

# VISUAL STUDIO C# 2010 PROGRAMMING AND PC INTERFACING BY JOHN ALLWORK



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**Visual Studio**  
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THIS BOOK IS AIMED AT ANYONE WHO WANTS TO LEARN ABOUT C# PROGRAMMING AND INTERFACING TO A PC. IT COVERS PROGRAMMING CONCEPTS FROM THE BASICS TO OBJECT ORIENTED PROGRAMMING, DISPLAYING GRAPHS, THREADING AND DATABASES.

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This book aims to teach you quickly how to program a PC, using the popular C# high level programming language. The tuition begins with data types and program flow and extends to more advanced concepts such as object oriented programming, threading, internet communications and databases. All code examples used are available -free of charge- from the special support website; you can easily create your own results to demonstrate the concepts explained and reinforce your learning in the process.

Professional quality software tools are downloadable -also free of charge- from Microsoft. The Microsoft Visual Studio 2010 environment is extensively covered with user controls and their properties, methods and events. Detailed guidance is provided for those wishing to control hardware from a PC with PC interfacing chapters which explain the legacy serial and parallel ports, analogue interfacing using the sound card and use of Microsoft DirectX drivers. Interfacing to the ubiquitous USB port is explained in-depth with a detailed hardware and software design for a USB connected PIC-based hardware target included.

This book is complete with the many full program examples, self assessment exercises and links to supporting videos. Support is also provided for University lecturers in the form of accompanying downloadable PowerPoint presentations for most chapters.

C# 2010 Programming and PC interfacing supports C# development using the latest Microsoft Visual Studio 2010 and Microsoft Windows 7 operating system.

This latest book by Dr John Allwork is both an updated version and a compelling extension of his previously published C# 2008 and .NET Programming for Electronic Engineers. It includes an additional 65 pages and three new chapters covering the use of DirectX drivers, the USB port and a detailed example of interfacing to external embedded processors.

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Excellent for engineering types

By Robert Dreyer

Great book if you need to implement a "REAL WORLD" data acquisition system using the latest C# version.

Used this book as an engineering technology text last spring 2011 and most impressed.

A real bonus: the author's website has all the source code, and it all worked.

Covers legacy stuff like serial and parallel I/O, then USB interfacing, TCP/IP LAN communications (Internet stuff). Working (alias real world) threads, DLL and Data Base apps are covered. Author has a strong track record in writing in this area with an earlier book in C# 2008 and PC Interfacing.

Every student was quite pleased with the knowledge they learned during the semester, based on this book.

Footnote: I've been a practicing computer and bio-med engineer for 30 years along with a teacher, and this book is hands-down, the best at teaching tools than allow one to succeed in the real world. Yes, I've used the phrase "Real World" over and over, but most books fail in terms of teaching engineering types these skills. And not many books have downloadable code that works and it works with the free Visual C# 2010 Express. Searched all the usual suspects (book publishers), and saw nothing adequate to my course goals, until I saw the book via the British magazine Elektor. That was a lucky day for me, since I feared I would have to write my own text.

0 of 0 people found the following review helpful.

Easy to understand, yet thorough

By Hurri

This book covers a broad range of topics, right from the basics of installing the environment, discussion on the .NET Framework, Object Orientation principles, right through to more advanced concepts such as database access, threading, network communications and even controlling hardware.

As a developer but new to C# I found this book invaluable, and sufficiently varied to maintain a high level of interest throughout. However the book would be equally suited to an inexperienced developer who wishes to develop some basic applications.

Code examples are routinely provided, and there are full software examples provided on the publishers website including lecturing slides to further explain principles. In short a thorough yet highly interesting book.

1 of 1 people found the following review helpful.

Five Stars

By Orlando

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