

Contents

Introduction	1
Who Should Read This Book	1
What You Should Know to Use This Book	1
Sample Code	2
Chapter 1: Foundations	3
Windows Architecture Overview	3
Processes	4
Dynamic Link Libraries	6
Virtual Memory	7
Threads	8
General System Architecture	9
Windows Application Development	11
Your First Application	13
Working with Strings	18
Strings in the C/C++ Runtime	22
String Output Parameters	23
Safe String Functions	26
32-bit vs. 64-bit Development	28
Coding Conventions	30
C++ Usage	31
Handling API Errors	31
Defining Custom Error Codes	34
The Windows Version	35
Getting the Windows Version	39
Exercises	40
Summary	41
Chapter 2: Objects and Handles	43

CONTENTS

Kernel Objects	43
Running a Single Instance Process	46
Handles	49
Pseudo Handles	58
RAII for Handles	59
Using WIL	61
Creating Objects	63
Object Names	65
Sharing Kernel Objects	68
Sharing by Name	69
Sharing by Handle Duplication	74
Private Object Namespaces	79
Bonus: WIL Wrappers for Private Namespaces	84
Other Objects and Handles	85
User Objects	86
GDI Objects	87
Summary	87
Chapter 3: Processes	89
Process Basics	89
Processes in Process Explorer	96
Process Creation	100
The main Functions	109
Process Environment Variables	112
Creating Processes	116
Handle Inheritance	129
Process Drive Directories	134
Process (and Thread) Attributes	135
Protected and PPL Processes	144
UWP Processes	146
Minimal and Pico Processes	155
Process Termination	156
Enumerating Processes	158
Using EnumProcesses	158
Using the Toolhelp Functions	165
Using the WTS Functions	167
Using the Native API	173
Exercises	176

Summary	177
Chapter 4: Jobs	179
Introduction to Jobs	179
Creating Jobs	181
Nested Jobs	183
Querying Job Information	190
Job Accounting Information	191
Querying for Job Process List	198
Setting Job Limits	200
CPU Rate Limit	207
User Interface Limits	214
Job Notifications	217
Silos	222
Exercises	223
Summary	223
Chapter 5: Threads Basics	225
Introduction	225
Sockets, Cores and Logical Processors	227
Creating and Managing Threads	228
The Primes Counter Application	231
Running Primes Counter	237
Terminating Threads	241
A Thread's Stack	243
A Thread's Name	249
What About the C++ Standard Library?	250
Exercises	250
Summary	251
Chapter 6: Thread Scheduling	253
Priorities	253
Scheduling Basics	260
Single CPU Scheduling	260
The Quantum	266
Processor Groups	269
Multiprocessor Scheduling	270
Affinity	270
CPU Sets vs. Hard Affinity	278

System CPU Sets	279
Revised Scheduling Algorithm	279
Observing Scheduling	280
General Scheduling	281
Hard Affinity	287
CPU Sets	289
Background Mode	296
Priority Boosts	299
Completing I/O Operations	300
Foreground Process	300
GUI Thread Wakeup	301
Starvation Avoidance	301
Other Aspects of Scheduling	301
Suspend and Resume	301
Suspending and Resuming a Process	302
Sleeping and Yielding	303
Summary	304
Chapter 7: Thread Synchronization (Intra-Process)	305
Synchronization Basics	306
Atomic Operations	307
The Simple Increment Application	308
The Interlocked Family of Functions	310
Critical Sections	313
Locks and RAII	318
Deadlocks	321
The MD5 Calculator Application	321
Calculating MD5 Hash	324
The Hash Cache	326
Image Loads Notifications	328
Event Parsing	334
Putting it All Together	338
Reader Writer Locks	342
RAII Wrappers	343
MD5 Calculator 2	346
Condition Variables	348
The Queue Demo Application	351
Waiting on Address	361

Synchronization Barriers	362
What About the C++ Standard Library?	366
Exercises	367
Summary	367
Chapter 8: Thread Synchronization (Inter-Process)	369
Dispatcher Objects	369
Succeeding a Wait	372
The Mutex	372
The Mutex Demo Application	375
Abandoned Mutex	381
The Semaphore	382
The Queue Demo Application	384
The Event	388
Working with Events	390
The Waitable Timer	392
Other Wait Functions	400
Waiting in Alertable State	400
Waiting on GUI Threads	400
Waiting for an Idle GUI Thread	402
Signaling and Waiting Atomically	403
Exercises	404
Summary	405
Chapter 9: Thread Pools	407
Why Use a Thread Pool?	408
Thread Pool Work Callbacks	411
The Simple Work Application	412
Controlling a Work Item	417
The MD5 Calculator Application	419
Thread Pool Wait Callbacks	421
Thread Pool Timer Callbacks	424
The Simple Timer Sample	426
Thread Pool I/O Callbacks	427
Thread Pool Instance Operations	427
The Callback Environment	429
Private Thread Pools	431
Cleanup Groups	433

Exercises	435
Summary	435
Chapter 10: Advanced Threading	437
Thread Local Storage	437
Dynamic TLS	439
Static TLS	444
Remote Threads	446
The <i>Breakin</i> Application	448
Thread Enumeration	450
The <i>thlist</i> Application	451
Caches and Cache Lines	455
Wait Chain Traversal	464
The Deadlock Detector Application	469
Asynchronous WCT Sessions	475
User Mode Scheduling	475
Init Once Initialization	478
Debugging Multithreaded Applications	479
Breakpoints	480
Parallel Stacks	481
Parallel Watch	482
Thread Names	483
Exercises	483
Summary	483
Chapter 11: File and Device I/O	485
The I/O System	486
The <code>CreateFile</code> Function	487
Working with Symbolic Links	495
Path Length	501
Directories	502
Files	503
Setting File Information	508
Synchronous I/O	509
Asynchronous I/O	513
<code>ReadFileEx</code> and <code>WriteFileEx</code>	518
Manually Queued APC	519
I/O Completion Ports	520

The <i>Bulk Copy</i> Application	525
Using the Thread Pool for I/O Completion	535
The <i>Bulk Copy 2</i> Application	537
I/O Cancellation	541
Devices	542
Pipes and Mailslots	552
Pipes	553
Transactional NTFS	558
File Search and Enumeration	561
NTFS Streams	563
Summary	567
Chapter 12: Memory Management Fundamentals	569
Basic Concepts	569
Process Address Space	571
Page States	572
Address Space Layout	573
32-bit Systems	576
64-bit Systems	578
Address Space Usage	580
Memory Counters	584
Process Memory Counters	589
Process Memory Map	595
Page Protection	602
Enumerating Address Space Regions	603
The <i>Simple VMMMap</i> Application	605
More Address Space Information	609
Sharing Memory	615
Page Files	620
WOW64	623
WOW64 Redirections	626
Virtual Address Translation	627
Summary	629

... should be very comfortable with the C programming language, especially with pointers, structures, and its standard library, as these occur very frequently in the Windows API. C++ knowledge is highly recommended, although it is possible to traverse the material with C proficiency only.