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# Delphi COM Programming



## Synopsis

This book teaches COM programming to Delphi 4 and 5 programmers. Microsoft COM is prevalent throughout Windows operating systems-95, 98, NT-and is rapidly becoming the programming framework of choice. To build applications which interface with Windows systems, programmers must understand and learn to use COM. This book includes coverage of DCOM, Microsoft's distributed architecture that is based on COM. It also covers the latest developments in Delphi 5. Typical real-world scenarios, such as Windows Shell programming, automating Microsoft Agent, and creating and using ActiveX controls, are explored. Discussion of each topic is illustrated with detailed examples.

## Book Information

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## Customer Reviews

I'm always suspicious of a book from an author I hadn't heard of before and ordering it online didn't help. Within the first couple of pages I was sure I had bought a rehash of everything I had read about COM in so many other books during the last year and a half. Seeing the many pages of printed code, while I 'fan previewed' the book convinced me that this was the 'filler' of a lightweight. But this was not so. By page 50 Mr. Harmon was clearly taking me places I hadn't been and by the end of the third chapter, I knew that this book would fit nicely between Danny Thorpe and Ray Konopka on my programmers bookshelf. Eric explains COM from a perspective familiar to a Delphi programmer and doesn't waste time teaching OOP 101 as so many other books of the genre. He starts each new area on friendly turf to a typical delphi programmer, creates a framework, and builds

on that structure to explain rather complex concepts quickly and effectively. I found his method of teaching comprehensive and thorough - yet demanding. If you aren't already reasonably comfortable with OOP than you still have a little more homework to do before you move onto COM. But it'll be here when you are. Even a general understanding of interfaces, com and dcom would be advisable though though he does review the basics briefly. But then he quickly moves through interfaces and drills down into levels that I hadn't encountered and I'm not yet at page 100. About a third of the way through chapter three and I knew I was on the clock - that this book would pay for itself in no time. I must admit that I am only into Chapter 5 now but did catch a peek of all to come.

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