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By Jeffrey Richter, Christophe Nasarre

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- 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

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Editorial Review

About the Author

Jeffrey Richter is a cofounder of Wintellect (www.wintellect.com)-a training, debugging, and consulting firm dedicated to helping companies build better software faster. He is the author of the previous editions of this book, *Windows via C/C++*, and several other Windows®-related programming books. Jeffrey has been consulting with the Microsoft® .NET Framework team since October 1999.

Christophe Nasarre works for BusinessObjects, a multinational business-intelligence consultancy and training company that is focused on helping organizations gain better insight into their business through business intelligence solutions. He has worked as a technical editor on numerous Microsoft Press books.

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