

Beginning Atl Com Programming

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 Sams Teach Yourself ATL Programming in 21 Days
 Beginning MFC Programming
 Developer's Workshop to COM and ATL 3.0
 Professional ATL COM Programming
 Inside ATL/COM
 COM+ Programming from the Ground Up
 Beginning MFC COM Programming

Beginning Atl Com Programming

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ARELLANO CHACE

ATL COM Programmer's Reference Prentice Hall

Microsoft's Component Object Model is one of the most important concepts in software development today. Developer's Workshop to COM and ATL 3.0 provides an in-depth treatment of COM and shows how to adopt a component framework, namely ATL, to help lessen the burden of repetitive code. Every chapter contains integrated lab assignments that give you numerous opportunities to build COM clients and servers using raw C++ and IDL, as well as the Active Template Library. The book is divided into five sections, each focusing on a particular aspect of COM and ATL development. The book begins with a review of object-oriented and interface-based programming techniques, then moves into the core aspects of COM, including a full examination of language independence and location transparency. The author illustrates the numerous CASE tools used during ATL development and discusses apartments, COM exceptions, object identity, and

component housing, in addition to various advanced concepts such as COM categories and tear-off interfaces. The fourth section examines a number of "COM patterns" such as enumerators, collections, scriptable objects, and callback interfaces. The book closes with an investigation of using ATL as a windowing framework and wraps up with the development of a full-blown animated ActiveX control using ATL. Learn how to build Visual Basic, Java, C++, and web-based COM clients; use common VBA programming structures such as conditions, loops, arrays, and collections; master ATL's integrated CASE tools; dive into the details of object identity and the ATL COM map; build COM object models and leverage the ATL object map; develop full ActiveX controls with ATL. Developing Applications with Visual Studio.NET Sams Publishing

This technical guide starts with a review of control design for an Internet/Intranet connected application and of the technologies that Microsoft has assembled under the COM/ActiveX umbrella. It then explains COM for C++ programmers, why it is important, and how to implement COM servers and clients. The book then builds ActiveX controls from the ground up using COM APIs. *Computer Programming* McGraw-Hill Companies

This developer's guide to Microsoft's ATL provides detailed coverage of using the new ATL to create COM-based applications. Section topics include ActiveX controls, NT services, moving from MFC to ATL, and non-Windows ATL development.

Inside ATL Wiley

If you want to gain more precise control over Windows and Web-based applications, this is a comprehensive combination reference with tutorial for. Programmer and author Tom Archer begins with thorough a hands-on introduction, then moves quickly to the skills expected of professionals, such as internet programming, multithreaded programming and attribute programming. The author ensures that the novice professional receives special explanation as well as dispensing expert tips, such as ATL Server issues and programming .NET for the advanced developers. This book aims to fill the holes between understanding how to create a Visual C++ project and how to implement a complex application. Visual C++ .NET Bible is a guide for developers at every skill level with its step-by-step instructions, real world examples and the author's expert insight into developing industrial strength applications.

Essential COM Sams Publishing

Microsoft Foundational Class (MFC) is becoming a hot new standard for programmers. This book authoritatively lays the foundation for developers using MFC. Just as Programming Windows has become a classic for all Windows programmers using C and SDK, this book will become a must-have for Windows programmers using C++ with MFC libraries.

ATL Programmer's Resource Kit Addison-Wesley Longman

This guide is a practical manual for COM, with the core architecture of ATL clarified and illuminated with code. Text also develops a full control that can be extended or used directly.

Professional COM Applications with ATL Apress

Focusing on using the Microsoft Foundation Classes (MFC) effectively in Windows programs, this book contains extensive coverage of Database programming and the new Windows 95 controls. It provides valuable techniques for customizing MFC programs. Readers gain a better understanding of MFC by learning how to build their own classes.

Beginning C++ Programming Prentice Hall

Look no further! These are all the computer programming learning materials you need to know. All you need to learn about the fundamentals of 4 of the most popular programming languages are here, all in 1! Computer Programming Academy is offering you this 4 in 1 (Python, Structured Query Language (SQL), PHP and C++) bundle. Today computer programs are being used in almost every field. Using programming, you can create your own games, your personal blog/profile page, a social networking site like Facebook, a search engine like Google or an e-commerce platform like Amazon. The backbones of today's technology companies like Google, Facebook, Microsoft, Apple, Amazon, and many others, are giant computer programs written by a collaboration of thousands of skilled programmers. Not only have companies and non-profits introduced initiatives to get a more diverse range of people into programming, but the number of resources available to learn to code has dramatically increased. It obviously helps to have a college degree, but it isn't necessary when learning to program. Computer programming is definitely a skill to earn a higher salary. In this bundle, you'd learn the fundamentals of 4 of the most popular programming languages at the moment in this world: Python Structured Query Language (SQL) PHP C++ You may already have used software, perhaps for word processing or spreadsheets to solve problems. Perhaps now you are curious to learn how programmers write software. Let learning some of the most popular computer programming languages to become your advantage and push your career to the next level! WHAT ARE YOU WAITING FOR? A FEW DOLLARS SPENT ARE THE VALUE OF YOUR SKILL IMPROVEMENT? It's definitely possible to learn computer programming on your own. To learn it steps by steps by pressing the BUY NOW BUTTOM!

ATL COM PROGR, Prentice Hall

Currently, there aren't any good books on Windows graphics programming. Programmers looking for help are left to muddle their way through online documentation and API books that don't focus on this topic. This book paves new ground, covering actual graphics implementation, hidden restrictions, and performance issues programmers need to know about.

Windows Graphics Programming Pearson Education

Offering a distinctive approach, this book will teach readers not only how to use COM but how to think in COM. COM can greatly improve the efficiency of applications, but COM fluency is a difficult task. The book is a top resource for developers who need to make the transition from superficial understanding to deep knowledge.

Advanced Linux Programming Que/Sams

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

The COM and COM+ Programming Primer "O'Reilly Media, Inc."

The MFC is a collection of C++ classes that programmers can reuse to create the main body of their code that all Windows applications have in common. This is the perfect tutorial to Windows programming with MFC and develops a complete and realistic example application in MFC.

COM+ Programming Packt Publishing Ltd

Microsoft .NET is here, but COM and COM+ will be a valuable part of every Microsoft Windows programmer's toolbox for years. This in-depth programming guide explains how and where COM and COM+ fit into the new .NET world, demonstrates the new technologies that are available in .NET, and shows how to interoperate between COM/COM+ and .NET. It explains how to use Microsoft Visual Studio .NET to write traditional COM objects, how to use COM objects in .NET code, and how to use .NET objects as COM objects. It also discusses COM+ topics such as disconnected applications and subscriptions. The authors show you both theoretical and practical approaches--explaining how the mechanisms work and also providing practical advice with sample code to show how to handle interoperability. Topics covered include: The .NET view of COM and COM+ COM, COM+, and .NET Using COM components in .NET code Using .NET components in COM applications Overview of COM+ coding for .NET Writing COM code Attributed programming Active Template Library (ATL) and ATL Server Writing COM+ code A simple COM+ example Working with disconnected applications Creating subscriptions Web application scenarios Interoperability Interacting with unmanaged code Advanced interaction Working with predefined interfaces Includes sample code on the Web

Windows Forms 2.0 Programming Addison-Wesley Professional

Written by the authors of the world's best-selling introductory/intermediate C and C++ textbooks, this comprehensive book examines Visual C++ .NET. Visual C++ .NET How to Program features the Deitels' signature LIVE-CODE approach to teaching programming with thousands of lines of code in hundreds of complete working programs. Start with an introduction to computers and Visual C++ .NET programming, then move on to more advanced topics such as graphical user

interfaces (GUIs), multimedia, databases, and networking. Learn how to create reusable software components with classes and assemblies. Create database connections using ADO.NET, create Web-based applications using ATL Server and create Web services using ASP .NET and ATL server. The book features detailed LIVE-CODE examples that illustrate managed C++ code, highlight crucial files and streams concepts, show how to create custom GUI controls, demonstrate how to use sockets to hide network details, show real examples of Web services in action, demonstrate attributed programming in ATL/COM, illustrate COM components, and illustrate several substantial case studies. Benefit from the Deitels' outstanding and consistent pedagogy with icons that highlight good programming practices, common errors, software engineering observations, portability tips, performance tips, and testing and debugging tips. For anyone interested in learning how to program Visual C++ .NET. Previously appeared in 12/2002 catalog.

Visual C++ .NET Pearson Education

Two framework developers introduce a patterns approach to framework development, demonstrating useful techniques and solutions for successful framework development. Suitable for the proficient object-oriented programmer. Includes two valuable appendices: a section on frameworks and components and the IBM San Francisco frameworks development process. Annotation copyrighted by Book News, Inc., Portland, OR.

ATL Internals Jones & Bartlett Publishers

Use Com To Build The High-Velocity Objects That Fuel Distributed Solutions. Get Inside Atl To Quickly Build The Ultralightweight Server-Side Objects Ideally Suited For Multitier, Multithreaded Solutions. This Book Investigates Microsoft S Active Template

ATL Internals Addison-Wesley Professional

"ATL Programmer Reference" includes the Cliff Notes to ATL for C++ programmers with ATL, clear and concise explanations, diagrams illustrate the major topics, and more.

The Active Template Library Addison-Wesley Professional

Programmers are in a dilemma--they must learn COM to stay abreast of the developments in Windows, but it's hard to understand and use them. This book is dedicated to teaching MFC programmers what COM is and how to use it. It follows the proven learn-by-doing format, and in the course of the book the reader develops a complete application from both OLE servers and components.

Beginning ATL 3 COM Programming John Wiley & Sons

These three titles together provide a complete guide to COM programming using ATL 3.0 - the latest version of the library. The detailed coverage of ATL theory and techniques provided by Professional ATL COM Programming is complemented by the practical application of COM and ATL to a real world problem in Professional COM Applications with ATL. ATL COM Programmer's Reference provides an extensive and handy quick reference section, supported by an extended example illustrating the use of most ATL features.

COM Programming by Example Apress

The Windows shell is the user interface for Windows 9x and Windows NT 4.0, allowing execution of common tasks such as accessing the file system, launching programs and changing system-wide settings. However, it's not just about user interaction : the shell exposes programming hooks that you can use from your own applications. This book shows you how to work with and extend the functionality of the shell, from tinkering with the Shell API to writing COM objects that get loaded into the address space. Within these pages is a compendium of shell programming techniques. You'll learn how to push the Windows shell to perform complex actions, and customise it using C++ programs. There's coverage of the Shell API, the Windows Scripting Host, and shell and namespace extensions that use the shell's object model. Who is this book for ? This title is for programmers who are experienced in Windows development and familiar with using COM and ATL to create components in Visual C++ .NET. The book will show you how to use COM and the Shell API to integrate your application with the shell. It is not about making cosmetic changes to the desktop.

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