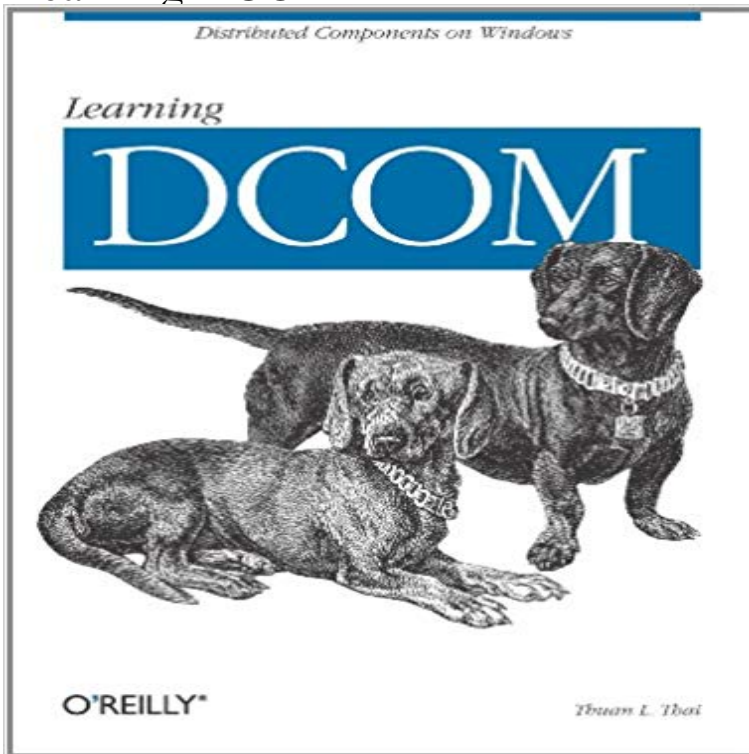# Learning DCOM

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 DCOMs 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 doesnt 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 handlingCustom, dispatch, and dual interfacesStandard and custom factoriesManagement of in-process versus out-of-process serversDistributed memory managementPragmatic explanation of the DCOM wire protocolStandard, custom, handler, and automation marshaling Multithreading and apartmentsSecurity at the system configuration and programming levelActive Template Library (ATL), ATL wizards -- and what they dont doWriting a component that can be invoked from Visual BasicTechniques for using distributed componentsCreating an ActiveX control and embedding it in a Web clientAuthentication and the use of Windows NT security featuresTechniques for merging marshaling codeConnection and distributed events managementAn introduction to COM+ features

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promoted by Microsoft for distributed **Learning DCOM Ksiazka, 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 Boxs 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 OReilly 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 objects interface, it doesnt know, and doesnt 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 - OReilly 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 echnique 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 OReilly 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