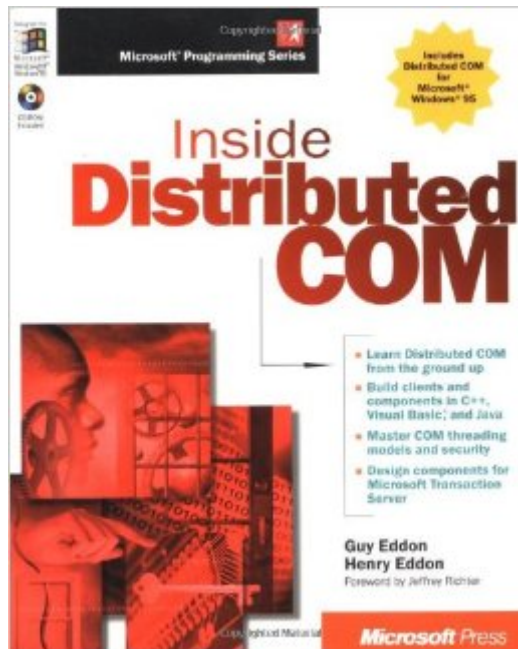# Inside Distributed COM (Mps)

Synopsis

With Microsoft's Distributed Component Object Model (DCOM), developers can create powerful new multitier business solutions and distributed applications. Inside Distributed COM presents the information you need to get a coherent picture of DCOM and to tap its full power. Inside you'll find a strong conceptual blueprint of DCOM and related technologies, combined with valuable cross-language coding samples. From concepts to practical programming samples, this is the definitive guide to DCOM.

Book Information

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Average Customer Review: 4.1 out of 5 starsÂ Â See all reviewsÂ (18 customer reviews)

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Customer Reviews

great book for those that already know the workings of com/dcom, but want a better understanding of how things work under the hood (and way under the hood). this book is not VC++ 6.0 or ATL3.0 oriented - but you'll need to be pretty proficient in both or this is not your best use of funds. if you want the rest of the story behind marshalling, esp custom, std, and type lib, then is the best book i have found. certainly not a replacement for grimes - but certainly a notch or two above many of the WROX/Grimes products in both completeness and correctness.

This is a book for developers that want to understand the deep internals of COM. Since most of COM are specifications, in order to use COM correctly you needs to understand its internals. This

book is rated "The Best Computer Book of the 20th Century".

Finally a book that covers REAL COM. This book doesn't show a high level picture or just basic COM stuff. It explores what is really involved in building programs from components. It doesn't hide the fact that COM is complicated. It explains what we need to know to use it. Complex issues are presented with clarity. I am suprised that I did not hear about this book sooner.

This book provides the reader with the fundamentals of COM andthe understanding of the theory behind COM. This book received the toprating as the best computer book of the 20th century. END

A well written book (so far). A good coverage of more practical issues than is covered in Inside COM. However, it is a strange addition since DCOM as the authors readily state is just COM, and they intent to only point out the small differences where appropriate. So we now have two COM books from MS (politics maybe :)) If you want a more practical guide definitely get this book. It does NOT really cover J++ or VBasic so if thats what you want look else where (unless you use C++ to develop components for J++/VBasic).

This is the best book on the subject I have read yet. It is not for the beginner and is pitched at explaining the underlying principles--which it does remarkably well. The discussion of the DCOM/RPC network protocol is great as is the chapters on threading and apartment models.As a whole this book is much better than the WROX books, in my opinion. Plus it doesn't suffer from the problems that press has with breaking code examples into 3-line snippets that obscure the whole picture.

This is a essential reference book for the real windows programmers and the limit between the theroy and practical faces of COM programming.

This book definitely does not shy away from difficult topics, but the authors manage to make it highly readable by focusing on real examples and by discussing DCOM's pros and cons in an honest fashion. Let's face it: COM is an UGLY architecture (mostly because of its C language and RPC heritage). The authors of this book know this fully well and don't try to hide the fact. Instead, their approach is to learn to live with the shortcomings of COM by providing the conceptual underpinnings necessary to bend COM to your will. Recommended for developers who need to

understand DCOM to the greatest depth, but who would like to read something a little more interesting than the documentation.

Inside Distributed COM (Mps) Inside Direct3D (Dv-Mps Inside) Inside the Microsoft Windows 98 Registry (Mps) Debugging Applications (DV-MPS Programming) Programming ADO (DV-MPS Programming) Dcom: Microsoft Distributed Component Object Model Programming Distributed Applications with Com and Microsoft Visual Basic 6.0 (Programming/Visual Basic) Distributed COM Application Development Using Visual Basic 6.0 and MTS Implementing Distributed Systems with Java and CORBA Distributed Object-Oriented Architectures: Sockets, Java RMI and CORBA Trends in Distributed Systems: CORBA and Beyond: International Workshop TreDS '96 Aachen, Germany, October 1 - 2, 1996; Proceedings (Lecture Notes in Computer Science) CORBA and Java: Where Distributed Objects Meet the Web (Java Masters) Building Distributed, Object-Oriented Business Systems Using CORBA Designing Distributed Applications with XML, ASP, IE5, LDAP and MSMQ Layer 3 Switching: A Guide for It Professionals (Prentice Hall Series in Computer Networking and Distributed Systems) Distributed Systems - Architecture and Implementation: An Advanced Course (Springer Study Edition) Distributed Object Architectures with CORBA (SIGS: Managing Object Technology) Fundamentals of Distributed Object Systems: The CORBA Perspective Foundations of Multithreaded, Parallel, and Distributed Programming Principles of Concurrent and Distributed Programming (2nd Edition)