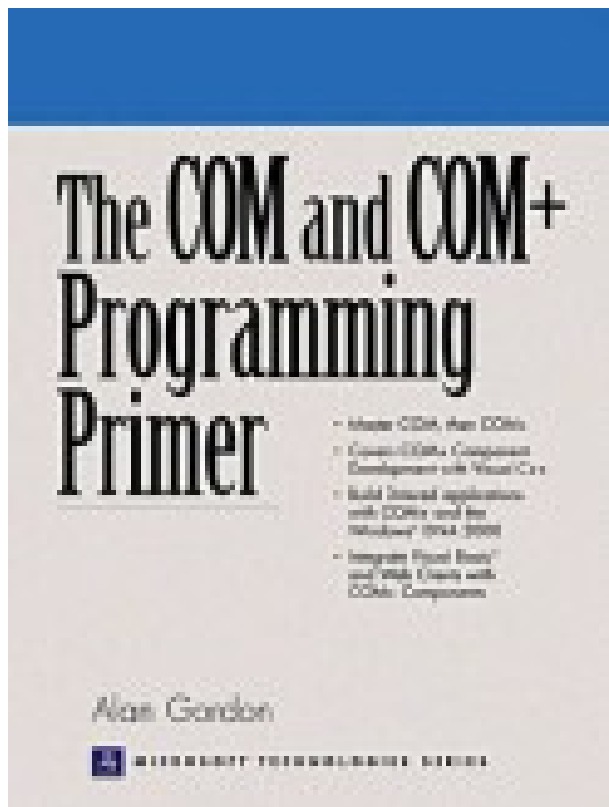


The COM to COM+ Programming Primer



Forfatter:	Alan Gordon
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COM and COM+ are the foundation of virtually every new technology Microsoft is developing, and COM+ is an essential feature of Microsoft's Win 32 platform (and, therefore, a cornerstone of Windows 2000). COM and COM+ have a reputation for being extremely difficult to learn -- but it doesn't have to be that way. The COM and COM+ Programming Primer teaches both technologies from scratch-- step-by-step, using on-target analogies, simple example programs, and an "inside-out" teaching method that makes sure readers really understand before introducing shortcuts such as Microsoft's wizards. Alan Gordon starts with crystal-clear definitions of every Microsoft technology related to COM, including ActiveX, OLE, DCOM, DNA, and COM+. Understand the fundamental classes, objects, and interfaces associated with COM. Next, build your first COM object, and simplify it using ATL 3.0 and Visual C++ Native COM support.

In Section II, dig deeper into COM: create an out-of-process server understand Automation work with COM callbacks and connectable objects master threading and review the additional distributed development features Microsoft introduced with DCOM.

Next, understand the key distributed technologies that set the stage for COM+: Windows DNA, the Microsoft Transaction Server, and MSMQ. Finally, in four practical, hands-on chapters, you'll start working with COM+ in the Windows 2000 environment: creating objects, working with threading, even building full-fledged n-tier applications.

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