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Master the art of identifying vulnerabilities within the Windows OS and develop the desired solutions for it using Kali Linux. Key Features Identify the vulnerabilities in your system using Kali Linux 2018.02 Discover the art of exploiting Windows kernel drivers Get to know several bypassing techniques to gain control of your Windows environment Book Description Windows has always been the go-to platform for users around the globe to perform administration and ad hoc tasks, in settings that range from small offices to global enterprises, and this massive footprint makes securing Windows a unique challenge. This book will enable you to distinguish yourself to your clients. In this book, you'll learn advanced techniques to attack Windows environments from the indispensable toolkit that is Kali Linux. We'll work through core network hacking concepts and advanced Windows exploitation techniques, such as stack and heap overflows, precision heap spraying, and kernel exploitation, using coding principles that allow you to leverage powerful Python scripts and shellcode. We'll wrap up with post-

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exploitation strategies that enable you to go deeper and keep your access. Finally, we'll introduce kernel hacking fundamentals and fuzzing testing, so you can discover vulnerabilities and write custom exploits. By the end of this book, you'll be well-versed in identifying vulnerabilities within the Windows OS and developing the desired solutions for them. What you will learn

- Get to know advanced pen testing techniques with Kali Linux
- Gain an understanding of Kali Linux tools and methods from behind the scenes
- See how to use Kali Linux at an advanced level
- Understand the exploitation of Windows kernel drivers
- Understand advanced Windows concepts and protections, and how to bypass them using Kali Linux
- Discover Windows exploitation techniques, such as stack and heap overflows and kernel exploitation, through coding principles

Who this book is for This book is for penetration testers, ethical hackers, and individuals breaking into the pentesting role after demonstrating an advanced skill in boot camps. Prior experience with Windows exploitation, Kali Linux, and some Windows debugging tools is necessary

The ability to solve difficult problems is what makes a good engineer great. This book teaches techniques and tools for developers to tackle even the most persistent bugs. You'll find that tough issues can be made simple with the right knowledge, tools, and practices. Practical Debugging for .NET Developers will transform you into the guy or gal who everyone turns to for help. Issues covered include .NET Core, C#, Memory Leaks, Performance Problems, ASP.NET, Performance Counters, ETW Events,

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Production Debugging, Memory Pressure, Visual Studio, Hangs, Profiling, Deadlocks, Crashes, Memory Dumps, and Azure. * Discover the best tools in the industry to diagnose and fix problems * Learn advanced debugging techniques with Visual Studio * Fix memory leaks and memory pressure issues * Detect, profile, and fix performance problems * Find the root cause of crashes and hangs * Debug production code and third-party code * Analyze ASP.NET applications for slow performance, failed requests, and hangs * Use dump files, Performance Counters, and ETW events to investigate what happens under the hood * Troubleshoot cloud environments, including Azure VMs and App Services * Code samples in C# * Covering .NET Core, .NET Framework, Windows, and Linux

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

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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

From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging Manipulating, comparing, and rearranging text Regular expressions for string- and pattern-matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage Multithreading and concurrency

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The full transcript of Software Diagnostics Services training with step-by-step exercises, notes, and source code to learn live local and remote debugging techniques in kernel, user process and managed .NET spaces using WinDbg debugger. The second edition was fully reworked and updated to use the latest WinDbg version and Windows 10.

The Art of Debugging with GDB, DDD, and Eclipse
Training Course

The Power of GNU Make for Building Anything

66 Specific Ways to Debug Software and Systems

Java Cookbook

Tools and Techniques to Debug and Solve Real-World Problems In .NET

Troubleshooting for Programmers

Debugging Embedded and Real-Time Systems: The Art, Science, Technology and Tools of Real-Time System Debugging gives a unique introduction to debugging skills and strategies for embedded and real-time systems. Practically focused, it draws on application notes and white papers written by the companies who create design and debug tools. Debugging Embedded and Real Time Systems presents best practice strategies for debugging real-time systems, through real-

life case studies and coverage of specialized tools such as logic analysis, JTAG debuggers and performance analyzers. It follows the traditional design life cycle of an embedded system and points out where defects can be introduced and how to find them and prevent them in future designs. It also studies application performance monitoring, the execution trace recording of individual applications, and other tactics to debug and control individual running applications in the multitasking OS. Suitable for the professional engineer and student, this book is a compendium of best practices based on the literature as well as the author's considerable experience as a tools' developer. Provides a unique reference on Debugging Embedded and Real-Time Systems Presents best practice strategies for debugging real-time systems Written by an author with many years of experience as a tools developer Includes real-life case studies that show how debugging skills can be improved Covers logic analysis, JTAG debuggers and performance analyzers that are used for designing and debugging embedded systems

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Inside Windows Debugging Pearson Education

This resource helps technical support, escalation engineers, and Windows software testers master necessary prerequisites to understand and start debugging and crash dump analysis on Windows platforms.

Written by the founder of DumpAnalysis.org, this resource can help technical support and escalation engineers and Windows software testers without the knowledge of assembly language master necessary prerequisites to understand and start debugging and crash dump analysis on X64 Windows platforms.

Fiddler is a Web Debugging Proxy platform that monitors and modifies web traffic. This freeware tool enables developers, testers, and enthusiasts to inspect traffic, set breakpoints, and "fiddle" with incoming or outgoing data. Fiddler includes powerful event-based scripting, and can be extended using any .NET language. FiddlerCore, the core proxy engine underlying Fiddler, is available to integrate into any .NET application. In this book, you'll learn to

fully exploit the power of Fiddler to debug traffic from virtually any web-related application, including Internet Explorer, Google Chrome, Apple Safari, Mozilla Firefox, Opera, and thousands more. You'll see how to debug HTTPS traffic, and use Fiddler with popular devices like iPhone/iPod/iPad, Windows Phone, and others. After exploring the hundreds of built-in features, you'll learn to extend Fiddler using the FiddlerScript engine or build your own applications atop the FiddlerCore class library.

Solutions and Examples for Java Developers

Effective Debugging

System architecture, processes, threads, memory management, and more

The Hands-On Guide to Dissecting Malicious Software

Linux Device Drivers

Practical Foundations of Windows Debugging, Disassembling, Reversing

The 9 Indispensable Rules for Finding Even the Most Elusive Software and Hardware Problems

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Drill down into Windows architecture and internals, discover how core Windows components work behind the scenes, and master information you can continually apply to improve architecture, development, system administration, and support. Led by three renowned Windows internals experts, this classic guide is now fully updated for Windows 10 and 8.x. As always, it combines unparalleled insider perspectives on how Windows behaves "under the hood" with hands-on experiments that let you experience these hidden behaviors firsthand. Part 2 examines these and other key Windows 10 OS components and capabilities: Startup and shutdown The Windows Registry Windows management mechanisms WMI System mechanisms ALPC ETW Cache Manager Windows file systems The hypervisor and virtualization UWP Activation Revised throughout, this edition also contains three entirely new chapters: Virtualization technologies Management diagnostics and tracing Caching and file system support

Implementing ERP Systems About This Book Solve common business problems with the valuable features and flexibility of Dynamics NAV Design software that is maintainable outside the ecosystem of their creators Create configuration packages and perform data migration on your own Who This Book Is For This book is for Dynamics NAV partners, developers, consultants, and end users who want to know everything about Dynamics NAV implementations and development What You Will Learn Create reusable data migration packages Successfully upgrade your installation to the latest version Manage and expand your existing installation with additional functionalities Apply object-oriented practices to C/AL programming Refactor legacy code and avoid anti-patterns Build relationships with COM technologies Clone codes and their applications in Dynamics NAV Automate deployment into Dynamics NAV In Detail Microsoft Dynamics NAV is an Enterprise Resource Planning (ERP) application used in all kinds of organizations around

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the world. It provides a great variety of functionality, out-of-the-box, in different topics such as accounting, sales, purchase processing, logistics, and manufacturing. Microsoft Dynamics NAV also allows companies to grow their applications by customizing solutions to meet specific requirements. This course is a hands-on tutorial on working with a real Dynamics NAV implementation. It begins by providing an insight into the different tools available to migrate data from client legacy systems into Microsoft Dynamics NAV. If you are already live with Microsoft Dynamics NAV, you will learn about upgrades and what to expect from them. We'll also show how to implement additional or expanding functionalities within your existing Microsoft Dynamics NAV installation, perform data analysis, debug error messages, and implement free third-party add-ons to your existing installation. From here, you will be introduced to integration development tools to make you a highly productive developer in the NAV environment. The course will serve as a comprehensive reference guide, complementing NAV's Help files. You will find this course really useful if you want to evaluate Microsoft Dynamics NAV's development capabilities or need to manage NAV-based projects. Additionally, you will also learn about the NAV application structure, the C/SIDE development environment, the C/AL language, the construction and uses of each object type, and how it all fits together. Moving on, you will be guided through the NAV way of solving problems. You will be introduced to patterns and the software NAV architecture and will then build an example application. Then, you will walk through the details of architectural patterns, design patterns, and implementation patterns and will also learn about anti-patterns and handling legacy code. You will learn how to build solutions using patterns. The course offers premium, highly practical content on this recently released version of Dynamics NAV, and includes material from the following Packt books : Implementing

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Microsoft Dynamics NAV - Third Edition Programming Microsoft Dynamics™ NAV Learning Dynamics NAV Patterns Style and approach This course is for Dynamics NAV partners, developers, consultants, and end users who want to know everything about Dynamics NAV implementations and development.

Malware analysis is big business, and attacks can cost a company dearly. When malware breaks your defenses, you need to act quickly to cure current infections and prevent future ones from occurring. For those who want to stay ahead of the latest malware, Practical Malware Analysis will teach you the tools and techniques used by professional analysts. With this book as your guide, you'll be able to safely analyze, debug, and disassemble any malicious software that comes your way. You'll learn how to:

- Set up a safe virtual environment to analyze malware
- Quickly extract network signatures and host-based indicators
- Use key analysis tools like IDA Pro, OllyDbg, and WinDbg
- Overcome malware tricks like obfuscation, anti-disassembly, anti-debugging, and anti-virtual machine techniques
- Use your newfound knowledge of Windows internals for malware analysis
- Develop a methodology for unpacking malware and get practical experience with five of the most popular packers
- Analyze special cases of malware with shellcode, C++, and 64-bit code

Hands-on labs throughout the book challenge you to practice and synthesize your skills as you dissect real malware samples, and pages of detailed dissections offer an over-the-shoulder look at how the pros do it. You'll learn how to crack open malware to see how it really works, determine what damage it has done, thoroughly clean your network, and ensure that the malware never comes back. Malware analysis is a cat-and-mouse game with rules that are constantly changing, so make sure you have the fundamentals. Whether you're tasked with securing one network or a thousand networks, or you're making a living as a malware analyst,

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you'll find what you need to succeed in Practical Malware Analysis.

A reference book for technical support and escalation engineers troubleshooting and debugging complex software issues. The book is also invaluable for software maintenance and development engineers debugging Windows applications and services.

Eclipse is the world's most popular IDE for Java development. And although there are plenty of large tomes that cover all the nooks and crannies of Eclipse, what you really need is a quick, handy guide to the features that are used over and over again in Java programming. You need answers to basic questions such as: Where was that menu? What does that command do again? And how can I set my classpath on a per-project basis? This practical pocket guide gets you up to speed quickly with Eclipse. It covers basic concepts, including Views and editors, as well as features that are not commonly understood, such as Perspectives and Launch Configurations. You'll learn how to write and debug your Java code--and how to integrate that code with tools such as Ant and JUnit. You'll also get a toolbox full of tips and tricks to handle common--and sometimes unexpected--tasks that you'll run across in your Java development cycle. Additionally, the Eclipse IDE Pocket Guide has a thorough appendix detailing all of Eclipse's important views, menus, and commands. The Eclipse IDE Pocket Guide is just the resource you need for using Eclipse, whether it's on a daily, weekly, or monthly basis. Put it in your back pocket, or just tuck it in your backpack. With this guide in hand, you're ready to tackle the Eclipse programming environment.

Strategies, Tools, and Techniques for Visual C++ Programmers
Developing Drivers with the Windows Driver Foundation
Microsoft Dynamics NAV

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Essential User Space WinDbg Commands

The Art, Science, Technology, and Tools of Real-Time System Debugging

How Debuggers Work

Training Course Transcript and WinDbg Practice Exercises, Second Edition

A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated development environment, start-up templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)

Tips for the practical use of debuggers, such as NuMega SoftIce, Microsoft Visual Studio Debugger, and Microsoft Kernel Debugger, with minimum binding to a specific environment are disclosed in this debugger guide. How debuggers operate and how to overcome obstacles and repair debuggers is demonstrated. Programmers will learn how to look at what is inside a computer system, how to reconstruct the operating algorithm of a program distributed without source code, how to modify the program, and how to debug drivers. The use of debugging applications and drivers in Windows and Unix operating systems on Intel Pentium/DEC Alpha-based processors is also detailed. "Mario Hewardt's Advanced .NET Debugging is an excellent resource for both beginner and experienced developers working with .NET. The book is also packed with many debugging tips and discussions of CLR internals, which will benefit developers architecting software." –Jeffrey Richter, consultant, trainer, and author at Wintellect

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“Mario has done it again. His Advanced Windows Debugging (coauthored with Daniel Pravat) is an invaluable resource for native code debugging, and Advanced .NET Debugging achieves the same quality, clarity, and breadth to make it just as invaluable for .NET debugging.” –Mark Russinovich, Technical Fellow, Microsoft Corporation

The Only Complete, Practical Guide to Fixing the Toughest .NET Bugs

Advanced .NET Debugging is the first focused, pragmatic guide to tracking down today’s most complex and challenging .NET application bugs. It is the only book to focus entirely on using powerful native debugging tools, including WinDBG, NTSD, and CDB, to debug .NET applications. Using these tools, author Mario Hewardt explains how to identify the real root causes of problems—far more quickly than you ever could with other debuggers. Hewardt first introduces the key concepts needed to successfully use .NET’s native debuggers. Next, he turns to sophisticated debugging techniques, using real-world examples that demonstrate many common C# programming errors. This book enables you to Make practical use of postmortem debugging, including PowerDBG and other “power tools” Understand the debugging details and implications of the new .NET CLR 4.0 Master and successfully use Debugging Tools for Windows, as well as SOS, SOSEX, CLR Profiler, and other powerful tools Gain a deeper, more practical understanding of CLR internals, such as examining thread-specific data, managed heap and garbage collector, interoperability layer, and .NET exceptions Solve difficult synchronization problems, managed heap problems, interoperability problems, and

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much more Generate and successfully analyze crash dumps A companion web site (advanceddotnetdebugging.com) contains all sample code, examples, and bonus content.

Every software developer and IT professional understands the crucial importance of effective debugging. Often, debugging consumes most of a developer's workday, and mastering the required techniques and skills can take a lifetime. In *Effective Debugging*, Diomidis Spinellis helps experienced programmers accelerate their journey to mastery, by systematically categorizing, explaining, and illustrating the most useful debugging methods, strategies, techniques, and tools. Drawing on more than thirty-five years of experience, Spinellis expands your arsenal of debugging techniques, helping you choose the best approaches for each challenge. He presents vendor-neutral, example-rich advice on general principles, high-level strategies, concrete techniques, high-efficiency tools, creative tricks, and the behavioral traits associated with effective debugging. Spinellis's 66 expert techniques address every facet of debugging and are illustrated with step-by-step instructions and actual code. He addresses the full spectrum of problems that can arise in modern software systems, especially problems caused by complex interactions among components and services running on hosts scattered around the planet. Whether you're debugging isolated runtime errors or catastrophic enterprise system failures, this guide will help you get the job done—more quickly, and with less pain. Key features include High-level strategies and methods for

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addressing diverse software failures Specific techniques to apply when programming, compiling, and running code Better ways to make the most of your debugger General-purpose skills and tools worth investing in Advanced ideas and techniques for escaping dead-ends and the maze of complexity Advice for making programs easier to debug Specialized approaches for debugging multithreaded, asynchronous, and embedded code Bug avoidance through improved software design, construction, and management Use Windows debuggers throughout the development cycle—and build better software Rethink your use of Windows debugging and tracing tools—and learn how to make them a key part of test-driven software development. Led by a member of the Windows Fundamentals Team at Microsoft, you'll apply expert debugging and tracing techniques—and sharpen your C++ and C# code analysis skills—through practical examples and common scenarios. Learn why experienced developers use debuggers in every step of the development process, and not just when bugs appear. Discover how to: Go behind the scenes to examine how powerful Windows debuggers work Catch bugs early in the development cycle with static and runtime analysis tools Gain practical strategies to tackle the most common code defects Apply expert tricks to handle user-mode and kernel-mode debugging tasks Implement postmortem techniques such as JIT and dump debugging Debug the concurrency and security aspects of your software Use debuggers to analyze interactions between your code and the operating system Analyze software behavior with Xperf and the Event Tracing for

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Windows (ETW) framework

Windows Internals

Debugging C++

The Complete Reference from the Creator of the Fiddler Web Debugger

Practical Reverse Engineering

Practical Mod_perl

Instrumenting, Analyzing, and Debugging Microservices

Advanced R

A total guide to debuggers: what they do, how they work, and how to use them to produce better programs "Debuggers are the magnifying glass, the microscope, the logic analyzer, the profiler, the browser with which a program can be examined."-Jonathan B. Rosenberg Debuggers are an indispensable tool in the development process. In fact, during the course of the average software project, more hours are spent debugging software than in compiling code. Yet, not many programmers really know how to constructively interpret the results they get back from debuggers. And even if they know what makes these complex suites of algorithms and data structures tick. Now in this easy-to-accessible guide, Jonathan B. Rosenberg demystifies debuggers for programmers and shows them how to make better use of debuggers in their next projects. Taking a hands-on, problem-solving approach to a complex subject, Rosenberg explains how debuggers work and why programmers use them. Most importantly, he provides practical discussions of debugger algorithms and procedures for their use, accompanied by many practical examples. The author also discusses a wide variety of system-level applications, from Microsoft's Win32 debug API to a large parallel architecture. Visit our Web

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<http://www.wiley.com/compbooks/>

This training course is a combined and reformatted version of the two previous books Windows Debugging: Practical Foundations and x64 Windows Debugging: Practical Foundations. The new format makes it easy to switch between and compare x86 and x64 versions. The book also has a format similar to other training courses from Software Diagnostics Services, punctuation and highlighting improvements, the output and screenshots from the latest WinDbg 10, and consistent WinDbg (X86) for 32-bit examples and WinDbg (X64) for 64-bit examples. The book contains separate sets of chapters and corresponding illustrations. They are named Chapter x86.NN and x64.NN respectively. There is some repetition of content due to the shared nature of x64 and x86 platforms. Both sets of chapters can be read independently. We included x86 chapters because many Windows applications are still 32-bit and executed in 32-bit compatibility mode on x64 Windows systems. This introductory training course can complement the more advanced course Accelerated Disassembly, Reconstruction and Reversing (ISBN: 978-1908043672).

When the pressure is on to resolve an elusive software or hardware glitch, what's needed is the courtesy of a set of rules guaranteed to work on any system, in any circumstance. Written in an engaging style, this book provides simple, foolproof principles guaranteed to help find any bug. Recognized tech expert and author David Agans changes the way you think about debugging, making those pesky problems suddenly much easier to find and fix. Agans identifies nine simple, practical rules that are applicable to any software application or hardware system, which can help detect any bug, no matter how tricky or obscure. Illustrating the rules with real-life bug-detection war stories, David Agans shows you how to: Understand the system: how perceiving the "roadmap" can hasten your journey. Quit thinking and look: when hands-on investigation can't be avoided Isolate critical factors: v

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changing one element at a time can be an essential tool Keep an audit trail: how keeping a record of the debugging process can win the day Whether the system or program you're working on has been designed wrong, built wrong, or used wrong, Debugging helps you think correctly about bugs, and problems virtually reveal themselves.

This is the eBook of the printed book and may not include any media, website access codes, or other supplements that may come packaged with the bound book. Conquer today's Windows 10—from the inside out! Dive into Windows 10—and really put your Windows expertise to work. Focusing on the most powerful and innovative features of Windows 10, this supremely organized reference packs hundreds of timesaving solutions, tips, and workarounds—all fully reflecting the major Windows 10 Anniversary Update. From new Cortana and Microsoft Edge enhancements to the latest security and virtualization features, you'll discover how experts tackle today's essential tasks—and challenge yourself to reach a level of mastery. Install, configure, and personalize the newest versions of Windows 10 Understand the intricacies of Microsoft's revamped activation and upgrade processes Discover major Microsoft Edge enhancements, including new support for extensions Use today's improved Cortana services to perform tasks, set reminders, and retrieve information Make the most of the improved ink, voice, touch, and gesture support in Windows 10 Help secure Windows 10 in business with Windows Hello and Azure Active Directory use, and manage new Universal Windows Platform (UWP) apps Take advantage of new entertainment options, including Groove Music Pass subscriptions and connections to your Xbox One console Store and sync files in the cloud with Microsoft OneDrive and OneDrive for Business Use the improved Windows Mail and Calendar apps and the new Skype app Fine-tune performance and troubleshoot crashes Master high-efficiency tools for managing Windows 10 in the enterprise Leverage advanced Hyper-V features, including Secure Boot, TPMs, nested virtualization, and containers In addition, this book

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part of the Current Book Service from Microsoft Press. Books in this program will receive periodic updates to address significant software changes for 12 to 18 months following the original publication date via a free Web Edition. Learn more at <https://www.microsoftpressstore.com/cbs>.

The First In-Depth, Real-World, Insider's Guide to Powerful Windows Debugging For Windows developers, few tasks are more challenging than debugging--or more crucial. Reliable and real information about Windows debugging has always been scarce. Now, with over 15 years of experience, two of Microsoft's system-level developers present a thorough and practical guide to Windows debugging ever written. Mario Hewardt and Daniel Pravat cover debugging throughout the entire application lifecycle and show how to make the most of the tools currently available--including Microsoft's powerful native debuggers and third-party solutions. To help you find real solutions, this book is organized around real-world debugging scenarios. Hewardt and Pravat use detailed examples to illuminate the complex debugging challenges professional developers actually face. From core Windows operating system concepts to security, Windows® Vista™ and 64-bit debugging, we address emerging topics head-on--and nothing is ever oversimplified or glossed over!

Hacker Debugging Uncovered

Debugging with Fiddler

Windows 10 Inside Out (includes Current Book Service)

Advanced Windows Debugging

Debugging Applications for Microsoft .NET and Microsoft Windows

Windows Internals, Part 1

An Essential Reference for Intermediate and Advanced R

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Programmers Advanced R presents useful tools and techniques for attacking many types of R programming problems, helping you avoid mistakes and dead ends. With more than ten years of experience programming in R, the author illustrates the elegance, beauty, and flexibility at the heart of R. The book develops the necessary skills to produce quality code that can be used in a variety of circumstances. You will learn: The fundamentals of R, including standard data types and functions Functional programming as a useful framework for solving wide classes of problems The positives and negatives of metaprogramming How to write fast, memory-efficient code This book not only helps current R users become R programmers but also shows existing programmers what's special about R. Intermediate R programmers can dive deeper into R and learn new strategies for solving diverse problems while programmers from other languages can learn the details of R and understand why R works the way it does. Offers application debugging techniques for Microsoft .NET 2.0, covering topics such as exception monitoring, crash handlers, and multithreaded deadlocks.

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Analyzing how hacks are done, so as to stop them in the future
Reverse engineering is the process of analyzing hardware or software and understanding it, without having access to the source code or design documents. Hackers are able to reverse engineer systems and exploit what they find with scary results. Now the good guys can use the same tools to thwart these threats. Practical Reverse Engineering goes under the hood of reverse engineering for security analysts, security engineers, and system programmers, so they can learn how to use these same processes to stop hackers in their tracks. The book covers x86, x64, and ARM (the first book to cover all three); Windows kernel-mode code rootkits and drivers; virtual machine protection techniques; and much more. Best of all, it offers a systematic approach to the material, with plenty of hands-on exercises and real-world examples. Offers a systematic approach to understanding reverse engineering, with hands-on exercises and real-world examples Covers x86, x64, and advanced RISC machine (ARM) architectures as well as deobfuscation and virtual machine protection techniques Provides special coverage of Windows kernel-mode code (rootkits/drivers), a topic not often covered

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elsewhere, and explains how to analyze drivers step by step Demystifies topics that have a steep learning curve Includes a bonus chapter on reverse engineering tools Practical Reverse Engineering: Using x86, x64, ARM, WindowsKernel, and Reversing Tools provides crucial, up-to-date guidance for a broad range of IT professionals.

This troubleshooting reference for the C++ programmer is filled with solutions to common and rare bugs. It helps developers identify bad coding habits and build clean code.

Debugging is crucial to successful software development, but even many experienced programmers find it challenging.

Sophisticated debugging tools are available, yet it may be difficult to determine which features are useful in which situations. The Art of Debugging is your guide to making the debugging process more efficient and effective. The Art of Debugging illustrates the use three of the most popular debugging tools on Linux/Unix platforms: GDB, DDD, and Eclipse. The text-command based GDB (the GNU Project Debugger) is included with most distributions. DDD is a popular GUI front end for GDB, while Eclipse provides a complete integrated

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development environment. In addition to offering specific advice for debugging with each tool, authors Norm Matloff and Pete Salzman cover general strategies for improving the process of finding and fixing coding errors, including how to: -Inspect variables and data structures -Understand segmentation faults and core dumps -Know why your program crashes or throws exceptions -Use features like catchpoints, convenience variables, and artificial arrays -Avoid common debugging pitfalls Real world examples of coding errors help to clarify the authors' guiding principles, and coverage of complex topics like thread, client-server, GUI, and parallel programming debugging will make you even more proficient. You'll also learn how to prevent errors in the first place with text editors, compilers, error reporting, and static code checkers. Whether you dread the thought of debugging your programs or simply want to improve your current debugging efforts, you'll find a valuable ally in *The Art of Debugging*.

Practical Foundations

Windows Debugging Notebook

Practical Debugging for .NET Developers

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Debugging Windows Programs

Know Your Enemy

Practical Foundations of Linux Debugging, Disassembling, Reversing

C++ Cookbook

This book gives detailed instructions on how to use, optimize, and troubleshoot mod_perl. It shows how to get this Apache module running quickly and easily. The utility simply known as make is one of the most enduring features of both Unix and other operating systems. First invented in the 1970s, make still turns up to this day as the central engine in most programming projects; it even builds the Linux kernel. In the third edition of the classic Managing Projects with GNU make, readers will learn why this utility continues to hold its top position in project build software, despite many younger competitors. The premise behind make is simple: after you change source files and want to rebuild your program or other output files, make checks timestamps to see what has changed and rebuilds just what you need, without wasting time rebuilding other files. But on top of this simple principle, make layers a rich collection of options that lets you manipulate multiple directories, build different versions of programs for different platforms, and customize your builds in other ways. This edition focuses on the GNU version of make, which has deservedly become the industry standard. GNU make contains powerful extensions that are explored in this book. It is also popular because it is

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free software and provides a version for almost every platform, including a version for Microsoft Windows as part of the free Cygwin project. Managing Projects with GNU make, 3rd Edition provides guidelines on meeting the needs of large, modern projects. Also added are a number of interesting advanced topics such as portability, parallelism, and use with Java. Robert Mecklenburg, author of the third edition, has used make for decades with a variety of platforms and languages. In this book he zealously lays forth how to get your builds to be as efficient as possible, reduce maintenance, avoid errors, and thoroughly understand what make is doing. Chapters on C++ and Java provide makefile entries optimized for projects in those languages. The author even includes a discussion of the makefile used to build the book.

See how the core components of the Windows operating system work behind the scenes—guided by a team of internationally renowned internals experts. Fully updated for Windows Server(R) 2008 and Windows Vista(R), this classic guide delivers key architectural insights on system design, debugging, performance, and support—along with hands-on experiments to experience Windows internal behavior firsthand. Delve inside Windows architecture and internals: Understand how the core system and management mechanisms work—from the object manager to services to the registry Explore internal system data structures using tools like the kernel debugger Grasp the scheduler's priority and CPU placement algorithms Go inside the Windows security model to see how it authorizes access to data Understand how Windows manages physical and virtual memory Tour the

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Windows networking stack from top to bottom—including APIs, protocol drivers, and network adapter drivers Troubleshoot file-system access problems and system boot problems Learn how to analyze crashes

"Solutions and examples for C++ programmers"--Cover.

A guide to debugging Windows applications for professional developers covers resource leaks, memory corruption, stack problems, release build problems, multithreading problems, and finding crash locations.

Distributed Tracing in Practice

Managing Projects with GNU Make

X64 Windows Debugging

x86, x64, ARM, Windows Kernel, Reversing Tools, and Obfuscation

Accelerated Windows Debugging 3

Practical Malware Analysis

Debugging Embedded and Real-Time Systems

This training course is a Linux version of the previous Practical Foundations of Windows Debugging, Disassembly, Reversing book. It also complements Accelerated Linux Core Dump Analysis training course. Although the book skeleton is the same as its Windows predecessor, the content was revised entirely because of a different operating system, debugger (GDB), toolchain (GCC, assembler, linker), application binary interface, and even an assembly language

flavor, AT&T. The course is useful for: Software technical support and escalation engineers Software engineers coming from JVM background Software testers Engineers coming from non-Linux environments, for example, Windows or Mac OS X Linux C/C++ software engineers without assembly language background Security researchers without assembly language background Beginners learning Linux software reverse engineering techniques This book can also be used as x64 assembly language and Linux debugging supplement for relevant undergraduate level courses.

Most applications today are distributed in some fashion. Monitoring the health and performance of these distributed architectures requires a new approach. Enter distributed tracing, a method of profiling and monitoring applications—especially those that use microservice architectures. There’s just one problem: distributed tracing can be hard. But it doesn’t have to be. With this practical guide, you’ll learn what distributed tracing is and how to use it to understand the performance and operation of your software. Key players at Lightstep walk you through instrumenting your code for tracing, collecting the data that your instrumentation produces, and

turning it into useful, operational insights. If you want to start implementing distributed tracing, this book tells you what you need to know. You'll learn: The pieces of a distributed tracing deployment: Instrumentation, data collection, and delivering value Best practices for instrumentation (the methods for generating trace data from your service) How to deal with or avoid overhead, costs, and sampling How to work with spans (the building blocks of request-based distributed traces) and choose span characteristics that lead to valuable traces Where distributed tracing is headed in the future Provides information on writing a driver in Linux, covering such topics as character devices, network interfaces, driver debugging, concurrency, and interrupts. The definitive guide-fully updated for Windows 10 and Windows Server 2016 Delve inside Windows architecture and internals, and see how core components work behind the scenes. Led by a team of internals experts, this classic guide has been fully updated for Windows 10 and Windows Server 2016. Whether you are a developer or an IT professional, you'll get critical, insider perspectives on how Windows operates. And through hands-on experiments, you'll

experience its internal behavior firsthand-knowledge you can apply to improve application design, debugging, system performance, and support. This book will help you:

- Understand the Window system architecture and its most important entities, such as processes and threads***
- Examine how processes manage resources and threads scheduled for execution inside processes***
- Observe how Windows manages virtual and physical memory***
- Dig into the Windows I/O system and see how device drivers work and integrate with the rest of the system***
- Go inside the Windows security model to see how it manages access, auditing, and authorization, and learn about the new mechanisms in Windows 10 and Server 2016***

When it comes to network security, many users and administrators are running scared, and justifiably so. The sophistication of attacks against computer systems increases with each new Internet worm. What's the worst an attacker can do to you? You'd better find out, right? That's what Security Warrior teaches you. Based on the principle that the only way to defend yourself is to understand your attacker in depth, Security Warrior reveals how your systems can be attacked. Covering everything from reverse engineering to SQL

attacks, and including topics like social engineering, antifoensics, and common attacks against UNIX and Windows systems, this book teaches you to know your enemy and how to be prepared to do battle. Security Warrior places particular emphasis on reverse engineering. RE is a fundamental skill for the administrator, who must be aware of all kinds of malware that can be installed on his machines -- trojaned binaries, "spyware" that looks innocuous but that sends private data back to its creator, and more. This is the only book to discuss reverse engineering for Linux or Windows CE. It's also the only book that shows you how SQL injection works, enabling you to inspect your database and web applications for vulnerability. Security Warrior is the most comprehensive and up-to-date book covering the art of computer war: attacks against computer systems and their defenses. It's often scary, and never comforting. If you're on the front lines, defending your site against attackers, you need this book. On your shelf--and in your hands.

**Algorithms, Data Structures, and Architecture
Using the Full-Featured IDE
Debugging**

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Advanced .NET Debugging
Debugging Microsoft .NET 2.0 Applications
Inside Windows Debugging
Eclipse IDE Pocket Guide

Offers application debugging techniques for Microsoft .NET Framework and Windows, covering topics such as exception monitoring, crash handlers, and multithreaded deadlocks.

Unleash Kali Linux, PowerShell, and Windows debugging tools for security testing and analysis

Security Warrior

Windows Internals, Part 2

Windows Debugging

Hands-On Penetration Testing on Windows

Mastering Visual Studio .NET