

# Microsoft Windows 95 - Brief; Thomson Course Technology, 1996; 9781565272873; June J. Parsons, Dan Oja; 1996

Programming Windows 95 book. Read 3 reviews from the world's largest community for readers. This is the best-known, most widely praised, and most widely ... Charles Petzold covers the new Windows 95 concerns such as multithreading, GDI and OLE enhancements, and preemptive multitasking. A guaranteed bestseller. (Operating Systems) ...more. A Microsoft MVP for Client Application Development and a Windows Pioneer Award winner, Petzold is author of the classic Programming Windows, currently in its sixth edition and one of the best-known programming books of all time; the widely acclaimed Code: The Hidden Language of Computer Hardware and Charles Petzold has been writing about programming for Windows-based operating systems for 24 years. As the Windows 95 project started to come together, I was approached to undertake a special project: Run Windows 3.1 in an MS-DOS virtual machine inside Windows 95. This was the ultimate in backward compatibility, along multiple axes. To use it, you installed Windows 3.1 and Windows 95 into separate directories, and then made a few edits to the Windows 3.1 SYSTEM.INI file to replace the mouse and serial drivers with special versions. There were some other preparatory steps that had to be done, but eventually you got to the point where you could double-click the Windows 3.1 icon, and up came Windows 3.1 in an MS-DOS virtual machine. Although you could in theory run Windows 3.1 in a window, the experience was pretty bad in practice for a variety of reasons. Windows 95 was a consumer-oriented graphical user interface-based operating system built on top of MS-DOS. It was released on August 24, 1995 by Microsoft as part of its Windows 9x family of operating systems, and was a significant progression from the company's previous Windows products. During development, it was referred to as Windows 4.0 (Windows 4.00) or by the internal codenames Cougar and Chicago.