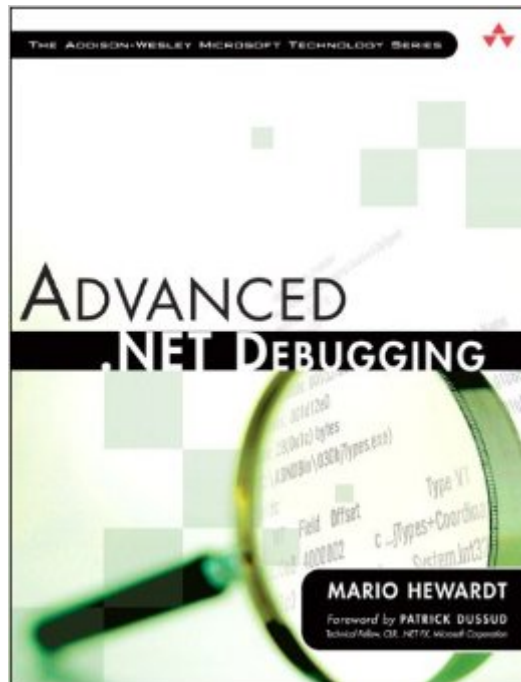


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# Advanced .NET Debugging (Microsoft Windows Development Series)



## Synopsis

âœMario Hewardtâ™s *Advanced .NET Debugging* is an excellent resource for both beginner and experienced developers working with .NET. The book is also packed with many debugging tips and discussions of CLR internals, which will benefit developers architecting software.â• âœJeffrey Richter, consultant, trainer, and author at Wintellect

ÂœMario has done it again. His *Advanced Windows Debugging* (coauthored with Daniel Pravat) is an invaluable resource for native code debugging, and *Advanced .NET Debugging* achieves the same quality, clarity, and breadth to make it just as invaluable for .NET debugging.â• âœMark Russinovich, Technical Fellow, Microsoft Corporation

*The Only Complete, Practical Guide to Fixing the Toughest .NET Bugs*

*Advanced .NET Debugging* is the first focused, pragmatic guide to tracking down todayâ™s most complex and challenging .NET application bugs. It is the only book to focus entirely on using powerful native debugging tools, including WinDBG, NTSD, and CDB, to debug .NET applications. Using these tools, author Mario Hewardt explains how to identify the real root causes of problemsâ™ far more quickly than you ever could with other debuggers.Âœ Hewardt first introduces the key concepts needed to successfully use .NETâ™s native debuggers. Next, he turns to sophisticated debugging techniques, using real-world examples that demonstrate many common C# programming errors.Âœ This book enables you to

- Make practical use of postmortem debugging, including PowerDBG and other âœpower toolsâ•
- Understand the debugging details and implications of the new .NET CLR 4.0
- Master and successfully use Debugging Tools for Windows, as well as SOS, SOSEX, CLR Profiler, and other powerful tools
- Gain a deeper, more practical understanding of CLR internals, such as examining thread-specific data, managed heap and garbage collector, interoperability layer, and .NET exceptions
- Solve difficult synchronization problems, managed heap problems, interoperability problems, and much more
- Generate and successfully analyze crash dumps

Âœ A companion web site ([advanceddotnetdebugging.com](http://advanceddotnetdebugging.com)) contains all sample code, examples, and bonus content.

## Book Information

File Size: 22441 KB

Print Length: 552 pages

Simultaneous Device Usage: Up to 5 simultaneous devices, per publisher limits

Publisher: Addison-Wesley Professional; 1 edition (November 9, 2009)

Publication Date: November 9, 2009

Sold by:Âœ Digital Services LLC

Language: English

ASIN: B002YYWEKE

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Enabled

Best Sellers Rank: #925,229 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #72

inÂ Books > Computers & Technology > Programming > Languages & Tools > Debugging #549

inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering >

Testing #562 inÂ Books > Computers & Technology > Programming > Microsoft Programming >

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## Customer Reviews

If you program for the .NET framework you *\*need\** this book. It helps to take your debugging skills (as well as understanding of the platform) to the next level. How many times in the past have we tried to nail down a particularly tricky bug, and after hours (or days) of pulling at your hair, given up in despair and doubted our worth as a good programmer ? Well, if you have trodden down that path, then I am sure this book will help. I wish to warn you that this is not a book for a beginner nor for the faint-hearted. It will show you the tools, it will show you the way, but you will have to walk that path which begins by buying this book and reading it. If you already have *Advanced Windows Debugging* by the same author and have read it, then you should be in good shape to tackle this one. But if you haven't, fear not, you can still make it. The book is soft-bound, neatly printed in about 500 pages and contains 10 chapters divided into 3 parts. It doesn't weight much and can be easily carried around. Part 1 consists of 3 chapters. In the first chapter the reader is an introduction to the tools. The 2nd chapter - CLR fundamentals - contrary to its name, is not a high level overview for the newbie. Instead it is a wealth of information for all .NET programmers. No matter how senior a programmer you are, I will bet that you will still learn something (probably a lot) from this chapter. The 3rd chapter - Basic Debugging Tasks - is a bit lengthy (I don't mean that in a bad way) at about 100 pages, helps you get acquainted with the tools and commands. Part 2 consists of 4 chapters - Assembly Loader, Managed Heap and Garbage Collection, Synchronization and Interoperability. As you might guess from the names, it is pretty advanced.

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