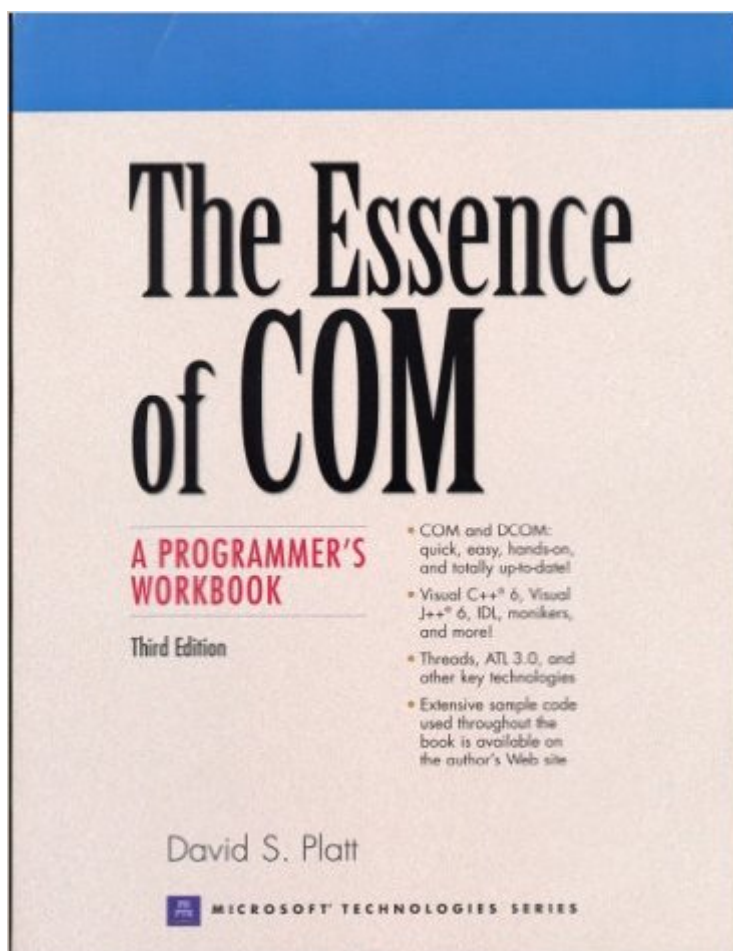


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# The Essence Of COM: A Programmer's Workbook (3rd Edition)



## Synopsis

Presents step-by-step instruction through every COM techniques you need to master. Covers Visual C++, Visual J++, and IDL. Includes detailed coverage of DCOM-plus and ATL 3.0. Softcover. DLC: Object-oriented programming (Computer science). --This text refers to an out of print or unavailable edition of this title.

## Book Information

Paperback: 351 pages

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Average Customer Review: 4.0 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #11,179,335 in Books (See Top 100 in Books) #98 in [Books > Computers & Technology > Networking & Cloud Computing > Networks, Protocols & APIs > COM & DCOM](#) #5762 in [Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design](#) #218339 in [Books > Deals in Books](#)

## Customer Reviews

The author touts the book's simplicity and ease of use in learning COM. And the book does have a few nice block diagrams that show some client-server sequences in error handling, automation, etc. But actually the book does not flow particularly well. Some of the examples aren't well drawn. Subjects such as enumerators, collections, callbacks, and connection points are either not covered at all or mentioned in passing within another subject. Other topics are covered in a bits-and-pieces style that doesn't quite explain. I don't believe that a COM novice would get too much out of this book. Only a COM knowledgeable person could fill in the gaps that this book leaves. But that's not who the book is for. I'll recommend "Developer's Workshop to COM & ATL" by Troelsen for anyone wanting to learn COM/ATL. That book ranges from basics to full-blown coverage. It is the best out there.

I have no problem on purchasing this book when I needed four years ago... But who care COM now? I ready once and forgot forever... to ease my life.

Aren't you fed up with 800-1000 pages books? This book explains more in less words and this is what personally I'm looking for; I have too many huge, thick books on my "to be read" list and I'm scared and stressed when I see them; I use this book as a COM refresher when I feel I loose the

contact with the basics; I tried, for instance, to read an excellent book about COM+ (Transactional COM+, Tim Ewald), but I needed a COM threading refresher before tackling COM+ concepts. And I didn't need more than 2 hours to put order in things...

I've graduated about 9 years ago. While in college I was programming on PC using assembly language, C, Pascal on DOS. When I worked I move on to Unix , programming and doing computer animation. After years on Unix, I feel that programming on PC is somewhat alien. So many has changed and a lot has to be re-learned and unlearned. "The Essence of COM" has filled in the gap, good book for anyone who needs to catch-up with the technology quickly. The reason it does not get a 5 star is that at times the sentences need to be edited by an english teacher (of course he/she must understand COM first).

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