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# Debugging With Fiddler Debugging With Fiddler Ilcuk

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Practical Debugging for .NET Developers  
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 Version Control with Git  
 Land of the Permanent Wave  
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 HTTP/2 in Action  
 Learn WinUI 3.0  
 Network Analysis using Wireshark Cookbook  
 Hacker Debugging Uncovered  
 Advanced Debugging Methods

*Debugging With Fiddler*  
*Debugging With Fiddler*  
 Ilcuk

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## TREVINO GUADALUPE

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*Practical Debugging for .NET Developers*  
 Pearson Education  
 Network analysis using Wireshark  
 Cookbook contains more than 100  
 practical recipes for analyzing your  
 network and troubleshooting problems in  
 the network. This book provides you with  
 simple and practical recipes on how to  
 solve networking problems with a step-by-  
 step approach. This book is aimed at  
 research and development professionals,  
 engineering and technical support, and IT  
 and communications managers who are  
 using Wireshark for network analysis and  
 troubleshooting. This book requires a basic  
 understanding of networking concepts, but

does not require specific and detailed  
 technical knowledge of protocols or vendor  
 implementations.

[Inside Microsoft Dynamics AX 2012 R3](#)

БХВ-Петербург

You don't need to be a wizard to transform  
 a game you like into a game you love.  
 Imagine if you could give your favorite PC  
 game a more informative heads-up display  
 or instantly collect all that loot from your  
 latest epic battle. Bring your knowledge of  
 Windows-based development and memory  
 management, and Game Hacking will  
 teach you what you need to become a true  
 game hacker. Learn the basics, like  
 reverse engineering, assembly code  
 analysis, programmatic memory  
 manipulation, and code injection, and  
 hone your new skills with hands-on  
 example code and practice binaries. Level  
 up as you learn how to: -Scan and modify

memory with Cheat Engine -Explore  
 program structure and execution flow with  
 OllyDbg -Log processes and pinpoint  
 useful data files with Process Monitor  
 -Manipulate control flow through NOPing,  
 hooking, and more -Locate and dissect  
 common game memory structures You'll  
 even discover the secrets behind common  
 game bots, including: -Extrasensory  
 perception hacks, such as wallhacks and  
 heads-up displays -Responsive hacks,  
 such as autohealers and combo bots -Bots  
 with artificial intelligence, such as cave  
 walkers and automatic looters Game  
 hacking might seem like black magic, but  
 it doesn't have to be. Once you  
 understand how bots are made, you'll be  
 better positioned to defend against them  
 in your own games. Journey through the  
 inner workings of PC games with Game  
 Hacking, and leave with a deeper

understanding of both game design and computer security.

**Beginning Node.js** No Starch Press  
 RESTful .NET is the first book that teaches Windows developers to build RESTful web services using the latest Microsoft tools. Written by Windows Communication Foundation (WCF) expert Jon Flanders, this hands-on tutorial demonstrates how you can use WCF and other components of the .NET 3.5 Framework to build, deploy and use REST-based web services in a variety of application scenarios. RESTful architecture offers a simpler approach to building web services than SOAP, SOA, and the cumbersome WS- stack. And WCF has proven to be a flexible technology for building distributed systems not necessarily tied to WS- standards. RESTful .NET provides you with a complete guide to the WCF REST programming model for building web services consumed either by machines or humans. You'll learn how to: Program Read-Only (GET) services Program READ/WRITE services Host REST services Program REST feeds Program AJAX REST clients Secure REST endpoints Use workflow to deliver REST services Consume RESTful XML services using WCF Work with HTTP Work with ADO.NET Data Services (Astoria) RESTful .NET introduces you to the ideas of REST and RESTful architecture, and includes a detailed discussion of how the Web/REST model plugs into the WCF architecture. If you develop with .NET, it's time to jump on the RESTful bandwagon. This book explains how. "While REST is simple, WCF is not. To really understand and exploit this part of WCF requires a knowledgeable and experienced guide. I don't know anybody who's better suited for this role than Jon Flanders. ...Jon is first-rate at explaining complicated things. This book is the best introduction I've seen to creating and using these services with WCF."--David Chappell, Chappell & Associates  
**Effective Debugging** "O'Reilly Media, Inc." Provides information on the techniques of debugging software and code.

**jQuery UI in Action** Auerbach Publications

Publisher's Note: This edition from 2020 is outdated and is not compatible with the new standards of Microsoft Power Platform. A new Second edition has been published to cover the latest patterns, models, and methodologies leveraging the Microsoft ecosystem to create tailor-made enterprise applications. It combines the powers of Power Apps, Power BI, Azure, and Dynamics 365 to create enterprise applications. Who this book is for This book is for enterprise architects and technical decision makers who want to

craft complex solutions using Microsoft Power Platform to serve growing business needs and to stay competitive in the modern IT world. A basic understanding of Microsoft Power Platform will help you to get started with this book.

**HTTP: The Definitive Guide** Addison-Wesley Professional  
 Become a full-stack developer by learning popular Microsoft technologies and platforms such as .NET Core, ASP.NET Core, Entity Framework, and Azure Key Features Bring static typing to web development with features compatible in TypeScript 3 Implement a slim marketplace single page application (SPA) in Angular, React, and Vue Modernize your web apps with Microsoft Azure, Visual Studio, and Git Book Description Today, full-stack development is the name of the game. Developers who can build complete solutions, including both backend and frontend products, are in great demand in the industry, hence being able to do so a desirable skill. However, embarking on the path to becoming a modern full-stack developer can be overwhelmingly difficult, so the key purpose of this book is to simplify and ease the process. This comprehensive guide will take you through the journey of becoming a full-stack developer in the realm of the web and .NET. It begins by implementing data-oriented RESTful APIs, leveraging ASP.NET Core and Entity Framework. Afterward, it describes the web development field, including its history and future horizons. Then, you'll build webbased Single-Page Applications (SPAs) by learning about numerous popular technologies, namely TypeScript, Angular, React, and Vue. After that, you'll learn about additional related concerns involving deployment, hosting, and monitoring by leveraging the cloud; specifically, Azure. By the end of this book, you'll be able to build, deploy, and monitor cloud-based, data-oriented, RESTful APIs, as well as modern web apps, using the most popular frameworks and technologies. What you will learn Build RESTful APIs in C# with ASP.NET Core, web APIs, and Entity Framework See the history and future horizons of the web development field Bring static-typing to web apps using TypeScript Build web applications using Angular, React, and Vue Deploy your application to the cloud Write web applications that scale, can adapt to changes, and are easy to maintain Discover best practices and real-world tips and tricks Secure your backend server with Authentication and Authorization using OAuth 2.0 Who this book is for This book is for developers who are keen on strengthening their skills in

the field of cloud-based full-stack web development. You need basic knowledge of web-related pillars, including HTML, CSS, and JavaScript, as well as C# and REST. This book targets novice developers in the realm of Web development and ASP.NET who desire to advance to modern Web and ASP.NET Core development and leverage the Cloud to manage and bring everything together.

**Game Hacking** Simon and Schuster  
 The Definitive Guide to HTML5 WebSocket is the ultimate insider's WebSocket resource. This revolutionary new web technology enables you to harness the power of true real-time connectivity and build responsive, modern web applications. This book contains everything web developers and architects need to know about WebSocket. It discusses how WebSocket-based architectures provide a dramatic reduction in unnecessary network overhead and latency compared to older HTTP (Ajax) architectures, how to layer widely used protocols such as XMPP and STOMP on top of WebSocket, and how to secure WebSocket connections and deploy WebSocket-based applications to the enterprise. Build real-time web applications with HTML5. This book: Introduces you to the WebSocket API and protocol Describes and provides real-world examples of protocol communication over WebSocket Explains WebSocket security and enterprise deployment  
**The Debugger's Handbook** Apress  
 The ability to solve difficult problems is what makes a good engineer great. This book teaches techniques and tools for developers to tackle even the most persistent bugs. You'll find that tough issues can be made simple with the right knowledge, tools, and practices. Practical Debugging for .NET Developers will transform you into the guy or gal who everyone turns to for help. Issues covered include .NET Core, C#, Memory Leaks, Performance Problems, ASP.NET, Performance Counters, ETW Events, Production Debugging, Memory Pressure, Visual Studio, Hangs, Profiling, Deadlocks, Crashes, Memory Dumps, and Azure. \* Discover the best tools in the industry to diagnose and fix problems \* Learn advanced debugging techniques with Visual Studio \* Fix memory leaks and memory pressure issues \* Detect, profile, and fix performance problems \* Find the root cause of crashes and hangs \* Debug production code and third-party code \* Analyze ASP.NET applications for slow performance, failed requests, and hangs \* Use dump files, Performance Counters, and ETW events to investigate what

happens under the hood \* Troubleshoot cloud environments, including Azure VMs and App Services \* Code samples in C# \* Covering .NET Core, .NET Framework, Windows, and Linux

How Debuggers Work Createspace Independent Pub

A wealth of open and free software is available today for Windows developers who want to extend the development environment, reduce development effort, and increase productivity. This encyclopedic guide explores more than 100 free and open source tools available to programmers who build applications for Windows desktops and servers.

**RESTful .NET** Packt Publishing Ltd  
Get up to speed on Git for tracking, branching, merging, and managing code revisions. Through a series of step-by-step tutorials, this practical guide takes you quickly from Git fundamentals to advanced techniques, and provides friendly yet rigorous advice for navigating the many functions of this open source version control system. This thoroughly revised edition also includes tips for manipulating trees, extended coverage of the reflog and stash, and a complete introduction to the GitHub repository. Git lets you manage code development in a virtually endless variety of ways, once you understand how to harness the system's flexibility. This book shows you how. Learn how to use Git for several real-world development scenarios Gain insight into Git's common-use cases, initial tasks, and basic functions Use the system for both centralized and distributed version control Learn how to manage merges, conflicts, patches, and diffs Apply advanced techniques such as rebasing, hooks, and ways to handle submodules Interact with Subversion (SVN) repositories—including SVN to Git conversions Navigate, use, and contribute to open source projects though GitHub

Debugging with Fiddler Packt Publishing Ltd

Object relationships in modern software systems are becoming increasingly numerous and complex, and program errors due to violations of object relationships are difficult to detect. Programmers need new tools that allow them to explore objects in a large system more efficiently and to detect broken object relationships instantaneously. Such tools incorporate approaches used in such areas as data visualization, pattern matching and extraction, database querying, active databases, and rule-based programming. The query-based debugging approach developed by the author of this book is another powerful yet

efficient tool to be added to the developer's tool chest. **Advanced Debugging Methods** presents practice and tools for debugging computer programs. This book proposes new powerful approaches that simplify the daunting task of debugging complex software systems. Although debugging has been addressed in numerous research papers, many of its methods have yet to be explored in a book-length format. This book helps to fill this gap by presenting an overview of existing debugging tools with motivating examples and case studies, as well as presenting new, state-of-the-art debugging methods. **Advanced Debugging Methods** will be of use to software developers looking for tools to be applied in cutting edge practice; system architects looking at the relationship between software design and debugging; tools and programming language researchers looking for new ideas in run-time tool implementation as well as detailed descriptions of advanced implementations; and university professors and graduate students who will use this book as supplementary reading for graduate courses in programming tools, language implementation, and advanced object-oriented systems. **Advanced Debugging Methods** is also a handy reference of currently existing debugging methodologies as well as a springboard for cutting-edge research to simplify the difficult task of debugging and to facilitate the development of more robust software systems.

**The Art of Debugging with GDB, DDD, and Eclipse** Springer Science & Business Media

This book provides a comprehensive transition from JScript to the .NET Framework/platform including coverage of JScript.NET (language), ASP.NET, and Windows Forms. The book will discuss the language changes to ease the developer into working with the new syntax. and then several chapters on ASP.NET will correlate the differences between the former ASP programming model and the new .NET programming model.

Debugging with GDB Sams Publishing

A total guide to debuggers: what they do, how they work, and how to use them to produce better programs "Debuggers are the magnifying glass, the microscope, the logic analyzer, the profiler, and the browser with which a program can be examined."-Jonathan B. Rosenberg  
Debuggers are an indispensable tool in the development process. In fact, during the course of the average software project, more hours are spent debugging software than in compiling code. Yet, not many

programmers really know how to constructively interpret the results they get back from debuggers. And even fewer know what makes these complex suites of algorithms and data structures tick. Now in this extremely accessible guide, Jonathan B. Rosenberg demystifies debuggers for programmers and shows them how to make better use of debuggers in their next projects. Taking a hands-on, problem-solving approach to a complex subject, Rosenberg explains how debuggers work and why programmers use them. Most importantly, he provides practical discussions of debugger algorithms and procedures for their use, accompanied by many practical examples. The author also discusses a wide variety of systems applications, from Microsoft's Win32 debug API to a large parallel architecture. Visit our Web site at: <http://www.wiley.com/compbooks/>  
**Troubleshooting NetScaler** Dramatists Play Service, Inc.

Want your web site to display more quickly? This book presents 14 specific rules that will cut 25% to 50% off response time when users request a page. Author Steve Souders, in his job as Chief Performance Yahoo!, collected these best practices while optimizing some of the most-visited pages on the Web. Even sites that had already been highly optimized, such as Yahoo! Search and the Yahoo! Front Page, were able to benefit from these surprisingly simple performance guidelines. The rules in High Performance Web Sites explain how you can optimize the performance of the Ajax, CSS, JavaScript, Flash, and images that you've already built into your site -- adjustments that are critical for any rich web application. Other sources of information pay a lot of attention to tuning web servers, databases, and hardware, but the bulk of display time is taken up on the browser side and by the communication between server and browser. High Performance Web Sites covers every aspect of that process. Each performance rule is supported by specific examples, and code snippets are available on the book's companion web site. The rules include how to: Make Fewer HTTP Requests Use a Content Delivery Network Add an Expires Header Gzip Components Put Stylesheets at the Top Put Scripts at the Bottom Avoid CSS Expressions Make JavaScript and CSS External Reduce DNS Lookups Minify JavaScript Avoid Redirects Remove Duplicates Scripts Configure ETags Make Ajax Cacheable If you're building pages for high traffic destinations and want to optimize the experience of users visiting your site, this book is

indispensable. "If everyone would implement just 20% of Steve's guidelines, the Web would be a dramatically better place. Between this book and Steve's YSlow extension, there's really no excuse for having a sluggish web site anymore." - Joe Hewitt, Developer of Firebug debugger and Mozilla's DOM Inspector "Steve Souders has done a fantastic job of distilling a massive, semi-arcanic art down to a set of concise, actionable, pragmatic engineering steps that will change the world of web performance." -Eric Lawrence, Developer of the Fiddler Web Debugger, Microsoft Corporation

**Microsoft Power Platform Enterprise Architecture** Packt Publishing Ltd

Practical ASP.NET Web API provides you with a hands-on and code-focused demonstration of the ASP.NET Web API in action. From the very beginning, you'll be writing working code in order to see best practices and concepts in action. As the book progresses, the concepts and code will become more sophisticated. Beginning with an overview of the web service model in general and Web API in particular, you'll progress quickly to a detailed exploration of the request binding and response formatting that lie at the heart of Web API. You'll investigate various scenarios and see how they can be manipulated to achieve the results you need. Later in the book more sophisticated themes will be introduced that will set your applications apart from the crowd. You'll learn how you can validate the request messages on arrival, how you can create loosely coupled controllers, extend the pipeline processing to compartmentalize your code for security and unit testing before being put onto a live hosting server. What you'll learn

What ASP.NET Web API is and how it can be used effectively

Ways to optimize your code for readability and performance

What controller dependencies are and why they matter

How to maintain robust security across your projects

Reliable best-practices for using Web API in a professional context

Who this book is for

The book is ideal for any .NET developer who wants to learn how the ASP.NET Web API framework works in a realistic setting. A good working knowledge of C# and the .NET framework and a familiarity with Visual Studio are the only pre-requisites to benefit from this book

Table of Contents

Building a Basic Web API

Debugging HTTP

Formatting CLR Objects into HTTP

Response Customizing

Response Binding

HTTP Request into CLR Objects

Validating Request

Managing Controller Dependencies

Extending Pipeline

Hosting ASP.NET Web API

Securing ASP.NET Web API

Consuming ASP.NET Web API

Building

Performant Web API

**Debug It!** Hachette Books

Debugging is crucial to successful software development, but even many experienced programmers find it challenging. Sophisticated debugging tools are available, yet it may be difficult to determine which features are useful in which situations. The Art of Debugging is your guide to making the debugging process more efficient and effective. The Art of Debugging illustrates the use of three of the most popular debugging tools on Linux/Unix platforms: GDB, DDD, and Eclipse. The text-command based GDB (the GNU Project Debugger) is included with most distributions. DDD is a popular GUI front end for GDB, while Eclipse provides a complete integrated development environment. In addition to offering specific advice for debugging with each tool, authors Norm Matloff and Pete Salzman cover general strategies for improving the process of finding and fixing coding errors, including how to:

- Inspect variables and data structures
- Understand segmentation faults and core dumps
- Know why your program crashes or throws exceptions
- Use features like catchpoints, convenience variables, and artificial arrays
- Avoid common debugging pitfalls

Real world examples of coding errors help to clarify the authors' guiding principles, and coverage of complex topics like thread, client-server, GUI, and parallel programming debugging will make you even more proficient. You'll also learn how to prevent errors in the first place with text editors, compilers, error reporting, and static code checkers. Whether you dread the thought of debugging your programs or simply want to improve your current debugging efforts, you'll find a valuable ally in The Art of Debugging.

#### **Advanced Windows Debugging**

Penguin UK

Explores the architecture, components, and tools of Microsoft Dynamics AX 2012 R3, including forms, security, SharePoint integration, workflow infrastructure, reporting, automating tasks and document distribution, and application domain frameworks.

#### Hands-On Full-Stack Web Development with ASP.NET Core

Packt Publishing Ltd

Tips for the practical use of debuggers, such as NuGet, SoftICE, Microsoft Visual Studio Debugger, and Microsoft Kernel Debugger, with minimum binding to a specific environment are disclosed in this debugger guide. How debuggers operate and how to overcome obstacles and repair debuggers is demonstrated. Programmers will learn how to look at what is inside a computer system, how to reconstruct the

operating algorithm of a program distributed without source code, how to modify the program, and how to debug drivers. The use of debugging applications and drivers in Windows and Unix operating systems on Intel Pentium/DEC Alpha-based processors is also detailed.

#### Have a Little Faith

Eric Lawrence

Focused on the best practices for writing code as well as on the methods to perform more effective debugging, The Debugger's Handbook promotes a natural debugging approach to writing code. The author begins by examining and concretely defining just what a bug is, what circumstances are more prone to producing bugs, and how to avoid them from the start. The book does not focus on techniques for a specific programming language, but offers guidance on the basic philosophies and practices that can minimize the appearance of bugs in any language. Extensive use of examples-with sample code given in VB, VB.NET, C++, and Java-reinforce a practical understanding of the concepts and offer ample opportunity to put them to use.

#### *Solid Code*

IBM Redbooks

A beginner's guide to building Windows applications with WinUI for UWP and desktop applications

Key Features

- Create modern Windows 10 applications and gain access to UI controls that were previously limited to UWP applications
- Discover how to modernize your existing Win32 apps with a modern Windows 10 UI
- Learn to embed a single page application (SPA) in a WinUI application with a web framework like Blazor
- Book Description
- WinUI 3.0 takes a whole new approach to delivering Windows UI components and controls, and is able to deliver the same features on more than one version of Windows 10.
- Learn WinUI 3.0 is a comprehensive introduction to WinUI and Windows apps for anyone who is new to WinUI, Universal Windows Platform (UWP), and XAML applications. The book begins by helping you get to grips with the latest features in WinUI and shows you how XAML is used in UI development. You'll then set up a new Visual Studio environment and learn how to create a new UWP project. Next, you'll find out how to incorporate the Model-View-ViewModel (MVVM) pattern in a WinUI project and develop unit tests for ViewModel commands. Moving on, you'll cover the Windows Template Studio (WTS) new project wizard and WinUI libraries in a step-by-step way. As you advance, you'll discover how to leverage the Fluent Design system to create beautiful WinUI applications. You'll also explore the contents and capabilities of the Windows Community Toolkit and learn to create a

new UWP user control. Toward the end, the book will teach you how to build, debug, unit test, deploy, and monitor apps in production. By the end of this book, you'll have learned how to build WinUI applications from scratch and modernize existing WPF and WinForms applications using WinUI controls. What you will learn Get up and running with WinUI and discover how it fits into the landscape of

Project Reunion and Windows UI development Build new Windows apps quickly with robust templates Develop testable and maintainable apps using the MVVM pattern Modernize WPF and WinForms applications with WinUI and XAML Islands Discover how to build apps that can target Windows and leverage the power of the web Install the XAML Controls Gallery sample app and explore available

WinUI controls Who this book is for This book is for anyone who wants to develop Windows applications with a modern user experience (UX). If you are familiar with UWP and WPF and are looking to enhance your knowledge of Windows development and modernize existing apps, you will find this book useful. Hands-on experience with C# and .NET is expected but no prior knowledge of WinUI is required.

Best Sellers - Books :

- [If Animals Kissed Good Night By Ann Whitford Paul](#)
- [The Silent Patient By Alex Michaelides](#)
- [The Housemaid By Freida Mcfadden](#)
- [Brown Bear, Brown Bear, What Do You See?](#)
- [The Shadow Work Journal: A Guide To Integrate And Transcend Your Shadows](#)
- [If He Had Been With Me By Laura Nowlin](#)
- [Love You Forever](#)
- [The Legend Of Zelda: Tears Of The Kingdom - The Complete Official Guide: Collector's Edition By Piggyback](#)
- [The Five-star Weekend](#)
- [The Courage To Be Free: Florida's Blueprint For America's Revival](#)