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Windows 7 Device Driver brings together all the information experienced programmers need to build exceptionally reliable, high-performance Windows 7 drivers. Internationally renowned driver development expert Ronald D. Reeves shows how to make the most of Microsoft's powerful new tools and models; save time and money; and efficiently deliver stable, robust drivers.

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I am working with Windows 7 device drivers, and decided to find a book current to this platform. Most or all of this book is filler, with no useful information. One big issue with Windows 7 is 64 bit driver development, and some interaction with Wow64, the DLL suite that allows 32 bit processes to run on 64 bit platform.

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Windows 7 drivers Windows 7 is an operating system of Windows NT family which was released after Windows Vista but before Windows 8. According to the data on summer of 2017, Windows 7 is the most popular operating system in the world. According to the data on July, 2017, Windows 7 is used on 48.91% of all PCs worldwide.

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Then download the driver you need. After downloading, usually it just takes a double-click on the device driver download to start the download process. Do NOT use any source for drivers other than the equipment OEM.

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The first authoritative guide to programming Windows 7 device drivers: save time, save money, and write more reliable drivers • Shows experienced programmers how to make the most of Microsoft's latest and most powerful models and tools for Windows 7 driver development, including C# and Visual Studio 2010. •Thoroughly covers Microsoft's Windows Driver Foundation (WDF) Architecture. •There are no other books, and little information anywhere, about Windows 7 device drivers. This is the only comprehensive, state-of-the-art guide to writing Windows 7 device drivers. Written by Ronald Reeves, one of the field's leading experts, Windows 7 Device Driver Book helps experienced developers make the most of the powerful new tools and models Microsoft has made available for driver development. Reeves provides an extensive collection of sample code on CDROM, as well as best-practice guidance for maximizing reliability and performance. Reeves shows how C# and Visual Studio 2010 can be used to develop device drivers more rapidly, and debug them more effectively. He covers a broad array of topics, including both kernel- and user-mode driver development; Windows Driver Foundation (WDF) architecture, and much more. From start to finish, this book is designed to significantly reduce the time it takes for device driver programmers to find the information they need -- and then apply that information in reliable, production code.

The First Authoritative Guide to Writing Robust, High-Performance Windows 7 Device Drivers Windows 7 Device Driver brings together all the information experienced programmers need to build exceptionally reliable, high-performance Windows 7 drivers. Internationally renowned driver development expert Ronald D. Reeves shows how to make the most of Microsoft's powerful new tools and models; save time and money; and efficiently deliver stable, robust drivers. Drawing on his unsurpassed experience as both a driver developer and instructor, Reeves demystifies Kernel and User Mode Driver development, Windows Driver Foundation (WDF) architecture, driver debugging, and many other key topics. Throughout, he provides best practices for all facets of the driver development process, illuminating his insights with proven sample code. Learn how to Use WDF to reduce development time, improve system stability, and enhance serviceability Take full advantage of both the User Mode Driver Framework (UMDF) and the Kernel Mode Driver Framework (KMDF) Implement best practices for designing, developing, and debugging both User Mode and Kernel Mode Drivers Manage I/O requests and queues, self-managed I/O, synchronization, locks, plug-and-play, power management, device enumeration, and more Develop UMDF drivers with COM Secure Kernel Mode Drivers with safe defaults, parameter validation, counted UNICODE strings, and safe device naming techniques Program and troubleshoot WMI support in Kernel Mode Drivers Utilize advanced multiple I/O queuing techniques Whether you're creating Windows 7 drivers for laboratory equipment, communications hardware, or any other device or technology, this book will help you build production code more quickly, get to market sooner, and start earning money faster!

"The chapter on programming a KMDF hardware driver provides a great example for readers to see a driver being made." -Patrick Regan, network administrator, Pacific Coast Companies The First Authoritative Guide to Writing Robust, High-Performance Windows 7 Device Drivers Windows 7 Device Driver brings together all the information experienced programmers need to build exceptionally reliable, high-performance Windows 7 drivers. Internationally renowned driver development expert Ronald D. Reeves shows how to make the most of Microsoft's powerful new tools and models; save time and money; and efficiently deliver stable, robust drivers. Drawing on his unsurpassed experience as both a driver developer and instructor, Reeves demystifies Kernel and User Mode Driver development, Windows Driver Foundation (WDF) architecture, driver debugging, and many other key topics. Throughout, he provides best practices for all facets of the driver development process, illuminating his insights with proven sample code. Learn how to Use WDF to reduce development time, improve system stability, and enhance serviceability Take full advantage of both the User Mode Driver Framework (UMDF) and the Kernel Mode Driver Framework (KMDF) Implement best practices for designing, developing, and debugging both User Mode and Kernel Mode Drivers Manage I/O requests and queues, self-managed I/O, synchronization, locks, plug-and-play, power management, device enumeration, and more Develop UMDF drivers with COM Secure Kernel Mode Drivers with safe defaults, parameter validation, counted UNICODE strings, and safe device naming techniques Program and troubleshoot WMI support in Kernel Mode Drivers Utilize advanced multiple I/O queuing techniques Whether you're creating Windows 7 drivers for laboratory equipment, communications hardware, or any other device or technology, this book will help you build production code more quickly and get to market sooner!

Start developing robust drivers with expert guidance from the teams who developed Windows Driver Foundation. This comprehensive book gets you up to

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

The Microsoft® Windows® driver model (WDM) supports Plug and Play, provides power management capabilities, and expands on the driver/minidriver approach. Written by long-time device-driver expert Walter Oney in cooperation with the Windows kernel team, this book provides extensive practical examples, illustrations, advice, and line-by-line analysis of code samples to clarify real-world driver-programming issues. And it's been updated with the latest details about the driver technologies in Windows XP and Windows 2000, plus more information about how to debug drivers. Topics covered include: Beginning a driver project and the structure of a WDM driver; NEW: Minidrivers and class drivers, driver taxonomy, the WDM development environment and tools, management checklist, driver selection and loading, approved API calls, and driver stacks Basic programming techniques; NEW: Safe string functions, memory limits, the Driver Verifier scheme and tags, the kernel handle flag, and the Windows 98 floating-point problem Synchronization; NEW: Details about the interrupt request level (IRQ) scheme, along with Windows 98 and Windows Me compatibility The I/O request packet (IRP) and I/O control operations; NEW: How to send control operations to other drivers, custom queue implementations, and how to handle and safely cancel IRPs Plug and Play for function drivers; NEW: Controller and multifunction devices, monitoring device removal in user mode, Human Interface Devices (HID), including joysticks and other game controllers, minidrivers for non-HID devices, and feature reports Reading and writing data, power management, and Windows Management Instrumentation (WMI) NEW: System wakeup, the WMI control for idle detection, and using WMIMOFCK Specialized topics and distributing drivers; NEW: USB 2.0, selective suspend, Windows Hardware Quality Lab (WHQL) certification, driver selection and loading, officially approved API calls, and driver stacks COVERS WINDOWS 98, WINDOWS ME, WINDOWS 2000, AND WINDOWS XP! CD-ROM FEATURES: A fully searchable electronic copy of the book Sample code in Microsoft Visual C++® A Note Regarding the CD or DVD The print version of this book ships with a CD or DVD. For those customers purchasing one of the digital formats in which this book is available, we are pleased to offer the CD/DVD content as a free download via O'Reilly Media's Digital Distribution services. To download this content, please visit O'Reilly's web site, search for the title of this book to find its catalog page, and click on the link below the cover image (Examples, Companion Content, or Practice Files). Note that while we provide as much of the media content as we are able via free download, we are sometimes limited by licensing restrictions. Please direct any questions or concerns to [booktech@oreilly.com](mailto:booktech@oreilly.com).

Developing Windows NT Device Drivers: A Programmer's Handbook offers programmers a comprehensive and in-depth guide to building device drivers for Windows NT. Written by two experienced driver developers, Edward N. Dekker and Joseph M. Newcomer, this book provides detailed coverage of techniques, tools, methods, and pitfalls to help make the often complex and byzantine "black art" of driver development straightforward and accessible. This book is designed for anyone involved in the development of Windows NT Device Drivers, particularly those working on drivers for nonstandard devices that Microsoft has not specifically supported. Because Windows NT does not permit an application program to directly manipulate hardware, a customized kernel mode device driver must be created for these nonstandard devices. And since experience has clearly shown that superficial knowledge can be hazardous when developing device drivers, the authors have taken care to explore each relevant topic in depth. This book's coverage focuses on drivers for polled, programmed I/O, interrupt-driven, and DMA devices. The authors discuss the components of a kernel mode device driver for Windows NT, including background on the two primary bus interfaces used in today's computers: the ISA and PCI buses. Developers will learn the mechanics of compilation and linking, how the drivers register themselves with the system, experience-based techniques for debugging, and how to build robust, portable, multithread- and multiprocessor-safe device drivers that work as intended and won't crash the system. The authors also show how to call the Windows NT kernel for the many services required to support a device driver and demonstrate some specialized techniques, such as mapping device memory or kernel memory into user space. Thus developers will not only learn the specific mechanics of high-quality device driver development for Windows NT, but will gain a deeper understanding of the foundations of device driver design.

Book + Content Update Program "Beyond just describing the basics, this book dives into best practices every aspiring microservices developer or architect should know." —Foreword by Corey Sanders, Partner Director of Program Management, Azure Microservice-based applications enable unprecedented agility and ease of management, and Docker containers are ideal for building them. Microsoft Azure offers all the foundational technology and higher-level services you need to develop and run any microservices application. Microservices with Docker on Microsoft Azure brings together essential knowledge for creating these applications from the ground up, or incrementally deconstructing monolithic applications over time. The authors draw on their pioneering experience helping to develop Azure's microservices features and collaborating with Microsoft product teams who've relied on

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microservices architectures for years. They illuminate the benefits and challenges of microservices development and share best practices all developers and architects should know. You'll gain hands-on expertise through a detailed sample application, downloadable at [github.com/flakio/flakio.github.io](https://github.com/flakio/flakio.github.io). Step by step, you'll walk through working with services written in Node.js, Go, and ASP.NET 5, using diverse data stores (mysql, elasticsearch, block storage). The authors guide you through using Docker Hub as a service registry, and Microsoft Azure Container service for cluster management and service orchestration. Coverage includes: Recognizing how microservices architectures are different, and when they make sense Understanding Docker containers in the context of microservices architectures Building, pulling, and layering Docker images Working with Docker volumes, containers, images, tags, and logs Using Docker Swarm, Docker Compose, and Docker Networks Creating Docker hosts using the Azure portal, Azure Resource Manager, the command line, docker-machine, or locally via Docker toolbox Establishing development and DevOps environments to support microservices applications Making the most of Docker's continuous delivery options Using Azure's cluster and container orchestration capabilities to operate and scale containerized microservices applications with maximum resilience Monitoring microservices applications with Azure Diagnostics, Visual Studio Application Insights, and Microsoft Operations Management Suite Developing microservices applications faster and more effectively with Azure Service Fabric An extensive sample application demonstrating the microservices concepts discussed throughout the book is available online In addition, this book is part of InformIT's exciting new Content Update Program, which provides content updates for major technology improvements! As significant updates are made to Docker and Azure, sections of this book will be updated or new sections will be added to match the updates to the technologies. As updates become available, they will be delivered to you via a free Web Edition of this book, which can be accessed with any Internet connection. To learn more, visit [informit.com/cup](http://informit.com/cup). How to access the Web Edition: Follow the instructions inside to learn how to register your book to access the FREE Web Edition.

A guide to rootkits describes what they are, how they work, how to build them, and how to detect them.

CUDA is a computing architecture designed to facilitate the development of parallel programs. In conjunction with a comprehensive software platform, the CUDA Architecture enables programmers to draw on the immense power of graphics processing units (GPUs) when building high-performance applications. GPUs, of course, have long been available for demanding graphics and game applications. CUDA now brings this valuable resource to programmers working on applications in other domains, including science, engineering, and finance. No knowledge of graphics programming is required—just the ability to program in a modestly extended version of C. CUDA by Example, written by two senior members of the CUDA software platform team, shows programmers how to employ this new technology. The authors introduce each area of CUDA development through working examples. After a concise introduction to the CUDA platform and architecture, as well as a quick-start guide to CUDA C, the book details the techniques and trade-offs associated with each key CUDA feature. You'll discover when to use each CUDA C extension and how to write CUDA software that delivers truly outstanding performance. Major topics covered include Parallel programming Thread cooperation Constant memory and events Texture memory Graphics interoperability Atomics Streams CUDA C on multiple GPUs Advanced atomics Additional CUDA resources All the CUDA software tools you'll need are freely available for download from NVIDIA. <http://developer.nvidia.com/object/cuda-by-example.html>

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