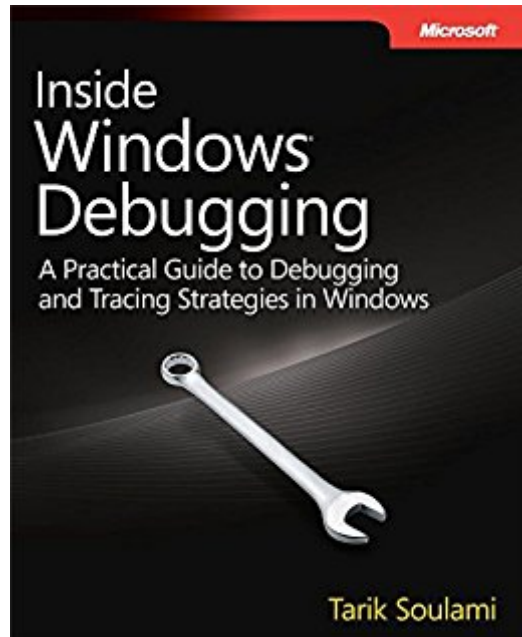


The book was found

Inside Windows Debugging (Developer Reference)



Synopsis

Use Windows debuggers throughout the development cycleâand build better software Rethink your use of Windows debugging and tracing toolsâ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, youâll apply expert debugging and tracing techniquesâand sharpen your C++ and C# code analysis skillsâ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 Windows (ETW) framework

Book Information

File Size: 38332 KB

Print Length: 592 pages

Simultaneous Device Usage: Up to 5 simultaneous devices, per publisher limits

Publisher: Microsoft Press; 1 edition (May 15, 2012)

Publication Date: May 15, 2012

Sold by:Â Digital Services LLC

Language: English

ASIN: B00JDMPHN6

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #139,729 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #5 inÂ Books > Computers & Technology > Programming > Languages & Tools > Debugging #9 inÂ Kindle Store > Kindle eBooks > Computers & Technology > Microsoft > Visual Basic #10 inÂ Books > Computers & Technology > Programming > Languages & Tools > Compiler Design

Customer Reviews

Inside Windows Debugging is the latest book on in-depth debugging and tracing strategies written by an author with an inside look into core techniques of Windows; some of which he worked on directly. With all the latest programming languages and integrated development environments aimed at making writing software applications more accessible, creating applications has never been easier than today. Unfortunately, creating an application is only one part of the equation, getting it to work correctly is the other - usually much harder - part. This book focuses on exactly that harder part; identifying, tracing and resolving bugs in your application as well as preventing them in the first place. Many still think of debugging as an activity after a software application has been finished and users start to experience issues that require investigation. This, however, is far from the truth these days since many development idioms such as test-driven development (TDD) actually promote debugging during development phases. The book is divided into three parts, the first providing a bit of background about the evolution and architecture of Windows, the Windows Developer Interface as well as the Microsoft Developer Tools. The second part introduces the basics of debugging, how the Windows debuggers actually work and debugging your application after a crash (postmortem) before moving to more advanced techniques such as scripting the debugger, debugging the WOW64 environment, code analysis tools, debugging system internals as well as looking at common debugging scenarios.

Since most of the core/kernel elements of Windows haven't changed since NT in the late 80's, most of the "new" stuff is in the form of API's. Soulamis assumes a basic working knowledge of C/C++ or C#, but doesn't start at such a high level that you get lost in either the debugger or the tracer. This book is REALLY up to date on windows, and will catch you up even if you are still working on an NT base. Chapters include: 1. How to develop software for Windows 2. Getting started (debugging for fun and profit section) 3. How debuggers work (pretty basic but very complete, covers both User and Kernel modes) 4. Postmortem Debugging (JIT vs. dump techniques. Goes much deeper than the day to day systems engineer will usually go) 5. Beyond the Basics (the real meat of the book-- awesome-- data vs. code breakpoints, scripts, etc.) 6. Code analysis tools (fair to C/C++ and sharp, with many actual/not just pseudo/ code examples that are well thought out and RUN); 7. Expert Debugging Tricks (we finally get to the fun and profit piece-- many techniques that are effective but unusual, and probably wouldn't be attempted by the usual coder without this book's help on avoiding potholes); 8 and 9 are a whole collection of very cool "scenarios" covering all the NIGHTMARES created by threads and multiprocessors such as race conditions, deadlocks,

stack/heap and access problems, etc. These two chapters are worth the price of the whole book; 10 gets into the console subsystem and concludes this section. Section two (about 120 pages) switches themes with three chapters about Xperf. In short, if you try to run traces as you develop your software using just ETW (event tracing for Windows), you'll soon get overwhelmed and give it up.

[Download to continue reading...](#)

Inside Windows Debugging (Developer Reference) Windows 10: Windows10 Mastery. The Ultimate Windows 10 Mastery Guide (Windows Operating System, Windows 10 User Guide, User Manual, Windows 10 For Beginners, Windows 10 For Dummies, Microsoft Office) Microsoft Windows Security Inside Out for Windows XP and Windows 2000 (Bpg--Inside Out) Windows 10: The Ultimate Guide For Beginners (Windows 10 for dummies, Windows 10 Manual, Windows 10 Complete User Guide, Learn the tips and tricks of Windows 10 Operating System) Windows 8.1: Learn Windows 8.1 in Two Hours: The Smart and Efficient Way to Learn Windows 8.1 (Windows 8.1, Windows 8.1 For Beginners) Advanced Windows: The Developer's Guide to the WIN32 API for Windows NT 3.5 and Windows 95 Windows® Internals: Including Windows Server 2008 and Windows Vista, Fifth Edition (Developer Reference) Windows 10 Troubleshooting: Windows 10 Manuals, Display Problems, Sound Problems, Drivers and Software: Windows 10 Troubleshooting: How to Fix Common Problems ... Tips and Tricks, Optimize Windows 10) Windows 10: The Ultimate User Guide for Advanced Users to Operate Microsoft Windows 10 (tips and tricks, user manual, user guide, updated and edited, Windows ... (windows,guide,general.guide,all Book 4) Windows 8 Tips for Beginners 2nd Edition: A Simple, Easy, and Efficient Guide to a Complex System of Windows 8! (Windows 8, Operating Systems, Windows ... Networking, Computers, Technology) Windows® Group Policy Resource Kit: Windows Server® 2008 and Windows Vista®: Windows Server® 2008 and Windows Vista® Microsoft Windows Internals (4th Edition): Microsoft Windows Server 2003, Windows XP, and Windows 2000 Windows 10: The Ultimate Beginner's Guide - Learn How To Start Using Windows 10, Easy User Manual, Plus The Best Hidden Features, Tips And Tricks! (Windows ... Windows 10 Software, Operating System) A Beginner's Guide to AutoHotkey, Absolutely the Best Free Windows Utility Software Ever! (Third Edition): Create Power Tools for Windows XP, Windows Vista, ... and Windows 10 (AutoHotkey Tips and Tricks) Windows 10: The Ultimate Beginner's Guide How to Operate Microsoft Windows 10 (tips and tricks, user manual, user guide, updated and edited, Windows ... (windows,guide,general.guide,all) (Volume 3) Inside the Microsoft Build Engine: Using MSBuild and Team Foundation Build (Developer Reference) Programming for the Internet of Things: Using Windows 10 IoT Core and Azure IoT Suite (Developer Reference) Windows Internals, Part 1 (6th Edition) (Developer Reference)

Advanced .NET Debugging (Microsoft Windows Development Series) The iOS 5 Developer's Cookbook: Core Concepts and Essential Recipes for iOS Programmers (Developer's Library)

[Dmca](#)