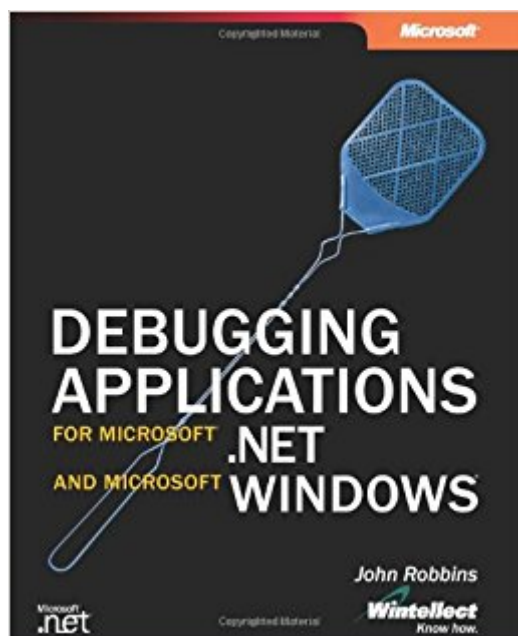




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Debugging Applications For Microsoft .NET And Microsoft Windows (2nd Edition) (Developer Reference)



Synopsis

You get huge development advantages with Microsoft Visual Studio .NET 2003â but you need a new bag of debugging tricks to take full advantage of them in todayâ™s .NET and Win32 development worlds. Learn lethally effective, real-world application debugging techniques for .NET Framework 1.1 and Windows with this fully updated programming guide. Debugging expert John Robbins expands the first edition of his classic debugging book with all-new scenarios and bug-killing tools, tips, and techniques. Youâ™ll see every .NET and Windows debugging scenario hereâ from XML Web services and Microsoft ASP.NET to Windows services and exceptions. Along with Johnâ™s expert guidance, you get more than 6 MB of his battle-tested source codeâ for the tools and tactics you need to ship better software faster! Topics covered include: Where bugs come from and how to think about solving them Debugging during coding Operating system debugging support and how Win32 debuggers work Advanced debugger usage and .NET debugging with Visual Studio .NET Advanced native code techniques with Visual Studio .NET and WinDBG Extending the Visual Studio .NET integrated development environment Managed exception monitoring Flow tracing and performance Finding source and line information with just a crash address Crash handlers Debugging Windows services and DLLs that load into services Multithreaded deadlocks Automated testing The Debug C run-time library A high-performance tracing tool for server applications Smoothing the working set Appendixes: Reading Dr. Watson log files, plus resources for .NET and Windows developers CD-ROM features: 6+ MB of professional-level source code samples written in Microsoft Visual C++, Visual C#, and Visual Basic .NET Debugging Tools for Windows Microsoft .NET Framework 1.1 SDK Windows Application Compatibility Toolkit (ACT)

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Customer Reviews

Being John Robbin's greatest fan, I have been monitoring the release of this book right after it appeared on . Once It hit the market for real, I got a copy via express delivery and I have to say it's worth the wait. I haven't actually read the whole thing yet but it's very impressive so far. John walks the reader through debugging without tears. This edition of the book does contain a lot more information and is very current (a little too current cos all the binaries were built with VS .NET 2003 which is not in the market at this time. However, this didn't hinder me since I have a copy of the RC. The first part of the book covers coding practices that will reduce the need to debug in the first place. The other parts of the book go into the dirty details of going after bugs with full confidence. From native win32 to managed code to multithreading; it's all here. If you're tired of scratching your head even when you have a debugger in front of you, stop reading my review and get yourself a copy of this book right away.

I bought this book to get a complete knowledge of the .NET framework debugging and got nothing. May be the .NET in the title applies to the fact that the author is using the VS.NET. If you have got the author's previous book on debugging then there is no need to waste money on this one. It discusses mainly C/C++ debugging in a typical MFC style (ASSERT/VERIFY etc). Here is the content at a glance:

1. Bugs: Where they come From and How you Solve Them
2. Getting Started Debugging
3. Debugging During Coding
4. Operating System Debugging Support and How Win32 Debuggers Work
5. Advanced Debugger Usage with Visual Studio .NET
6. Advanced .NET Debugging with Visual Studio .NET
7. Advanced Native Code Techniques with Visual Studio .NET
8. Advanced Native Code Techniques with WinDBG
9. Extending the Visual Studio .NET IDE
10. Managed Exception Monitoring
11. Flow Tracing
12. Finding Source and Line Information with Just a Crash Address
13. Crash Handlers
14. Debugging Windows Services and DLLs That Load into Services
15. Multithreaded Deadlocks
16. Automated Testing
17. The Debug C Run-Time Library and Memory Management
18. FastTrace: A High-Performance Tracing Tool for Server Applications
19. Smoothing the Working Set

Appendixes. As you can tell, there is hardly a .NET stuff to pay for, so for those of us owing the author's previous debugging book, this is just a second edition with .NET

appended to confuse buyers!

The original was a gem, and I used it extensively, but the code and tools that came with that version are now out of date. The .NET version adds tremendous value with a whole new suite of power debugging tools that just weren't there before. Although a few of the introductory chapters are similar, it's a huge overhaul of the original once you get into the heart of the book. I've been using the native code sections of this book, rather than the .NET sections. Most of the book, especially the power debugging stuff, is still focused on native code. However, I don't think the "Below the belt..." review did this book justice. If you are at all serious about debugging on Windows platforms, read and use this book.

This book is a book for the advanced programmer who says "I already know how to build a halfway decent windows app, how do I take my debugging to the next level and deliver truly good apps?" This book covers real-world debugging issues that plague programmers and are difficult to solve, such as multi-threading and memory issues amongst others. Also this book has several entertaining real-world scenarios that can help give you perspective on debugging. However this book is not for the beginner, a solid grasp of programming is essential for this book. However those with a good grasp of what programming is about with at least a basic knowledge of .NET will be right at home with this book.

Well, that guy that wrote the review before me says he's Robbins's greatest fan. Well, after reading this book, I'd like to claim that distinction for myself. This was an eye opener from start to finish and a **MUST HAVE** for any professional developer, even if you aren't using .NET. Like everything else from Wintellect, this book is superb.

I'm writing this to thank that guy who posted the table of contents in an effort to show how this book is the same as John Robbins' prior - since that is what convinced me to buy it :-). Not just that it costs a lot less than what people ask for a copy of out of print "first edition", but also seeing the TOC told me that this book made not a small step forward - in particular by ditching that VB thing and opening the doors to windbg -- THE TOOL, if you don't have the money or reason for SoftICE. Books covering hi-tech need rejuvenation every once in a while and the way John Robbins did it could actually serve as an example on how to do it right. So, if I see the 3rd sequel this or next year I'm probably going to buy it too - if it gives windbg a 50-50 split with Visual Studio, and a chapter on kd

maybe? :-)As for a "a complete knowledge of the .NET framework debugging" - if you know how to anything under Visual Studio debugger you already know it - say you forget half of what this book is trying to teach you and you are still fine :-). Managed code is so shielded that there's nothing on earth new for debugging - unless you want to dig two levels bellow and go into JIT or PInvoke - in which case you are going to need this book.

As the title says, it covers both debugging applications for Windows and .NET. That is alot of ground to cover and the book still manages to get it all in and keep it interesting for what could be a very dry read. There are some topics missed. For example: not covered are debugging for CE or Windows Mobile, debugging using virtual machines (VMWare extensions for Visual Studio, etc.) or the shared sources available for ASP.NET or Windows CE. These are minor issues in an outstanding book on the subject. A must have for every professional Windows developer.

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