

## **Microsoft Visual C Cli Step By Step Step By Step Developer**

*With the award-winning book Agile Software Development: Principles, Patterns, and Practices, Robert C. Martin helped bring Agile principles to tens of thousands of Java and C++ programmers. Now .NET programmers have a definitive guide to agile methods with this completely updated volume from Robert C. Martin and Micah Martin, Agile Principles, Patterns, and Practices in C#. This book presents a series of case studies illustrating the fundamentals of Agile development and Agile design, and moves quickly from UML models to real C# code. The introductory chapters lay out the basics of the agile movement, while the later chapters show proven techniques in action. The book includes many source code examples that are also available for download from the authors' Web site. Readers will come away from this book understanding Agile principles, and the fourteen practices of Extreme Programming Spiking, splitting, velocity, and planning iterations and releases Test-driven development, test-first design, and acceptance testing Refactoring with unit testing Pair programming Agile design and design smells The five types of UML diagrams and how to use them effectively Object-oriented package design and design patterns How to put all of it together for a real-world project Whether you are a C# programmer or a Visual Basic or Java programmer learning C#, a software development manager, or a business analyst, Agile Principles, Patterns, and Practices in C# is the first book you should read to understand agile software and how it applies to programming in the .NET Framework.*

*Use Visual Studio App Center with Xamarin Forms to set up a DevOps CI/CD pipeline, set up your mobile builds on either iOS or Android, set up Android and Apple certificates and provisioning profiles, distribute your app to your developers and testers, capture analytics and crashes from your users, communicate to your users with push notifications, and run UI tests on the Microsoft cloud. You will see how to automate and manage the life cycle of your apps through Microsoft's Cloud Service, with a focus on integrating App Center into your Xamarin Forms apps with clear, practical examples. As you follow along with the sample app, you will see how easy it is to configure your builds, to test the sample app on various iOS and Android devices on the App Center cloud, and to distribute your app to real devices. Whether you are a developer on a small team or a startup or an architect in a large organization curious about the benefits of Visual Studio App Center, after finishing this book, you will be confident in setting up App Center on your next mobile project. Come join me on this journey through Visual Studio App Center with Xamarin Forms. What You Will Learn Create a DevOps CI/CD pipeline for your mobile app on both iOS and Android devices Save money without buying multiple iOS and Android devices and instead run cloud UI tests Stay informed about build successes and failures by integrating App Center with Slack Set up groups and add team members to your groups on App Center Distribute your app to your team on either iOS or Android devices Capture important user events in your code and report to App Center Give a friendly user experience by handling crashes gracefully and reporting to App Center Keep and analyze your user's data on Azure by setting up automatic data export to Azure Communicate with your users using iOS and Android notification services from App Center Give your users a better experience by sending silent push notifications Include custom data in your push notifications Who This Book Is For Xamarin Forms mobile developers with previous experience using the Xamarin framework.*

*Microsoft Visual C++/CLI Step by Step Pearson Education*

*Your hands-on guide to Visual C++/CLI fundamentals Expand your expertise—and teach yourself the fundamentals of the Microsoft Visual C++/CLI language. If you have previous programming experience but are new to Visual C++, this tutorial delivers the step-by-step guidance and coding exercises you need to master core topics and techniques. Discover how to: Write and debug object-oriented C++ programs in Visual Studio 2012 Utilize the various features of the C++/CLI language Make use of the Microsoft .NET Framework Class Library Create a simple Windows Store app Use .NET features such as properties, delegates and events Access data from disparate sources using ADO.NET Create and consume web services using Windows Communication Foundation Work effectively with legacy code and COM*

*Create, train, and evaluate various machine learning models such as regression, classification, and clustering using ML.NET, Entity Framework, and ASP.NET Core Key Features Get well-versed with the ML.NET framework and its components and APIs using practical examples Learn how to build, train, and evaluate popular machine learning algorithms with ML.NET offerings Extend your existing machine learning models by integrating with TensorFlow and other libraries Book Description Machine learning (ML) is widely used in many industries such as science, healthcare, and research and its popularity is only growing. In March 2018, Microsoft introduced ML.NET to help .NET enthusiasts in working with ML. With this book, you'll explore how to build ML.NET applications with the various ML models available using C# code. The book starts by giving you an overview of ML and the types of ML algorithms used, along with covering what ML.NET is and why you need it to build ML apps. You'll then explore the ML.NET framework, its components, and APIs. The book will serve as a practical guide to helping you build smart apps using the ML.NET library. You'll gradually become well versed in how to*

*implement ML algorithms such as regression, classification, and clustering with real-world examples and datasets. Each chapter will cover the practical implementation, showing you how to implement ML within .NET applications. You'll also learn to integrate TensorFlow in ML.NET applications. Later you'll discover how to store the regression model housing price prediction result to the database and display the real-time predicted results from the database on your web application using ASP.NET Core Blazor and SignalR. By the end of this book, you'll have learned how to confidently perform basic to advanced-level machine learning tasks in ML.NET. What you will learn*  
*Understand the framework, components, and APIs of ML.NET using C#*  
*Develop regression models using ML.NET for employee attrition and file classification*  
*Evaluate classification models for sentiment prediction of restaurant reviews*  
*Work with clustering models for file type classifications*  
*Use anomaly detection to find anomalies in both network traffic and login history*  
*Work with ASP.NET Core Blazor to create an ML.NET enabled web application*  
*Integrate pre-trained TensorFlow and ONNX models in a WPF ML.NET application for image classification and object detection*  
*Who this book is for*  
*If you are a .NET developer who wants to implement machine learning models using ML.NET, then this book is for you. This book will also be beneficial for data scientists and machine learning developers who are looking for effective tools to implement various machine learning algorithms. A basic understanding of C# or .NET is mandatory to grasp the concepts covered in this book effectively.*

**Microsoft Visual C# 2012 Step By Step**

**Code First**

**Old New Thing**

**Getting started with Microsoft ML.NET to implement popular machine learning algorithms in C#**

**Foundations of C++/CLI**

**Practical Development Throughout the Evolution of Windows, The**

Zita is determined to find her way home to Earth, but her exploits have made her an intergalactic megastar, and as her true self is eclipsed by her public persona, she faces a robot doppelganger, unsure of who she can trust.

Your hands-on guide to Microsoft Visual C# fundamentals with Visual Studio 2015 Expand your expertise--and teach yourself the fundamentals of programming with the latest version of Visual C# with Visual Studio 2015. If you are an experienced software developer, you'll get all the guidance, exercises, and code you need to start building responsive, scalable Windows 10 and Universal Windows Platform applications with Visual C#. Discover how to: Quickly start creating Visual C# code and projects with Visual Studio 2015 Work with variables, operators, expressions, and methods Control program flow with decision and iteration statements Build more robust apps with error, exception, and resource management Master the essentials of Visual C# object-oriented programming Use enumerations, structures, generics, collections, indexers, and other advanced features Create in-memory data queries with LINQ query expressions Improve application throughput and response time with asynchronous methods Decouple application logic and event handling Streamline development with new app templates Implement the Model-View-ViewModel (MVVM) pattern Build Universal Windows Platform apps that smoothly adapt to PCs, tablets, and Windows phones Integrate Microsoft Azure cloud databases and RESTful web services About You For software developers who are new to Visual C# or who are upgrading from older versions Readers should have experience with at least one programming language No prior Microsoft .NET or Visual Studio development experience required

**Modern Cross-Platform Development About This Book** Build modern, cross-platform applications with .NET Core Get up to speed with C#, and up to date with all the latest features of C# 7 Start creating professional web applications with ASP.NET Core Who This Book Is For This book is targeted towards readers who have some prior programming experience or have a science, technology, engineering, or mathematics (STEM) background, and want to gain a solid foundation with C# and to be introduced to the types of applications they could build and will work cross-platform on Windows, Linux, and macOS. What You Will Learn Build cross-platform applications using C# 7 and .NET Core Explore ASP.NET Core and learn how to create professional web applications Improve your application's performance using multitasking Use Entity Framework Core and find out how to build code-first databases Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app development using the Universal Windows Platform and XAML Query and manipulate data using LINQ Protect your data by using encryption and hashing In Detail If you want to build powerful cross-platform applications with C# 7 and .NET Core, then this book is for you. First, we'll run you through the basics of C#, as well as object-oriented programming, before taking a quick tour through the latest features of C# 7 such as tuples, pattern matching, out variables, and so on. After quickly taking you through C# and how .NET works, we'll dive into the .NET Standard 1.6 class libraries, covering topics such as performance, monitoring, debugging, serialization and encryption. The final section will demonstrate the major types of application that you can build and deploy cross-device and cross-platform. In this section, we'll cover Universal Windows Platform (UWP) apps, web applications, mobile apps, and web services. Lastly, we'll look at how you can package and deploy your applications so that they can be hosted on all of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core. Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform applications using C# and .NET Core.

Teach yourself how to build applications with Microsoft Visual C# 2012 and Visual Studio 2012—one step at a time. Ideal for those with fundamental programming skills, this tutorial provides practical, learn-by-doing exercises for mastering core C# language features and creating working applications and components for Windows. Discover how to: Work with variables, non-reserved identifiers, statements, operators, and methods Use the new application models provided by Windows 8 and the Windows Runtime Create interfaces and define abstract classes Manage errors and exception handling Use collection classes Work with databases by using DataBinding with the Entity Framework Respond to user input and gestures; gather input from

devices and other sources Handle events arising from multiple sources Develop your first Windows 8 apps

“Based on my own experience, I can safely say that every .NET developer who reads this will have at least one ‘aha’ moment and will be a better developer for it.” —From the Foreword by Don Box The popular C# programming language combines the high productivity of rapid application development languages with the raw power of C and C++. Now, C# 3.0 adds functional programming techniques and LINQ, Language INtegrated Query. The C# Programming Language, Third Edition, is the authoritative and annotated technical reference for C# 3.0. Written by Anders Hejlsberg, the language’s architect, and his colleagues, Mads Torgersen, Scott Wiltamuth, and Peter Golde, this volume has been completely updated and reorganized for C# 3.0. The book provides the complete specification of the language, along with descriptions, reference materials, code samples, and annotations from nine prominent C# gurus. The many annotations—a new feature in this edition—bring a depth and breadth of understanding rarely found in any programming book. As the main text of the book introduces the concepts of the C# language, cogent annotations explain why they are important, how they are used, how they relate to other languages, and even how they evolved. This book is the definitive, must-have reference for any developer who wants to understand C#.

Learn Microsoft Visual Studio App Center

Hands-On Machine Learning with ML.NET

Ivor Horton's Beginning Visual C++ 2013

.NET for Visual C++ Programmers

The C# Programming Language

Mastering Visual Studio .NET

*Annotation Code first is an additional means of building a model to be used with the Entity Framework and is creating a lot of excitement in the .NET development community. The reader will begin with an overview of what code first is, why it was created, how it fits into the Entity Framework and when to use it over the alternatives.*

*Learn C++ with the best tutorial on the market! Horton's unique tutorial approach and step-by-step guidance have helped over 100,000 novice programmers learn C++. In Ivor Horton's Beginning Visual C++ 2013, Horton not only guides you through the fundamentals of the standard C++ language, but also teaches you how C++ is used in the latest Visual Studio 2013 environment. Visual Studio 2013 includes major changes to the IDE and expanded options for C++ coding. Ivor Horton's Beginning Visual C++ 2013 will teach you the latest techniques to take your Visual C++ coding to an all-new level. C++ language and library changes supported under Visual Studio 2013 IDE-specific changes for code formatting and debugging Changes to the C++ Standard Language for both C++ 11 and the new C++ 14 And more Horton introduces you to both Standard C++ and Visual C++ so you can build any component your app requires. Ivor Horton's Beginning Visual C++ 2013 is an indispensable guidebook for any new programmer, and contains plenty of exercises and solutions to help programmers of any level master the important concepts quickly and easily.*

*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)*

*This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Through four complete sprints, this book takes you through every step needed to build brand new cross-platform web apps with ASP.NET Core, and make them available on the Internet. You won't just master Microsoft's revolutionary open source ASP.NET Core technology: you'll learn how to integrate the immense power of MVC, Docker, Azure Web Apps, Visual Studio and Visual Studio Code, C#, JavaScript, TypeScript, and Entity Framework. Working through the authors' carefully designed sprints, you'll start with a blank canvas, move through software architecture and design, adjusting to user feedback, recovering from mistakes, builds, testing, deployment, maintenance, refactoring, and more. Along the way, you'll learn techniques for delivering state-of-the-art software to users more rapidly and repeatably than ever before.*

*"Raymond Chen is the original raconteur of Windows." --Scott Hanselman, ComputerZen.com "Raymond has been at Microsoft for many years and has seen many nuances of Windows that others could only ever hope to get a glimpse of. With this book, Raymond shares his knowledge, experience, and anecdotal stories, allowing all of us to get a better understanding of the operating system that affects millions of people every day.*

*This book has something for everyone, is a casual read, and I highly recommend it!" --Jeffrey Richter, Author/Consultant, Cofounder of Wintellect*

*"Very interesting read. Raymond tells the inside story of why Windows is the way it is." --Eric Gunnerson, Program Manager,*

*Microsoft Corporation "Absolutely essential reading for understanding the history of Windows, its intricacies and quirks, and why they came about." --Matt Pietrek, MSDN Magazine's Under the Hood Columnist*

*"Raymond Chen has become something of a legend in the software industry, and in this book you'll discover why. From his high-level reminiscences on the design of the Windows Start button to his low-level discussions of GlobalAlloc that only your inner-geek could love, The Old New Thing is a captivating collection of anecdotes that will help you to truly*

*appreciate the difficulty inherent in designing and writing quality software." --Stephen Toub, Technical Editor, MSDN Magazine Why does Windows work the way it does? Why is Shut Down on the Start menu? (And why is there a Start button, anyway?) How can I tap into the dialog loop? Why does the GetWindowText function behave so strangely? Why are registry files called "hives"? Many of Windows' quirks have perfectly logical explanations, rooted in history. Understand them, and you'll be more productive and a lot less frustrated. Raymond Chen--who's spent more than a decade on Microsoft's Windows development team--reveals the "hidden Windows" you need to know. Chen's engaging style, deep insight, and thoughtful humor have made him one of the world's premier technology bloggers. Here he brings together behind-the-scenes explanations, invaluable technical advice, and illuminating anecdotes that bring Windows to life--and help you make the most of it. A few of the things you'll find inside: What vending machines can teach you about effective user interfaces A deeper understanding of window and dialog management Why performance optimization can be so counterintuitive A peek at the underbelly of COM objects and the Visual C++ compiler Key details about backwards compatibility--what Windows does and why Windows program security holes most developers don't know about How to make your program a better Windows citizen*  
*With an Introduction to Visual C++.NET 2005*  
*Ivor Horton's Beginning Visual C++ 2008*  
*Mastering Visual Studio 2017*

***C# 7 and .NET Core: Modern Cross-Platform Development***  
***The Visual C++ Language for .NET 3.5***

"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. The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Based on newest version of Visual Studio .NET (2005) and .NET Framework version 2.0 All topic areas include specific code examples Bridges the gap between classic C++ and Visual C++ .NET Update of a highly successful first edition

C++/CLI in Action is a practical guide that will help you breathe new life into your legacy C++ programs. The book begins with a concise C++/CLI tutorial. It then quickly moves to the key themes of native/managed code interop and mixed-mode programming. You'll learn to take advantage of GUI frameworks like Windows Forms and WPF while keeping your native C++ business logic. The book also covers methods for accessing C# or VB.NET components and libraries.

Capitalize on the faster GPU processors in today's computers with the C++ AMP code library—and bring massive parallelism to your project. With this practical book, experienced C++ developers will

learn parallel programming fundamentals with C++ AMP through detailed examples, code snippets, and case studies. Learn the advantages of parallelism and get best practices for harnessing this technology in your applications. Discover how to: Gain greater code performance using graphics processing units (GPUs) Choose accelerators that enable you to write code for GPUs Apply thread tiles, tile barriers, and tile static memory Debug C++ AMP code with Microsoft Visual Studio Use profiling tools to track the performance of your code

Beginning C++ Programming

The Bulgarian C# Book

The Common Language Infrastructure Annotated Standard

C++ Cookbook

Building Automated Trading Systems

Build Windows 8 Apps with Microsoft Visual C++ Step by Step

*Stan Lippman is one of the best-selling authors on C++ and has long been one of the major contributors to its growth and standardization. Written by experts, and full of sound expert insight and advice, this book can be read profitably by any C++ programmer. Short code examples concisely illustrate concepts, and more elaborate examples show how C++/CLI is best used. Even programmers new to C++/CLI, but planning to migrate to it from another language, can use this book to understand core language elements crucial to planning and migrating effectively.*

*A guide to mastering Visual Studio 2017 About This Book Focus on coding with the new, improved, and powerful tools of VS 2017 Master improved debugging and unit testing support capabilities Accelerate cloud development with the built-in Azure tools Who This Book Is For .NET Developers who would like to master the new features of VS 2017, and would like to delve into newer areas such as cloud computing, would benefit from this book. Basic knowledge of previous versions of Visual Studio is assumed. What You Will Learn Learn what's new in the Visual Studio 2017 IDE, C# 7.0, and how it will help developers to improve their productivity Learn the workloads and components of the new installation wizard and how to use the online and offline installer Build stunning Windows apps using Windows Presentation Foundation (WPF) and Universal Windows Platform (UWP) tools Get familiar with .NET Core and learn how to build apps targeting this new framework Explore everything about NuGet packages Debug and test your applications using Visual Studio 2017 Accelerate cloud development with Microsoft Azure Integrate Visual Studio with most popular source control repositories, such as TFS and GitHub In Detail Visual Studio 2017 is the all-new IDE released by Microsoft for developers, targeting Microsoft and other platforms to build stunning Windows and web apps. Learning how to effectively use this technology can enhance your productivity while simplifying your most common tasks, allowing you more time to focus on your project. With this book, you will learn not only what VS2017 offers, but also what it takes to put it to work for your projects. Visual Studio 2017 is packed with improvements that increase productivity, and this book will get you started with the new features introduced in Visual Studio 2017 IDE and C# 7.0. Next, you will learn to use XAML tools to build classic WPF apps, and UWP tools to build apps targeting Windows 10. Later, you will learn about .NET Core and then explore NuGet, the package manager for the Microsoft development platform. Then, you will familiarize yourself with the debugging and live unit testing techniques that comes with the IDE. Finally, you'll adapt Microsoft's implementation of cloud computing with Azure, and the Visual Studio integration with Source Control repositories. Style and approach This comprehensive guide covers the advanced features of Visual Studio 2017, and communicates them through a practical approach to explore the underlying concepts of how, when, and why to use it.*

*Over the next few years, the proprietary trading and hedge fund industries will migrate largely to automated trade selection and execution systems. Indeed, this is already happening. While several finance books provide C++ code for pricing derivatives and performing numerical calculations, none approaches the topic from a system design perspective. This book will be divided into two sections—programming techniques and automated trading system (ATS) technology—and teach financial system design and development from the absolute ground up using Microsoft Visual C++.NET 2005. MS Visual C++.NET 2005 has been chosen as the implementation language primarily because most trading firms and large banks have developed and continue to develop their proprietary algorithms in ISO C++ and Visual C++.NET provides the greatest flexibility for incorporating these legacy algorithms into working systems.*

*Furthermore, the .NET Framework and development environment provide the best libraries and tools for rapid development of trading systems. The first section of the book explains Visual C++.NET 2005 in detail and focuses on the required programming knowledge for automated trading system development, including object oriented design, delegates and events, enumerations, random number generation, timing and timer objects, and data management with STL.NET and .NET collections. Furthermore, since most legacy code and modeling code in the financial markets is done in ISO C++, this book looks in depth at several advanced topics relating to managed/unmanaged/COM memory management and interoperability. Further, this book provides dozens of examples illustrating the use of database connectivity with ADO.NET and an extensive treatment of SQL and FIX and XML/FIXML. Advanced programming topics such as threading, sockets, as well as using C++.NET to connect to Excel are also discussed at length and supported by examples. The second section of the book explains technological concerns and design concepts for automated trading systems. Specifically, chapters are devoted to handling real-time data feeds, managing orders in the exchange order book, position selection, and risk management. A .dll is included in the book that will emulate connection to a widely used industry API (Trading Technologies, Inc.'s XTAPI) and provide ways to test position and order management algorithms. Design patterns are presented for market taking systems based upon technical analysis as well as for market making systems using intermarket spreads. As all of the chapters revolve around computer programming for financial engineering and trading system development, this book will educate traders, financial engineers, quantitative analysts, students of quantitative finance and even experienced programmers on technological issues that revolve around development of financial applications in a Microsoft environment and the construction and implementation of real-time trading systems and tools. \* Teaches financial system design and development from the ground up using Microsoft Visual C++.NET 2005. \* Provides dozens of examples illustrating the programming approaches in the book \* Chapters are supported by screenshots, equations, sample Excel spreadsheets, and*

*programming code*

*Market\_Desc: Novice programmers; no programming experience required. Special Features: · Ivor Horton is a leading author of computer programming language tutorials; his Beginning Visual C++ has sold more than 90,000 copies in all editions. · The author is known for his unique tutorial style, readily accessible to both novice and experienced programmers. · The book is a comprehensive introduction to BOTH the Standard C++ language and to Visual C++; no previous programming experience is required. · The book provides exercises and solutions, adding to its appeal to the college and training markets. · This edition fully covers the new 2008 release of Visual C++. About The Book: This book is the latest edition of one of the bestselling of all books on the C++ language and Visual C++. The author, Ivor Horton, has a loyal following who love his approach to teaching programming languages. In this book, Horton repeats the formula that made the current edition so popular: he teaches both the Standard C++ language itself as well as Microsoft Visual C++. The book is designed to provide a comprehensive introduction to both the Standard C++ language and to Visual C++ 2008. The book has been thoroughly updated (more than 20% updated, with 100 new pages) for the 2008 release. This book shows novice C++ programmers how to build real-world applications using Visual C++. No previous programming experience is required. The author uses numerous step-by-step programming examples to guide readers through the ins and outs of C++ development. His tutorial approach has proved popular with more than 100,000 readers---they look to Ivor Horton for the most thorough and accessible introduction to the C++ language and to Visual C++.*

*The “Microsoft Azure Essentials” series helps you advance your technical skills with Microsoft Azure. “Microsoft Azure Essentials: Azure Web Apps for Developers” focuses on providing essential information about developing web applications hosted on Azure Web Apps. It is written with the developer who has experience using Visual Studio and the .NET Framework in mind. If Azure Web Apps is new to you, this book is for you. If you have experience developing for Azure Web Apps, this book is for you, too, because there are features and tools discussed in this text that are new to the platform.*

*C++/CLI*

*Microsoft Azure Essentials Azure Web Apps for Developers*

*C++ 2013 for C# Developers*

*Pro Visual C++/CLI and the .NET 3.5 Platform*

*Microsoft Azure Essentials - Fundamentals of Azure*

*C++/ Cli In Action*

**Master the intricacies of application development with unmanaged C++ code—straight from the experts. Jeffrey Richter’s classic book is now fully revised for Windows XP, Windows Vista, and Windows Server 2008. You get in-depth, comprehensive guidance, advanced techniques, and extensive code samples to help you program Windows-based applications. Discover how to: Architect and implement your applications for both 32-bit and 64-bit Windows Create and manipulate processes and jobs Schedule, manage, synchronize and destroy threads Perform asynchronous and synchronous device I/O operations with the I/O completion port Allocate memory using various techniques including virtual memory, memory-mapped files, and heaps Manipulate the default committed physical storage of thread stacks Build DLLs for delay-loading, API hooking, and process injection Using structured exception handling, Windows Error Recovery, and Application Restart services**

**Foundations of C++/CLI: The Visual C++ Language for .NET 3.5 introduces C++/CLI, Microsoft's extensions to the C++ syntax that allow you to target the common language runtime, the key to the heart of the .NET Framework 3.5. This book gives you a small, fast-paced primer that will kick-start your journey into the world of C++/CLI. In 13 no-fluff chapters, Microsoft insiders take readers into the core of the C++/CLI language and explain both how the language elements work and how Microsoft intends them to be used. This book is a beginner's guide, but it assumes a familiarity with programming basics. And it concentrates on explaining the aspects of C++/CLI that make it the most powerful and fun language of the .NET Framework. As such, this book is ideal if you're thinking of migrating to C++/CLI from another language. By the end of this book, you'll have a thorough grounding in the core language elements together with the confidence to explore further that comes from a solid understanding of a language's syntax and grammar. Designed for the way many developers work, this practical problem-solving guide balances the need for rapid development with a trusted source of information.**

**Proudly presenting the latest edition of one of the all-time bestselling books on the C++ language, successful author Ivor Horton repeats the formula that has made each previous edition so popular by teaching you both the standard C++ language and C++/CLI as well as Visual C++ 2008. Thoroughly updated for the 2008 release, this book shows you how to build real-world applications using Visual C++ and guides you through the ins and outs of C++ development. With this book by your side, you are well on your way to becoming a successful C++ programmer.**

**C# is undeniably one of the most versatile programming languages available to engineers today. With this comprehensive guide, you’ll learn just how powerful the combination of C# and .NET can be. Author Ian Griffiths guides you through C# 8.0 fundamentals and techniques for building cloud, web,**

**and desktop applications. Designed for experienced programmers, this book provides many code examples to help you work with the nuts and bolts of C#, such as generics, LINQ, and asynchronous programming features. You'll get up to speed on .NET Core and the latest C# 8.0 additions, including asynchronous streams, nullable references, pattern matching, default interface implementation, ranges and new indexing syntax, and changes in the .NET tool chain. Discover how C# supports fundamental coding features, such as classes, other custom types, collections, and error handling Learn how to write high-performance memory-efficient code with .NET Core's Span and Memory types Query and process diverse data sources, such as in-memory object models, databases, data streams, and XML documents with LINQ Use .NET's multithreading features to exploit your computer's parallel processing capabilities Learn how asynchronous language features can help improve application responsiveness and scalability**

**Creating Games in C++**

**Programming C# 8.0**

**Practical C++ Programming**

**Fundamentals of Computer Programming with C#**

**Agile Principles, Patterns, and Practices in C#**

**With Xamarin Forms**

*Pro Visual C++/CLI and the .NET 3.5 Platform is about writing .NET applications using C++/CLI. While readers are learning the ins and outs of .NET application development, they will also be learning the syntax of C++, both old and new to .NET. Readers will also gain a good understanding of the .NET architecture. This is truly a .NET book applying C++ as its development language—not another C++ syntax book that happens to cover .NET.*

*This open access book is a modern guide for all C++ programmers to learn Threading Building Blocks (TBB). Written by TBB and parallel programming experts, this book reflects their collective decades of experience in developing and teaching parallel programming with TBB, offering their insights in an approachable manner. Throughout the book the authors present numerous examples and best practices to help you become an effective TBB programmer and leverage the power of parallel systems. Pro TBB starts with the basics, explaining parallel algorithms and C++'s built-in standard template library for parallelism. You'll learn the key concepts of managing memory, working with data structures and how to handle typical issues with synchronization. Later chapters apply these ideas to complex systems to explain performance tradeoffs, mapping common parallel patterns, controlling threads and overhead, and extending TBB to program heterogeneous systems or system-on-chips. What You'll Learn Use Threading Building Blocks to produce code that is portable, simple, scalable, and more understandable Review best practices for parallelizing computationally intensive tasks in your applications Integrate TBB with other threading packages Create scalable, high performance data-parallel programs Work with generic programming to write efficient algorithms Who This Book Is For C++ programmers learning to run applications on multicore systems, as well as C or C++ programmers without much experience with templates. No previous experience with parallel programming or multicore processors is required.*

*Modern C++ at your fingertips! About This Book This book gets you started with the exciting world of C++ programming It will enable you to write C++ code that uses the standard library, has a level of object orientation, and uses memory in a safe and effective way It forms the basis of programming and covers concepts such as data structures and the core programming language Who This Book Is For A computer, an internet connection, and the desire to learn how to code in C++ is all you need to get started with this book. What You Will Learn Get familiar with the structure of C++ projects Identify the main structures in the language: functions and classes Feel confident about being able to identify the execution flow through the code Be aware of the facilities of the standard library Gain insights into the basic concepts of object orientation Know how to debug your programs Get acquainted with the standard C++ library In Detail C++ has come a long way and is now adopted in several contexts. Its key strengths are its software infrastructure and resource-constrained applications, including desktop applications, servers, and performance-critical applications, not to forget its importance in game programming. Despite its strengths in these areas, beginners usually tend to shy away from learning the language because of its steep learning curve. The main mission of this book is to make you familiar and comfortable with C++. You will finish the book not only being able to write your own code, but more importantly, you will be able to read other projects. It is only by being able to read others' code that you will progress from a beginner to an advanced programmer. This book is the first step in that progression. The first task is to familiarize you with the structure of C++ projects so you will know how to start reading a project. Next, you will be able to identify the main structures in the language, functions, and classes, and feel confident being able to identify the execution flow through the code. You will then become aware of the facilities of the standard library and be able to determine whether you need to write a routine yourself, or use an existing routine in the standard library. Throughout the book, there is a big emphasis on memory and pointers. You will understand memory usage, allocation, and access, and be able to write code that does not leak memory. Finally, you will learn about C++ classes and get an introduction to object orientation and polymorphism. Style and approach This straightforward tutorial will help you build strong skills in C++ programming, be it for enterprise software or for low-latency applications such as games or embedded programming. Filled with examples, this book will take you gradually up the steep learning curve of C++.*

*Do you love video games? Ever wondered if you could create one of your own, with all the bells and whistles? It's not as complicated as you'd think, and you don't need to be a math whiz or a programming genius to do it. In fact, everything you need to create your first game, "Invasion of the Slugwroths," is included in this book and CD-ROM. Author David Conger starts at square one, introducing the tools of the trade and all the basic concepts for getting started programming with C++, the language that powers most current commercial games. Plus, he's put a wealth of*

*top-notch (and free) tools on the CD-ROM, including the Dev-C++ compiler, linker, and debugger--and his own LlamaWorks2D game engine. Step-by-step instructions and ample illustrations take you through game program structure, integrating sound and music into games, floating-point math, C++ arrays, and much more. Using the sample programs and the source code to run them, you can follow along as you learn. Bio: David Conger has been programming professionally for over 23 years. Along with countless custom business applications, he has written several PC and online games. Conger also worked on graphics firmware for military aircraft, and taught computer science at the university level for four years. Conger has written numerous books on C, C++, and other computer-related topics. He lives in western Washington State and has also published a collection of Indian folk tales.*

*This book gives developers – both the experienced and those who have only taken their first few steps – a small, fast-paced primer that will kick-start them into the world of C++/CLI. In twenty no-fluff chapters Microsoft insiders take readers into the heart of the C++/CLI language and explain both how the language elements work and how Microsoft intends them to be used. At the end of this short book readers will have a deep thorough grounding in the core language elements and the confidence to explore further that comes from a solid understanding of a language's syntax and grammar.*

*Professional Visual Studio 2017*

*Microsoft Visual C++/CLI Step by Step*

*ASP.NET Core Application Development*

*C++ Parallel Programming with Threading Building Blocks*

*Programming Windows*

*AGILE PRIN PATTS PRACTS C#\_1*

*Practical C++ Programming thoroughly covers: C++ syntax · Coding standards and style · Creation and use of object classes · Templates · Debugging and optimization · Use of the C++ preprocessor · File input/output.*

*Your hands-on, step-by-step guide to building Windows 8 apps with Microsoft Visual C++ Teach yourself how to build Windows 8 applications using the Visual C++ language—one step at a time. Ideal for those with intermediate to advanced C++ development skills, this tutorial provides practical, learn-by-doing exercises for creating apps that can adapt to different screen sizes—including desktop and laptop computers, tablets, and slates. Discover how to: Build apps using Windows 8 design guidelines Explore the Windows 8 application architecture Apply tools and libraries from Microsoft Visual Studio and the Windows 8 SDK Use XAML to create touch-optimized user interfaces Create apps that make use of device sensors Manage the Windows 8 application lifecycle Prepare your app for the Windows Store*

*Microsoft Azure Essentials from Microsoft Press is a series of free ebooks designed to help you advance your technical skills with Microsoft Azure. The first ebook in the series, Microsoft Azure Essentials: Fundamentals of Azure, introduces developers and IT professionals to the wide range of capabilities in Azure. The authors - both Microsoft MVPs in Azure - present both conceptual and how-to content for key areas, including: Azure Websites and Azure Cloud Services Azure Virtual Machines Azure Storage Azure Virtual Networks Databases Azure Active Directory Management tools Business scenarios Watch Microsoft Press's blog and Twitter (@MicrosoftPress) to learn about other free ebooks in the "Microsoft Azure Essentials" series.*

*C++ 2013 for C# Developers provides a fast-track to C++ proficiency for those already using the C# language at an advanced level. Beginning with a detailed explanation of the mechanics of C++'s execution sequence, its grammar, syntax and data access you'll quickly learn the similarities and differences between C++ and C#. The second and third parts of the book are devoted to a detailed deep-dive into C++ development to provide clear information and advice about how to use the language effectively.*

*Skip the basics and delve right into Visual Studio 2017 advanced features and tools Professional Visual Studio 2017 is the industry-favorite guide to getting the most out of Microsoft's primary programming technology. From touring the new UI to exploiting advanced functionality, this book is designed to help professional developers become more productive. A unique IDE-centric approach provides a clear path through the typical workflow while exploring the nooks and crannies that can make your job easier. Visual Studio 2017 includes a host of features aimed at improving developer productivity and UI, and this book covers them all with clear explanation, new figures, and expert insight. Whether you're new to VS or just upgrading, this all-inclusive guide is an essential resource to keep within arm's reach. Visual Studio 2017 fixes the crucial issues that kept professionals from adopting VS 2015, and includes new features and tools that streamline the developer's job. This book provides the straightforward answers you need so you can get up to speed quickly and get back to work. Master the core functionality of Visual Studio 2017 Dig into the tools that make writing code easier Tailor the environment to your workflow, not the other way around Work your way through configuration, debugging, building, deployment, customizing, and more Microsoft is changing their release cadence—it's only been about two years since the last release—so developers need to quickly get a handle on new tools and features if they hope to remain productive. The 2017 release is designed specifically to help you get more done, in less time, with greater accuracy and attention to detail. If you're ready to get acquainted, Professional Visual Studio 2017 is your ideal guide.*

*Programming Entity Framework*

*Coding with JavaScript For Dummies*

*Windows via C/C++*

*Pro TBB*

*The Visual C++ Language for .NET*

*Expert Visual C++/CLI*

**Go from beginner to builder quickly with this hands-on JavaScript guide Coding with JavaScript For Dummies provides easy, hands-on instruction for anyone looking to learn this popular client-side language. No experience? No problem! This friendly guide starts from the very beginning and walks you through the basics, then shows you how to apply what you've learned to real projects. You'll start building right away, including web page elements and simple applications, so you can immediately see how JavaScript is used in the real world. Online exercises allow you to test your code and expand your skills, and the easy-to-follow instruction provides step-by-step guidance toward understanding the JavaScript syntax, applications, and language. JavaScript enhances static web pages by providing dynamic elements that can adapt and react to user action. It's a need-to-know tool for aspiring web designers, but anyone can benefit from understanding this core development language. Coding with JavaScript For Dummies takes you from beginner to builder quickly as you: Learn what JavaScript does, how it works, and where to use it Master the core elements of JavaScript and immediately put it to work Build interactive web elements and try out your code online Create basic applications as you apply JavaScript to the app development workflow Anytime a website responds to your movement around the screen, that's JavaScript. It makes websites more functional, more beautiful, and more engaging, and your site visitors will demand nothing less. If you want to build a better website, you need JavaScript. If you need JavaScript, Coding with JavaScript For Dummies gets you started off quickly and painlessly, with plenty of hands-on practice.**

**Pro Visual C++/CLI and the .NET 2.0 Platform**

**BEGINNING VISUAL C++ 2008**

**C++ AMP**

**Microsoft Visual C# Step by Step**

**Build Cloud, Web, and Desktop Applications**

**Building an application in four sprints**