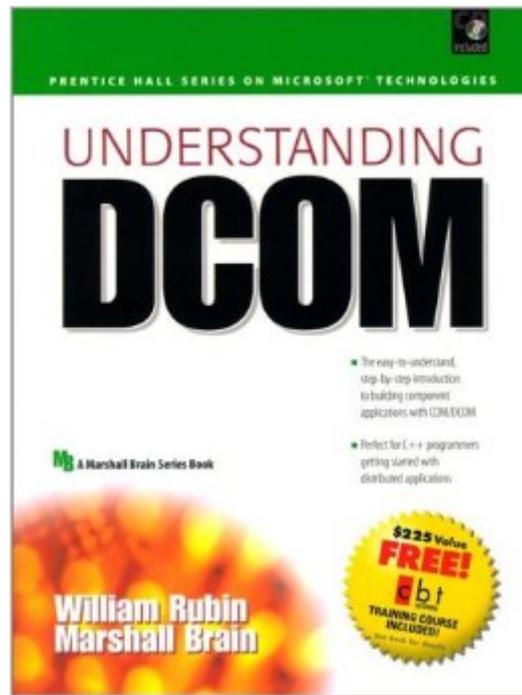# The book was found

Understanding DCOM

Synopsis

Finally, there's a book that cuts through Microsoft DCOM's complexity, and shows experienced C++ developers exactly how to build and deploy distributed applications with it. Raoul Rubin and Marshall Brain reduce DCOM to its essentials as a straightforward system for network communication. Using extensive examples and sample code, they demonstrate exactly how to brainstorm, organize, implement and test sophisticated DCOM-based distributed applications. Understand the relationship of DCOM to COM, OLE and competing approaches such as CORBA; learn how to create DCOM servers and clients; use threading models, connection points and Singleton objects; and test your DCOM servers. Understand how DCOM's elements fit together, including DCOM objects, GUID, Proxy/stubs, servers and interfaces; compare implementation with the Win32 API, MFC and ATL; learn the differences between DCOM implementation in Win95/98 and NT; and more.

Book Information

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Customer Reviews

I found this book to be very clear and complete in it's explantion of COM and DCOM.DCOM is clearly explained in Chapter 14(p.229). The real difference between COM and DCOM is the way you create the COM object(p.229-230). All the magic is handled by the Service Control Manager(p230). For DCOM you must use CoCreateInstanceEx instead of CoCreateInstance(p230).

The COSERVERINFO struct should reflect the name of the server containing the COM object and must be passed as the fourth parameter of the CoCreateInstanceEx function(p231-233). The rest of DCOM is setting up permission so you can get around security(in NT) (rest of chapter 14).Again this book clearly explains what is need to do COM and DCOM. I think people thought that DCOM was this incredibly complicated mess that could not be explained so quickly. This book showed this not to be so.

If you want to write the COM equivalent of a "Hello World" program, this book will show you how to do it very simply. It also provides a basic overview of the most important COM topics (threading, callbacks, connections points), but the coverage is generally on the light side. The book works as a readable and succinct introduction to COM, but those seeking greater mastery of the subject will have to look elsewhere.This is possibly the most error-filled programming text I've seen. There are typos on practically every page, even in some of the code examples. It's not a long book -- somebody should have proofread it once.

I own many books on the subject on COM/DCOM. I bought this one days after it was first published in December 1998. While my other COM books are pristine, this one is tattered and torn with pages falling out. I keep it within reach at all times. When I can't find it, I panic. Whenever I'm stumped, I grab it and within a few minutes, I'm back on track. It is not a theoretical dissertation which is why I like it. If you want to spout COM jargon, buy Don Box. If you want to get work done, buy this one.

I had no clue what is a com object. All I know was how use com or ocx object. For some project, I have to add com callbacks. This books explains clearly and one baby step at a time. I strongly recommend this book to anybody who is intereted in learning any thing about COM/DCOM

This book is ideal for any proficient C++ programmer who needs to delve into the practical world of COM. Though riddled with typos, which i am sure is a testament to how quick the authors had to get this to press, the book is easy to follow. The examples though are sometimes a little misplaced but if you read the book twice over which i did for the second time in three days, then you should get something out of this book.However the title of the book is inappropriate since the authors really only devote one chapter to DCOM, which is a little lame to say the least. The best chapter is the one that deals with callbacks and bidirectional communication. Those who need to implement push/pull applications well be delighted with this.If you persist and work thru' the examples,then you will get a

lot out of this book. If you want to understand more about how COM really works, buy Don Box's "Essential COM".

What I'd hoped would be an excellent book to introduce me to COM and DCOM has turned out to be an exercise in futility.I've been used to the quality tutorials from WROX press and Microsoft Press where they lead you step by step through an exercise. The author's first example in Chapter 2 I did not even realize was an example until they expected me to run it in chapter 3! There were no instructions on how to create the COM client, just several lines of code. This set the tone of the book.When I tried to run the author's code examples they failed.There were also multitudinous spelling errors and discrepencies between the Figures and the instructions.Though the authors clearly know their subject, I will have to find another book if I wish to learn COM and DCOM. This book is basically worthless as far as the examples go.

It's a nice introduction to COM/DCOM. The authors go over the basics, over and over and over again. Then they lead you through several simple examples.You get a step-by-step overview to very elementary COM/DCOM concepts.You will find phrases such as "if you want more information, buy a book on OLE/automation." That's what I thought I bought *this* book for! Too much goes unexplained, waved away with a magic wand. Many of the examples don't compile (the authors tell you to build a project without MFC and then use MFC classes within it).Recommendation: If you have trouble getting started with COM/DCOM, this will help. Expect to obtain more materials to actually understand what's happening and how to do it.

This book gives you the basics to get you started with COM, but as far as DCOM is concerned it barely covers the basics. For example, it fails to mention you need a #define _WIN32_DCOM in your clients StdAfx.h file in order to be able to call CoCreateInstanceEx(). Only one chapter is devoted to distributing COM classes, and it is only 15 pages long.

Understanding DCOM Learning DCOM Professional DCOM Programming Waite Group's COM/DCOM Primer Plus Dcom: Microsoft Distributed Component Object Model COM/DCOM Unleashed (Unleashed Series) Professional DCOM Application Development Understanding Netware (Sams Understanding Series) Through a Dog's Eyes: Understanding Our Dogs by Understanding How They See the World Understanding JCT Standard Building Contracts (Understanding Construction) Understanding Voice Problems: A Physiological Perspective for

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