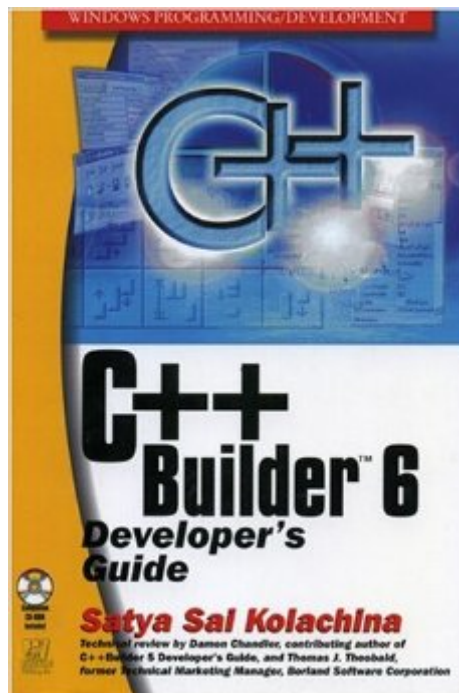


The book was found

C++ Builder 6 Developers Guide With CDR (Wordware Delphi Developer's Library)



Synopsis

C++Builder 6 Developer's Guide is targeted at intermediate to advanced developers who wish to develop their applications with one of the most powerful C++ implementations on the Windows platform. C++Builder 6 is a revolutionary edition of the product compared to previous versions.

Book Information

Series: Wordware Delphi Developer's Library

Paperback: 507 pages

Publisher: Wordware Publishing, Inc. (December 25, 2002)

Language: English

ISBN-10: 1556229607

ISBN-13: 978-1556229602

Product Dimensions: 6.2 x 1.1 x 9 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 4.1 out of 5 stars [See all reviews](#) (11 customer reviews)

Best Sellers Rank: #2,774,184 in Books (See Top 100 in Books) #49 in [Books > Computers & Technology > Programming > Languages & Tools > Borland Delphi](#) #1153 in [Books > Computers & Technology > Programming > Languages & Tools > C & C++ > C++](#) #8241 in [Books > Computers & Technology > Networking & Cloud Computing > Internet, Groupware, & Telecommunications](#)

Customer Reviews

Not having used C++Builder for several years, I was looking forward to reading this one to learn the new bits of v6, and pick up some pointers on BDE while getting there. The book was very frustrating to me. There are some people who can explain topics in an easy-to-follow fashion. The author of this book excels at making topics as complex as possible, using multisyllabic words whenever possible, and just generally trying to appear erudite. Opening the book at random, I came across this sample: "A web application module is typically a TWebAppPageModule object or a TWebAppDataModule object. The TWebAppPageModule component should be used if our application is to generate at least one web page; in other words, our application is of page module type. (p307)" I'm not planning on throwing it away, but it's not a book to keep by the computer. For many topics, I can get more useful information from Borland's on-line help. This book feels like a surface skim of BCB6, with the occasional deep dive with extremely specific examples. I should have figured that at a bit over a third the size of C++Builder 5: A Developers Guide, quite a bit would

be missing, particularly with all the cool new components in BCB6. For example, under "Developing custom components", the author states that this is a topic that could occupy an entire book. He then gives two pages of notes and code fragments that did not help me at all. CB5:ADG above, on the other hand, has an entire chapter, 74 pages, and actually provides the information needed for the task. Why bother including this topic if the information is useless? I also have to admit, I found the fact that the author had to come here and respond to critics with five stars not only amusing, but worth taking one star away from my own review (which otherwise would have been three stars). This is by no means a five star book.

Unlike many other books written on C++ related technologies, this book discusses all the new technologies supported by C++Builder, and fundamentals of desktop and database development with the same level of emphasis. With regard to database development all the three technologies supported by Borland, BDE, ADO and the new dbExpress are discussed at length. This book is as useful to a new C++Builder developer interested in learning C++Builder, as it is to an experienced developer who is interested only in advanced development concepts of the product. This is a notable feature of the book. In nut shell, new developers will be benefited by the whole book, while the advanced developers will be benefited by about two thirds of the book. In my opinion, the author is very smart in choosing the book's contents to make it useful for every kind of reader.

A great book for learning how to develop applications with Borland C++ builder. Thorough and detailed explanations of the IDE, networking, and Database topics with lots of tables and diagrams to clarify the concepts. Includes a good refresher on some of the advanced features of C++. The book is organized in such a way as to make it an ideal reference guide as well. It had everything I needed for my C++ Builder project. However this book is not for beginners, it expects some knowledge of C++.

The featured book 'C++Builder 6 Developers Guide' is a critical undertaking by Mr. Satya Sai Kolachina, who seems to have a thorough understanding of the C++ language and the C++ Builder product. The author has put his views in a no-nonsense style, in a way to make the book useful for every level of programmer, from beginner to the experienced. However, the readers should have some minimum knowledge of the C++ language or any other object-oriented language, as assumed by the author. As a newcomer to C++Builder, I have a very comfortable ride over the book and it helped me understand a number of new concepts supported by C++Builder. The example projects

provided by the author are a very helpful in understanding C++ builder features.

The 'C++Builder 6 Developers Guide' written by Satya Sai Kolachina is a compelling purchase. The book is very useful for object-oriented programmers to get a good handle of the Borland VCL framework, particularly with respect to the database development and a host of distributed technologies. The notable feature of this book compared to other books of similar nature, is that database development is handled at Enterprise development level, and not just desktop development level. The author has given priority to the Enterprise level databases such as MS SQL Server, Oracle, and Borland InterBase compared to many others who focused their attention on desktop databases such as Access and Paradox. More than half the book is dedicated to the distributed technologies, thus bringing out the key features of C++Builder to the reader. The book is certainly a must have for every C++Builder developer.

I am the author of this book, and I feel I should write a response to this review made by "A Reader" from NY,NY on March 10, 2003, which, in my opinion, is made without going through the book in detail, or even attempting to use the examples. This book is certainly not on the C++ language; however, it is written for C++Builder developers very carefully to bring out many features not documented in the manuals. Extensive set of example projects are created throughout the book making sure that these programs compile and execute well. Extensive editing has been done by me and the publisher to minimise the possibility of errors. The book is written to be useful for both newcomers and experienced professionals. Obviously every book will not satisfy every need of every individual; however, it does not mean the book is useless. Book reviews are really appreciable when they bring out both the strengths and weaknesses of the book in DETAIL rather than just a simple sentence; then only reviews are useful to the potential buyers. In addition, the book is really handy, without compromising on the quality of contents, and one can carry it easily and read while in travel also, not like the bulky books which are difficult to carry.

[Download to continue reading...](#)

C++ Builder 6 Developers Guide with CDR (Wordware Delphi Developer's Library) Delphi Developer's Guide to XML (Wordware Delphi Developer's Library) Tomes of Delphi: Algorithm and Data Structure (Wordware Delphi Developer's Library) ADO.NET Programming with CDR (Wordware programming library) Advanced Delphi Developer's Guide to Ado with CDR Tomes of KYLIX: The Linux API (Wordware Delphi Developer's Library) Programming Game AI By Example (Wordware Game Developers Library) FileMaker Pro 6 Developer's Guide to XML/XSL (Wordware

Library for FileMaker) Microsoft Win32 Developer's Reference Library - GDI (Microsoft Developers Library Win 32 GDI) (Microsoft Windows GDI) Microsoft Win32 Developer's Reference Library - SHELL (Microsoft Developers Library Win 32 SHELL) Microsoft Win32 Developer's Reference Library - (Microsoft Developers Library Win 32 BASE SERVICES (Microsoft Win 32 - Base Services) Delphi 2010 Handbook: A Guide to the New Features of Delphi 2010; upgrading from Delphi 2009 Delphi 5 Developer's Guide (Developer's Guide) Cross Platform Game Development (Wordware Game Developer's Library) DirectX SHADERX: Vertex & Pixel Shader Tips and Techniques (Wordware Game Developer's Library) Advanced 3D Game Programming with DirectX 9 (Wordware Game Developer's Library) Real-Time Strategy Game Programming Using MS DIRECTX 6.0 (Wordware Game Developer's Library) ShaderX2: Introduction & Tutorials with Directx 9 (Wordware Game Developer's Library) Introduction to Computer Game Programming with DirectX 8.0 (Wordware Game Developer's Library) Advanced 3-D Game Programming With Directx 7.0 (Wordware Game Developer's Library)

[Dmca](#)