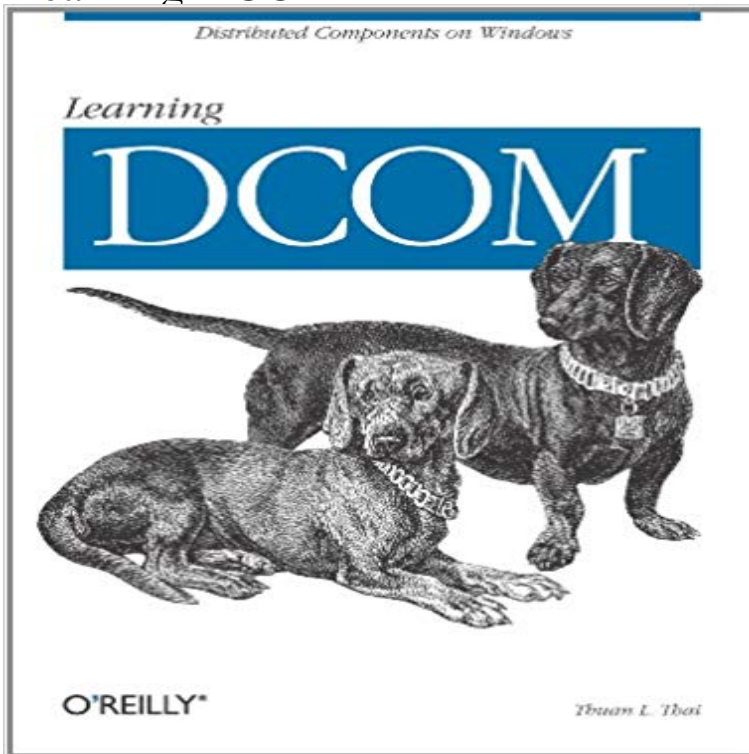


# Learning DCOM



DCOM -- the Distributed Component Object Model -- is a recent upgrade of a time-honored and well-tested technology promoted by Microsoft for distributed object programming. Now that components are playing a larger and larger part in Windows 98, Windows NT 4.0, and Windows 2000, every Windows programmer will want to understand the technology. DCOM competes with CORBA as a rich and robust method for creating expandable and flexible components, allowing you to plug in new parts conveniently and upgrade without the need for code changes to every program that uses your component. This book introduces C++ programmers to DCOM and gives them the basic tools they need to write secure, maintainable programs. While using Visual C++ development tools and wizards where appropriate, the author never leaves the results up to magic. The C++ code used to create distributed components and the communications exchanged between systems and objects are described at a level where the reader understands their significance and can use the insights for such tasks as debugging and improving performance. The first few chapters explain both the remote procedure calls that underlie DCOM's communication and the way DCOM uses C++ classes. Readers become firmly grounded in the relation between components, classes, and objects, the ways objects are created and destroyed, how clients find servers, and the basics of security and threading. After giving you a grounding in how DCOM works, this book introduces you to the Microsoft tools that make it all easy. By showing what really happens each time you choose a button in a wizard, Learning DCOM makes it possible for you to choose what you need. This book is for anyone who wants to understand DCOM. While thoroughly practical in its goals, it doesn't stint on the background you need to make

your programs safe, efficient, and easy to maintain. Topics include: MIDL (Microsoft Interface Definition Language, the language for defining COM interfaces) COM error and exception handling Custom, dispatch, and dual interfaces Standard and custom factories Management of in-process versus out-of-process servers Distributed memory management Pragmatic explanation of the DCOM wire protocol Standard, custom, handler, and automation marshaling Multithreading and apartments Security at the system configuration and programming level Active Template Library (ATL), ATL wizards -- and what they don't do Writing a component that can be invoked from Visual Basic Techniques for using distributed components Creating an ActiveX control and embedding it in a Web client Authentication and the use of Windows NT security features Techniques for merging marshaling code Connection and distributed events management An introduction to COM+ features

[\[PDF\] The NEW Complete Guide to: MINECRAFT Complete Seeds Guide Game Cheats AND Guide with Tips & Tricks, Strategy, Walkthrough, Secrets, Download the game, Codes, Gameplay and MORE!](#)

[\[PDF\] Photography: Digital SLR Crash Course! Master Digital Photography & Take Amazing Photographs for Beginners](#)

[\[PDF\] Assisted Dying and Legal Change](#)

[\[PDF\] Halloween Coloring Book: A Stress Relief Coloring Book For Adults](#)

[\[PDF\] Players Agents Worldwide: Legal Aspects \(ASSER International Sports Law Series\)](#)

[\[PDF\] Dispute Resolution: Negotiation Mediation & Other Processes, Sixth Edition \(Aspen Casebook\)](#)

[\[PDF\] Proceedings of the 1999 IEEE Workshop on Applications of Signal Processing to Audio and Acoustics: IEEE Workshop on Applications of Signal Processing to Audio and Acoustics](#)

**Clients - Learning DCOM [Book] - Safari Books Online** cena 109.00 Learning DCOM, ISBN 9781449308681, Thuan L. Thai, : **Learning DCOM (0636920925811): Thuan L. Thai** From the Publisher: DCOM -- the Distributed Component Object Model -- is a recent upgrade of a time-honored and well-tested technology promoted by **Distributed COM - Learning DCOM [Book] - Safari Books Online** MFC Composites The previous section showed you how to distribute your objects across intergalactic cyberspace, but you had to write VBScript code to tie **Learning DCOM** Learning. DCOM. DCOM the Distributed Component Object Model is a recent upgrade of a time-honored and well-tested technology promoted by Microsoft **Learning DCOM - Google Books Result** Nutshell Handbook, the Nutshell Handbook logo, and the O'Reilly logo are registered trademarks of O'Reilly & Associates, Inc. The association between the **Learning DCOM [Book] - Safari Books Online** DCOM -- the Distributed Component Object Model -- is a recent upgrade of a in a wizard, Learning DCOM makes it possible for you to choose what you need. **Learning DCOM - Thuan L. Thai - Google Books** This book introduces C++ programmers to DCOM and gives them the basic tools they need to write secure, maintainable programs. It clearly describes the C++ **Learning DCOM 1, Thuan L. Thai, eBook - DCOM -- the Distributed Component Object Model -- is a recent upgrade of a time-honored and well-tested technology**

promoted by Microsoft for distributed **Learning DCOM Książka, kurs - Thuan L. Thai - Wydawnictwo** The previous chapter discussed distributed computing in general. We now want to focus on one area: Distributed Component Object Model (DCOM). Before **Access Token - Learning DCOM [Book] - Safari Books Online** Editorial Reviews. Review. Written for the advanced C++ developer, Learning DCOM looks beyond wizard-generated code to teach you how you **Learning DCOM - Thuan Thai - Google Books** By showing what really happens each time you choose a button in a wizard, Learning DCOM makes it possible for you to choose what you book is for **Object Orientation - Learning DCOM [Book] - Safari Books Online** If you are serious about learning COM, Don Box's Essential COM is definitely an absolute must read. COM can be confusing and in my **Class Factories - Learning DCOM [Book] - Safari Books Online** By showing what really happens each time you choose a button in a wizard, Learning DCOM makes it possible for you to choose what you need. This book is for **Client Component - Learning DCOM [Book] - Safari Books Online** Accompanying Source Code You can download the accompanying source code from the O'Reilly ftp site. This section describes two methods for doing so, **Learning DCOM - Learning DCOM [Book] - Safari Books Online** Transparency When a client invokes a method on a remote object's interface, it doesn't know, and doesn't have to know, where the target object exists. Yet the **. Learning DCOM (ebook) Buy Online in South Africa** Chapter 1. Distributed Computing In this chapter: Dumb Terminals Client/Server Computing Distributed Computing Using RPC Distributed Objects Distributed **Learning DCOM - Thuan L. Thai - e-kirja Elisa Kirja** Chapter 1. Distributed Computing In this chapter: Dumb Terminals Client/Server Computing Distributed Computing Using RPC Distributed Objects Distributed **Learning DCOM - O'Reilly Media** The errata list is a list of errors and their corrections that were found after the book was printed. The following errata were submitted by our readers and have not **2. Distributed COM Overview - Learning DCOM [Book]** The Reusable technique The manual technique for using distributed components is pretty cool, as it allows you to write code to dynamically connect to remote **Connection Points - Learning DCOM [Book] - Safari Books Online** Chapter 1. Distributed Computing In this chapter: Dumb Terminals Client/Server Computing Distributed Computing Using RPC Distributed Objects Distributed **c++ - COM, COM+, DCOM, where to start? - Stack Overflow** Transparency - **Learning DCOM [Book] - Safari Books Online** Chapter 7. Using COM Objects In this chapter: Simple Client The COleDispatchDriver Technique The #import Technique The Manual Technique The Reusable **MFC Composites - Learning DCOM [Book] - Safari Books Online** DCOM -- the Distributed Component Object Model -- is a recent upgrade of a time-honored and well-tested technology promoted by Microsoft for distributed **Unconfirmed Errata O'Reilly Media Learning DCOM** DCOM the Distributed Component Object Model is a recent upgrade of a time-honored and well-tested technology promoted by Microsoft for distributed **Learning DCOM - Thuan L. Thai - Google Books** Distributed COM COM supports interoperability within the confines of a single machine, but DCOM extends COM to support distributed objects. This extension