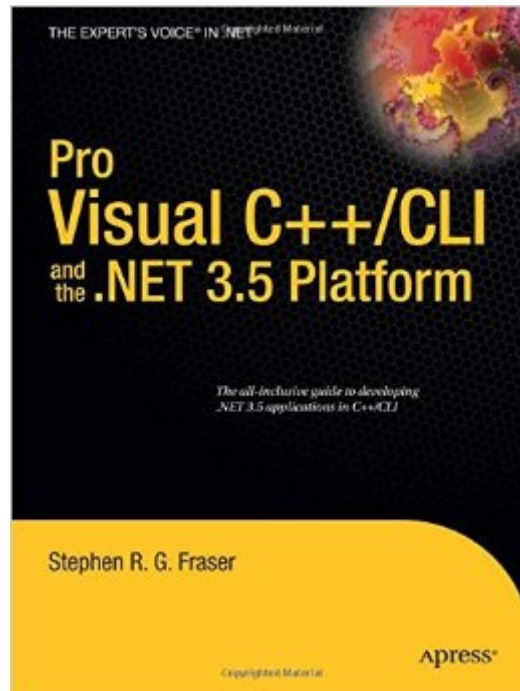# Pro Visual C++/CLI And The .NET 3.5 Platform (Books For Professionals By Professionals)

Synopsis

Pro Visual C++/CLI and the .NET 3.5 Platform is about writing .NET applications using C++/CLI. While readers are learning the ins and outs of .NET application development, they will also be learning the syntax of C++, both old and new to .NET. Readers will also gain a good understanding of the .NET architecture. This is truly a .NET book applying C++ as its development languageâ •not another C++ syntax book that happens to cover .NET.

Book Information

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Customer Reviews

"Pro Visual C++/CLI and the .NET 3.5 Platform" certainly deserves the 'Professional' rating. I have read both this author's relatively recent work and his previous book for .NET 2.0. This book is both expanded and delightfully revised. I am using it to build Interop interfaces between C# and C++ classes for a major networking company. I used his former book to help me get through a difficult problem in building a manufacturing tool. This book is a much better read and more helpful in its coverage. I agree with the author that it is a shame that Microsoft is treating C++/CLI as a bad stepchild and neglecting its development features, such as intellisence. Perhaps with the arrival of Microsoft's AMP, and the CUDA and OpenCL GPU programming interfaces, Microsoft will again see C++ as a power language and help its customers to see a 100 to 1 or better performance increase for their enterprise programs.The book divided into three parts. The first part comfortably introduces the C++ CLI language and reminds the reader that Microsoft has softened and regularized the

syntax to make it comply more closely with the other .NET languages. Part 2 shows the reader how to build the familiar GUI programs that decorate other .NET books. Although Microsoft shortchanged this CLI by not allowing WPF to escape into it, Windows forms is well covered. To its credit, Multithreading, Web Programming and Network Programming are decently covered showing that most of .NET is available to this CLI. Part 3 finally gets to the power programming feature and introduces C++ Interop and unsafe(native c++) code design. This is where you can couple the supercomputing power of your GPU into your program. Research has shown that speedups of from 100 to 1300 to one are possible by coupling your GPU's parallel computing into your calculations. Both the CUDA and OpenCL groups have repeatedly proven this. My own MSI portable with a NVidia GT560M GPU has shown a computing output of 355 GFlops in a star field gravity simulation. This opens up the world of supercomputing for single desktop machines. Get this power working for you. Do I need to say any more?If you need to build a powerful interface between C# and native C++, this book will make the design of the transition nearly painless. His descriptions are clear and his development is comprehensive. If you want something more seamless than PInvolk, this is a must read. So get ready to see the world of power computing open up again and be able to couple the visual presentation power of WPF to the raw computing power of GPGPU through C++/CLI Interop.I wish was possible to have given the book six stars.

I am a VB programmer for more than 10 years, I started very early from version 3 of the "Thunder project", I started C++ programming since a couple of years ago for specific needs of my company. This book has very good coverage of .Net architecture covering the latest VC++2008 syntax. Very clear and meaningful examples from professional programmers, Recommend from novice or more qualified programmersThanks Apress, Stephen R. G. Fraser

Got this book to help build on previous C programming knowledge and to expand on the basic C++ book I have. It covers .NET programming, not native C++. It is not the easiest text to follow as it can be a bit sketchy and the example code doesn't get explained much. I find I use MSDN a lot to fill in the blanks.

Why is there no book on C++ cli for the 2010 Visual Studio..? This book is four years old, (at least) and covers a platform that has been one generation removed from 'current' since 2010... Obviously I'm missing something...Please explain... :-)

Pro Visual C++/CLI and the .NET 3.5 Platform (Books for Professionals by Professionals) MCAD/MCSD Self-Paced Training Kit: Developing WindowsÃ Â®-Based Applications with MicrosoftÃ Â® Visual BasicÃ Â® .NET and Microsoft Visual C#Ã Â® .NET, Second Ed: ... C#(r) .Net, Second Ed (Pro-Certification) C++/CLI: The Visual C++ Language for .NET Pro ASP.NET MVC Framework (Expert's Voice in .NET) Pro Microsoft Speech Server 2007: Developing Speech Enabled Applications with .NET (Expert's Voice in .NET) Database Programming with Visual Basic .NET and ADO.NET: Tips, Tutorials, and Code iPhone for Work: Increasing Productivity for Busy Professionals (Books for Professionals by Professionals) Programming with Microsoft Visual C++ .Net, Sixth Edition (Core Reference) (Pro-Developer) Beginning Python Visualization: Crafting Visual Transformation Scripts (Books for Professionals by Professionals) I Am Error: The Nintendo Family Computer / Entertainment System Platform (Platform Studies) C# 6 and .NET Core 1.0: Modern Cross-Platform Development Treatment of Autism Spectrum Disorders: Evidence-Based Intervention Strategies for Communication and Social Interactions (CLI) Interventions for Speech Sound Disorders in Children (CLI) Treatment of Language Disorders in Children (CLI) Dual Language Development & Disorders: A Handbook on Bilingualism & Second Language Learning, Second Edition (CLI) The .NET and COM Interoperability Handbook (Integrated .Net) Building Web Solutions with ASP.Net and ADO.NET (Developer Reference) MCPD Self-Paced Training Kit (Exams 70-536, 70-528, 70-547): MicrosoftÃ Â® .NET Framework Web Developer Core Requirements: Microsoft .Net Framework Web ... Requirements (Microsoft Press Training Kit) ASP.NET For Beginners: The Simple Guide to Learning ASP.NET Web Programming Fast! Beginning ASP.NET E-Commerce in C#: From Novice to Professional (Expert's Voice in .NET)

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