June 11th, 2013

1. WaitForSingleObject: to enter an alertable wait state, use WaitForSingleObjectEx function. To wait for multiple objects, use the WaitForMultipleObjects.

DWORD WINAPI WaitForSingleObject(

\_In\_ HANDLE hHandle,

\_In\_ DWORD dwMilliseconds

);

hHandle [in]: a handle to the object, if this handle is closed while the wait is still pending, the function’s behavior is undefined. The handle must have the synchronize access right.

deMilliseconds[in]: the time-out interval. If a nonzero value is specified, the function waits until the object is signaled or the interval elapses. If it is zero, the function does not enter a wait state if the object is not signaled; it always returns immediately. If it is infinite, the function will return only when the object is signaled.

Return value: <http://msdn.microsoft.com/en-us/library/windows/desktop/ms687032(v=vs.85).aspx>

1. WINBASEAPI == DECLSPEC\_IMPORT
2. HANDLE: is sort of some opaque value that has meaning only to the API which produced it. In Win32, the HANDLE type is either a pointer in kernel memory, which applications cannot access anyway or an index into some kernel-internal array. Think of it as a void\* you can’t do anything with other than pass back to other functions in the API.
3. Char\* strtok(char\* str, const char\* delimiters):

Split string into tokens, this end of the token is automatically replaced by a null-character, and the beginning of the token is returned by the function. Return values are: 1) a pointer to the last token found in string; 2) a null pointer is returned if there are no token left to retrieve.

1. Char\* strcat(char\* destination, const char\* source):

Destination: pointer to the destination array, which should contain a C string, and be large enough to contain the concatenated resulting string.

Source: C string to be appended, this should not overlap destination.

1. Char \*\_itoa (int value, char \*string, int radix):

Converts the digits of the given value to a character string that ends with a null character and stores the result in string. The radix argument specifies the base of the value. It returns a pointer to string.

1. Size\_t mbstowcs (wchar\_t\* dest, const char\* src, size\_t max):

Translates the multibyte sequence pointed by src to the equivalent sequence of wide-characters(which is stored in the array pointed by dest), up until either max wide characters have been translated or until a null character is encountered in the multibyte sequence src (which is also translated and stored, but not counted in the length returned by the function).