Philippe Cuaz

Software bits and tricks
or applied programming thru examples in c, c++, c# java, and sql

This book is neither a book for beginners nor a book for experts but should be used as a mean to improve one's ability to understand and write better code like a practical non-exhaustive reference book.
To understand the purpose of this applied book one must see its intended orientation which should be toward relating graphics user interface to device drivers. In trying to relate these not so basic and fairly uncorrolated subjects, the author wants to introduce other principles as building grounds, to reach its goal but as such, even those grounding principles should be interesting enough to the average reader.

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