Visual C++ 6.0 Desktop And Distributed Application Development With The Platform SDK

5 day course

Overview
Students will learn how to develop advanced desktop and distributed Windows applications using the Platform SDK and Visual C++. This course meets the Microsoft Proficiency Guidelines for Visual C++ at the Expert level. This course will help the student partially prepare for the Microsoft 70-016 MCSD exam titled "Designing and Implementing Desktop Applications with Microsoft Visual C++ 6.0" and the 70-015 exam titled "Designing and Implementing Distributed Applications with Microsoft Visual C++ 6.0." This course is also appropriate for IT Professionals interested in general Visual C++ 6.0 developer skills training.

Prerequisites
To gain the most from this course, the student should be able to Use the Windows user interface. Preferably use the user interface of the Visual C++ 6.0 integrated development environment. Use the basic features of the C++ programming language.

Target Student
Visual Basic, C++, and Java programmers with at least one year of practical experience who want to learn C# programming.

Course Content:

Win32 Processes and Threads
- Creating and Managing Processes
- Understanding Virtual Memory

Win32 DLLs
- Understanding DLLs
- Understanding DllMain
- Exporting from a DLL
- Understanding Load-time and Runtime DynamicLinking
- Sharing Memory Between Processes Using DLLs
- Implementing Thread Local Storage
- Creating Resource-only DLLs

The File System and File IO
- Creating, Opening, Reading, and Writing Files
- Lempel-Ziv Compressed Files
- File Security
- Locking Files
- File and Directory Operations

Inter-process Communication
- Inter-process Communication Using Named Pipes
- Inter-process Communication Using Mailslots
- Inter-process Communication Using RPC
- Inter-process Communication Using Sockets
- Inter-process Communication Using Shared Memory
- Using Windows Messages Between Local Processes
- Using Anonymous Pipes Between Local Processes
- Implement Internet Clients with the WinInetAPI

Security and Encryption
- Understanding Kernel Object Security
- Understanding CryptoAPI

Database Access
- Working with SQL
- Programming with the ODBC API

Performance Measurement and Tuning
- Process Viewer
- Performance Monitor
- Performance Statistics
- Profiling Visual C++ Applications

Developing Online Help
- WinHelp and HTML Help

Win32 GUI Programming
- Implementing a Win32 GUI Application
- Creating Windows Instances
- Windows Messages
- Working with Resources

Additional Non-GUI Topics
- Understanding Unicode
- Using Structured Exception Handling
- Using the Win32 Registry API
- Building and Installing an NT Service
- Installing Hooks
- Understanding Event Logging