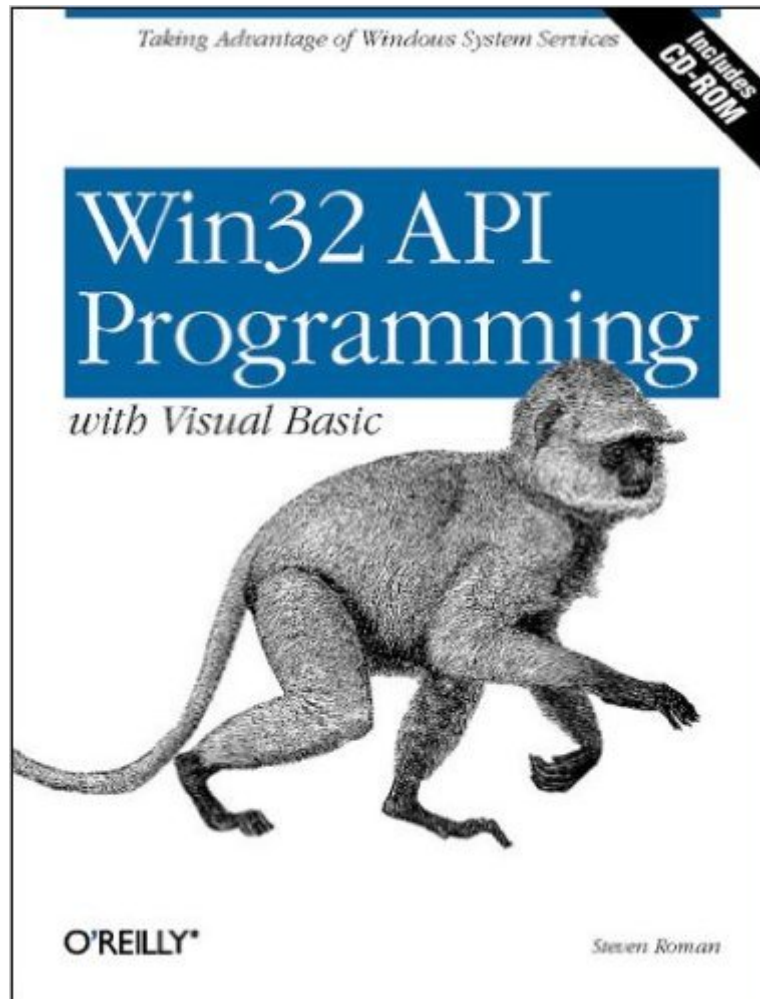


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# Win32 API Programming With Visual Basic



## Synopsis

The Win32 API, or Application Programming Interface, is of immense use in extending the power of Visual Basic. The Win32 API is the collection of functions and subroutines that provides programmatic access to the features of the operating system. It allows Visual Basic programmers far greater access to the inner workings of the Windows operating system without having to suffer through the steep learning curve associated with Visual C++ style Windows programming. The book is designed for users with an intermediate-level (or higher) knowledge of Visual Basic version 4 or later and a desire to stretch VB into the realm of Windows system programming. Users do not need any background in Visual C++, nor do they need any previous experience programming the Win32 API. This book teaches users how to do relatively simple tasks, such as adding tab stops to a list box and gathering system information (i.e., which version of Windows is running on a system and the number of buttons on the user's mouse). It also teaches users about several advanced programming techniques such as synchronizing two VB applications so they can work in cooperation with each other and how to extract data from controls that belong to another application. Win32 API Programming with Visual Basic also spends a good deal of time describing the basic operations of the Windows NT and Windows 95/98 operating systems. Microsoft's documentation seldom takes into account what the reader knows or does not know. Hence, a solid grounding in the basics of the Windows operating systems will help VB programmers to better understand Microsoft's documentation. This book helps VB programmers eliminate the trial and error process that is usually associated with calling the Win32 API from Visual Basic and does so in a practical, straightforward fashion that is the hallmark of author Steve Roman's style.

## Book Information

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## Customer Reviews

This is a great VB API book. I think it ranks up there with Appleman's books. But this book is different. It is actually fun to read and yet at the same time it covers the important detail. Somehow it makes the details easy to read and fun. This book does a GREAT job of going behind the scenes in the Windows operating system. There's lots of good information about how Windows manages things and then how to work around this. There is an interesting and informed discussion of BSTR's. The author reviews the history of VB3's strings vs. VB4 and higher strings. He also covers the interesting aspects of overcoming VB's limitations of not having signed numbers. His discussion of two's complement storage was really interesting. Where Appleman is encyclopedic, this author goes into deep detail but makes it interesting. It is not one of those simple books with the focus of "here's how to make 500 API calls that might be interesting." This book is VB centric in that it explains the differences between the VB world and the Win32/VC++ world. Then you get this great feeling of insight as to why VB does the things it does. I recommend this book highly, and also recommend the Appleman books. They're different kinds of animals.

First, let me say that this is an excellent reference on the Windows API. I highly recommend it. That being said, the example source code in this book is not of top-notch quality. The author frequently uses vague variable names such as A-Z, lng, and the like. In fact, it looks like he was trying to program like he would in C in VB. Yes, the source code is understandable, but only after long decipherations. I would give it a 5 if the author had taken more time in his source.

This book in no way is a reference book or a how-to book. This book is designed for people who don't have previous knowledge about windows architecture and windows API. I find this book as a fantastic tool since it gives me initiative and direction to understand the overall picture. I can use the knowledge that I gained in this book and know what I can do with win32 API. I also purchased the dan appleman's book for win32 api which consists of more examples and it is more a reference book. If you have not programmed in win32 before --> this is the book for you.

Most programmers and teachers of programmers have to get beyond Wizards. Usually this has meant in-depth coverage of C++ or C and the Windows API. This book helped me to see how to use

the API in Visual Basic. Like most O'Reilly books, a good bit of it is reference, which is helpful to me.

This is a very hard book (for VB programmer with no C experience) BY NECESSITY. Normally, you would like the programming book to have some explanation and plenty of code examples. In the case of Win32 API for VB programmer, once you get all the intricacies, you just need to find the API function from API viewer applet that comes with Visual Studio. Why is the book hard by necessity? C and VB have enough differences (e.g. variable type size differences, signed and unsigned type differences etc) to make the interoperability of languages difficult. Add to this the complexity of the Windows architecture itself and C + VB + WIN32 becomes much more complex, than just C + Win32, which makes me wonder, why use VB at all, if you are planning to make an extensive use of WIN32. Much easier to code in C or C++! Back to the book. It does excellent job explaining C + VB + Win32 API interaction thoroughly. He leaves no stone unturned. If you absorb the book cover to cover, you can consider yourself guru in the area. You want need anything else than API function declarations. In short, this is a book for ONLY DEDICATED, serious programmer, intending not just to spice up his code with occasional API calls, but ending up with FULL UNDERSTANDING OF ALL ISSUES.

This book focuses on the Win32 API from a WinNT/9x standpoint, highlighting the differences between the two in a clear and concise way. If you are doing development on a Win2K box, however, then this book is probably not the best resource. The sections on the differences between WinNT and Win9x are largely irrelevant now, but the book is still a good resource for understanding how Windows works behind the scenes. If this book is updated to include current information, I would definitely buy it again.

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