explanations and thorough examples Nothing is left out Adobe Acrobat 5 Donna L. Baker, 2002-04-05 Adobe Acrobat 5 The Professional User's Guide is designed for professionals covering all of the programs major components and providing thorough instruction

on how to use Acrobat as effectively as possible Throughout the book renowned author Donna Baker includes a series of Workflow Tips designed to give you immediate direction on how to use Acrobat's features how to make planning decisions and how to avoid common mistakes This book also includes a comprehensive project chapter that illustrates a real life scenario involving project planning and form design processes The book is organized into functional sections for ease of use After a general introduction to Acrobat 5 the book moves on to creation and security issues and then covers output options with several chapters devoted to different forms of output An extensive chapter on Acrobat JavaScript is also included for reference All topical chapters have projects tutorials and demonstrations The accompanying CD ROM includes complete source files from the books projects and tutorials as well as completed versions of the project files for reference and troubleshooting Writing Perl Modules for CPAN Sam Tregar, 2002-08-09 Writing Perl Modules for CPAN offers Perl developers a comprehensive guide to using and contributing to the Comprehensive Perl Archive Network CPAN Starting with a general overview of CPAN's history network topology and navigational mechanisms the book quickly brings you up to speed regarding how to search out and install available modules However in the true open source spirit author and experienced Perl developer Sam Tregar teaches you how to not only use but also contribute to CPAN via an in depth discussion of module creation submission and maintenance Beginning with a survey of basic design principles Tregar takes care to discuss all issues relevant to developers wishing to create great Perl modules including choosing a proper name properly using Perl s POD plain old documentation feature concepts surrounding functional and object oriented API development and much more Tregar then proceeds with a complete dissertation of how modules should conform to CPAN module specifications covering required distribution files and coding considerations in addition to offering advice regarding proper module testing After demonstrating how to create a module and prepare it for release Tregar guides you through the CPAN module submission process and discusses module maintenance once the module has been contributed to the CPAN service Writing Perl Modules for CPAN is an indispensable guide for anyone wishing to make the most of the CPAN service ADO.NET Examples and Best Practices for C# Programmers Peter D. Blackburn, William Vaughn, 2002-04-01 Written specifically for COM based ADO developers retooling for ADO NET using the C language this book brings fresh insights and tips on the ADO NET technology Veteran authors William Vaughn and Peter Blackburn have packed this formative guide with practical advice on how to write code that is both faster running and easier to understand The onset of the new NET technology is forcing developers to completely rethink their data access strategies This book helps you to do this through working examples and numerous discussions of what works and what doesnt Derived from years of experience working with data access developers ADO NET Examples and Best Practices for C Programmers includes a set of techniques proven to drastically reduce overhead problems and confusion for the devleoper the system and the entire team While some are quite simple to implement others require considerable forethought to enable This is a developers bookfull of hints tips and notes passed on from those whove spent

significant time in the NET and C trenches Wireless Web Development Ray Rischpater, 2002-07-22 Wireless Web Development Second Edition provides both a substantial engineering and business background to wireless developers covering numerous facets of wireless web software geared toward today s mobile platforms and mobile devices Wireless technologies including wireless HTML WAP 2 0 XML Palm s WCA and i mode are discussed in detail with individual chapters devoted to each Author and industry veteran Ray Rischpater places special emphasis on the differences between the Web and the wireless Web and even between wireless devices themselves helping the reader to better understand the engineering and interface issues that must be addressed when creating wireless web applications By providing the latest information about technologies that have emerged since the first edition was published i mode the growing emphasis on XML in wireless and WAP 2 0 as well as relegating to historical status those technologies that have failed the test of time Microsoft Mobile Channels and HDML Rischpater offers readers a comprehensive and completely updated guide to the latest wireless technologies and development strategies GDI+ Programming in C# and VB .NET Nick Symmonds, 2013-11-09 GDI both wraps arcane API calls and extends them for much easier use Programmers no longer have to make do with the familiar but simplistic VB 6 0 drawing model nor do they have to dig down into the GDI API in order to get any real work done In GDI Microsoft has come up with a complete but still extensible set of classes for all of the NET programmers drawing needs GDI requires different techniques than the Windows GDI API as it is completely stateless GDI Programming in C and VB NET starts out with an explanation of GDI and how it relates to GDI The book then dives deep into the GDI namespaces and classes The book begins with basic drawing in the early chapters and then explains in an understandable manner more complex drawing techniques including paths gradients alpha blends matrix operations and transformations Later chapters cover how to work with bitmaps and other images as well as advanced drawing and printing techniques The final two chapters are devoted to useful projects that show the subject matter of the previous chapters in real world examples Throughout GDI Programming in C and VB NET author Nick Symmonds not only explains the different namespaces and classes relating to GDI but also takes the time to cover the best practices of graphics programming Woven throughout the book are numerous examples that tie together different aspects of programming in NET that teach programmers how to get the best possible speed and efficiency out of their code Moving To ASP.NET Steve Harris, Rob MacDonald, 2002-04-20 Moving to ASP NET Web Development with VB NET provides focused and thorough guidance on creating Web applications using ASP NET including both Web Form applications and Web Services Authors Steve Harris and Rob MacDonald have worked extensively with NET throughout the beta program and offer their real world experience creating and implementing ASP NET applications The authors discuss and examine relevant topics and teach you how to make immediate use of ASP NET Topics include Web Forms server side and mobile controls data access and binding and XML integration Also covered are NET architecture and configuration security state and session management scalability design and Web Services

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