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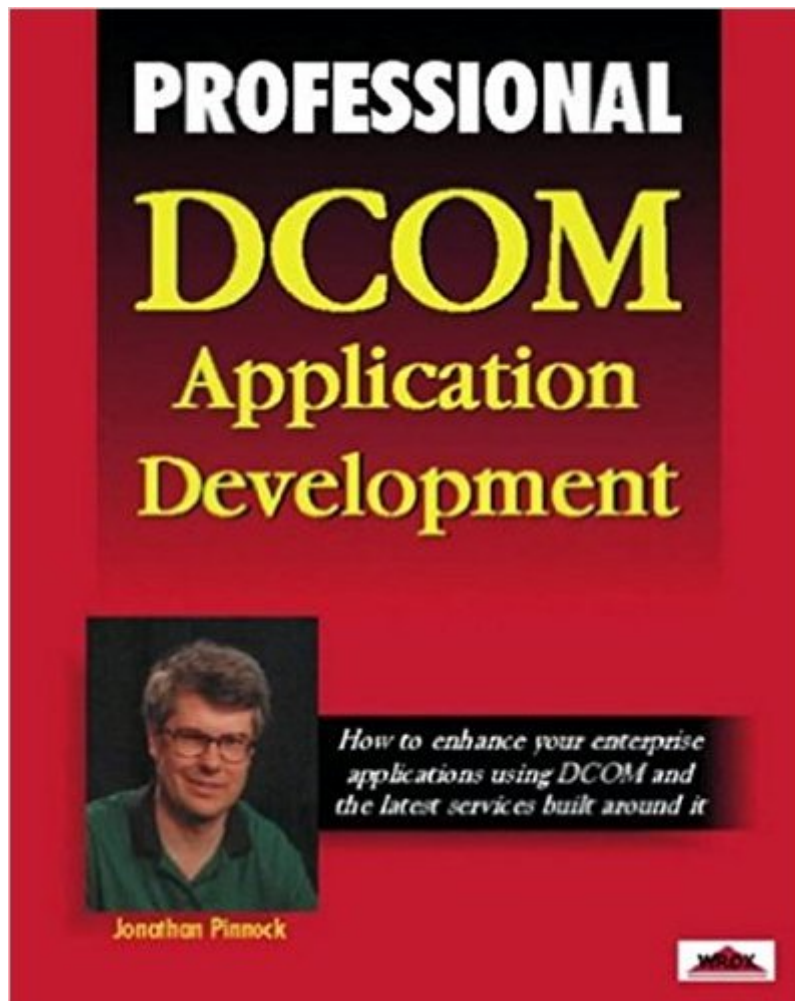
Professional DCOM Application Development

Synopsis

To address the audience of the bestseller Professional DCOM Programming, Wrox Press has responded to the enterprise developer's demands for a book covering real-world development of leading edge applications using DCOM and NT. The book is Professional DCOM Application Development. Distributed Applications must not only be based on robust COM component programming, but also need to be aware of the network addressing system, security, transactions between objects, and the network architecture they work on. To that end Professional DCOM Application Development is firmly rooted in practical examples. All of these are self-contained within each chapter as the technology covered is indeed wide-ranging and includes COM/DCOM tool support - fast code generation using Visual C++ (with ATL) and Visual Basic. The book also covers major up-and-coming Microsoft technologies - COM/DCOM, MTS, MSMQ and Universal Data Access, Building your own MTS resource manager and dispenser, using LDAP and NT 5's Active Directory, Creating an MMC snap-in for DCOM network management, using monikers to bind clients to a single server instance, making applications cluster aware and DCOM security and the promise of Kerberos.

Book Information

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Customer Reviews

This guide gets a bit too wordy with anecdotal comments. I have little patience when I am trying to learn a new form of development. I would have preferred that the author got to the point with fewer

words. Also, I would prefer that the samples be more practical/predictable. This way, I can focus on DCOM instead of trying to determine what else is new about a code fragment. Case in point; kidnapper/ransom transaction application versus traditional bank money transfer app.

The title of this book is deceiving. Writing enterprise software for Win32 involves a lot of COM based technology. This book is an excellent introduction for all these technologies provided that the person already has some fundamental knowledge of basic COM (Hence the "Professional" in the title). I have not seen a better book out there that both addresses the technologies AND has working samples of those technologies. Most COM/DCOM/COM+ books out there today start with rehashes of Dale Rogerson's Inside COM book... I am tired of seeing all the books out there that has the exact same explanation of connection points, the exact explanation of IUnknown, and basically the exact same 3 introductory chapters!. Learning COM is a two-pronged process. First, you must be able to get comfortable with the technology (hence, Rogerson's book), then you have to learn the services built around the technology (This book does that!). I can see why this book got such poor reviews, because those people reading the book were not ready for the onslaught of information in this book (believe me, there's more useful information in these 400+ pages than there is in most 600-1000+ page COMeverything books).

This book is a "professional" Dcom book and it could be very difficult for COM beginners. The book touched many advanced features with practical examples that can not be found in other COM/DCOM books. One must have at least intermediate level knowledge before opening this book. That is why I only read the book after I bought the book one year later. Many topics it introduced can be applied to industry directly. However, I sometimes found myself could not make some components right by following author's instructions, although the examples from the wrox download site work just fine.

The book provides very good introduction to MTS, MSMQ, MMC, NT Security and Monitoring. The author also gave some valuable ideas/implementations of MBV (Marshal By Value) which is very pratical for those DCOM people with "limited bandwidth". The code fragment are instructive and good enough to get you started to customize your own project or at least to give you the idea where to start. The server parts were unanimously coded in Visual C++ with ATL, most of client parts were coded in Visual Basic, though it is not my favorite language, the author does have insight on this useage. (It is simply simpler than MFC to work with GUI development) I personaly would not count

on something (or some features) which are still in Beta (NT5.0) and may not even show up when released and I would like to let Microsoft to handle the hard part such as MSDTC. With the ATL3.0, some implementations might be changed a bit, but that should be very trivial. Overall, to C++ programmer working with COM/DCOM, this is a good book to hold with.

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