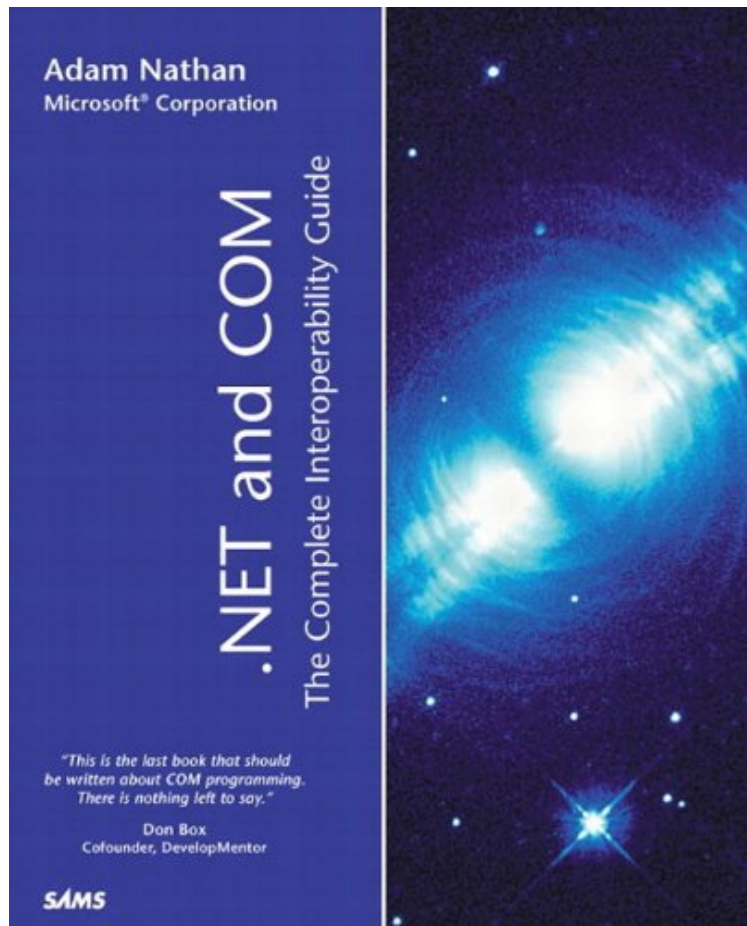


.NET and COM: The Complete Interoperability Guide

Von Adam Nathan

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Von Adam Nathan : .NET and COM: The Complete Interoperability Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised .NET and COM: The Complete Interoperability Guide:

KundenrezensionenHilfreichste Kundenrezensionen5 von 7 Kunden fanden die folgende Rezension hilfreich. THE book if you want to dig a bit deeper into .NETVon A. KunarRequires some prior knowledge about Microsoft's .NET and COM but is amazing value for your money (nearly 1500 pages of high-quality content/facts).A must read if you want to do .NET in the real world (working with existing COM-based code).

KurzbeschreibungThis is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. The focus of the book is on COM Interoperability (since it's a much larger subject), and the heart of the discussion is broken down into four parts: Using COM Components Within the .NET

Framework Using .NET Framework Components from COM Designing Good .NET Framework Components for COM Clients Designing Good COM Components for .NET Framework Clients The scope of the book is just about everything related to using "unmanaged code" in the .NET Framework. Technologies built on top of COM Interoperability are also covered-Interoperability of Windows Forms Controls and ActiveX controls, Interoperability with COM+, and Interoperability with Distributed COM (DCOM). Although Platform Invocation Services is a separate technology from COM Interoperability, there are many areas of overlap, so including in the book is a natural fit. All of these technologies are a core part of the Common Language Runtime and .NET Framework, and will likely be used not only as the path of migration for existing software projects, but for brand new software development for the next several years.

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Synopsis The focus of the book is COM Interoperability (since it's a much larger subject), and the heart of the discussion is broken down into six parts: 1) Using COM components in .NET applications; 2) Using .NET components in COM applications; 3) Designing good .NET Framework components for COM clients; 4) Designing good COM components for .NET Framework clients; 5) Platform Invocation Services (P/Invoke); and 6) COM+ and DCOM in the .NET Framework. Technologies built on top of COM Interoperability are also covered--Interoperability of Windows Forms Controls and ActiveX controls, Interoperability with COM+, and Interoperability with Distributed COM (DCOM). All of these technologies are a core part of the Common Language Runtime and .NET Framework, and will likely be used not only as the path of migration for existing software projects, but for new software development for the next several years.