
Com Component Object Model

As recognized, adventure as without difficulty as experience about lesson, amusement, as capably as bargain can be gotten by just checking out a ebook **Com Component Object Model** as a consequence it is not directly done, you could endure even more a propos this life, roughly speaking the world.

We have the funds for you this proper as skillfully as simple showing off to get those all. We manage to pay for Com Component Object Model and numerous books collections from fictions to scientific research in any way. accompanied by them is this Com Component Object Model that can be your partner.

Com Component Object Model

Downloaded from ftp.wagmt.v.com by guest

TRUJILLO MICHAEL

Essential COM "O'Reilly Media, Inc."

A demonstration of Python's basic technologies showcases the programming language's possibilities as a Windows development and administration tool.

Component Object Model Alternative COMHere is a developer's guide to using the industry-leading component object model to build efficient, robust OLE components and ActiveX controls. This book will give the reader knowledge to better use OLE interfaces and create ActiveX components.Essential COM

Shows developers how COM operates and how to use it to create efficient and stable programs consistent with the COM philosophy, allowing disparate applications and components to work together across a variety of languages, platforms, and host machines. Original. (Advanced).

Learning DCOM "O'Reilly Media, Inc."

This concise guide for experienced programmers and software architects is a complete no-nonsense overview of key elements and programming languages central to all .NET application development.

Understanding ActiveX and OLE Addison-Wesley Professional

Filled with clear explanations, extensive appendixes, and working examples, this concise guide to new computer technology explains the benefits of building distributed applications using the Microsoft Component Object Model. Original. (Advanced).

Creating Applications with Mozilla "O'Reilly Media, Inc."

"Raymond Chen is the original raconteur of Windows." --Scott Hanselman, ComputerZen.com "Raymond has been at Microsoft for many years and has seen many nuances of Windows that others could only ever hope to get a glimpse of. With this book, Raymond shares his knowledge, experience, and anecdotal stories, allowing all of us to get a better understanding of the operating system that affects millions of people every day. This book has something for everyone, is a casual read, and I highly recommend it!" --Jeffrey Richter, Author/Consultant, Cofounder of Wintellect "Very interesting read. Raymond tells the inside story of why Windows is the way it is." --Eric Gunnerson, Program Manager, Microsoft Corporation "Absolutely essential reading for understanding the history of Windows, its intricacies and quirks, and why they came about." --Matt Pietrek, MSDN Magazine's Under the Hood Columnist "Raymond Chen has become something of a legend in the software industry, and in this book you'll discover why. From his high-level reminiscences on the design of the Windows Start button to his low-level discussions of GlobalAlloc that only your inner-geek could love, The Old New Thing is a captivating collection of anecdotes that will help you to truly appreciate the difficulty inherent in designing and writing quality software." --Stephen Toub, Technical Editor, MSDN Magazine Why does Windows work the way it does? Why is Shut Down on the Start menu? (And why is there a Start button, anyway?) How can I tap into the dialog loop? Why does the GetWindowText function behave so strangely? Why are registry files called "hives"? Many of Windows' quirks have perfectly logical explanations, rooted in history. Understand them, and you'll be more productive and a lot less frustrated. Raymond Chen--who's spent more than a decade on Microsoft's Windows development team--reveals the "hidden Windows" you need to know. Chen's engaging style, deep insight, and thoughtful humor have made him one of the world's premier technology bloggers. Here he brings together behind-the-scenes explanations, invaluable technical advice, and illuminating anecdotes that bring Windows to life--and help you make the most of it. A few of the things you'll find inside: What vending machines can teach you about effective user interfaces A deeper understanding of window and dialog management Why performance optimization can be so counterintuitive A peek at the underbelly of COM objects and the Visual C++ compiler Key details about backwards compatibility--what Windows does and why Windows program security holes most developers don't know about How to make your program a better Windows citizen

PowerShell in Depth "O'Reilly Media, Inc."

David Chappell, the author of professional courses and articles on Microsoft OLE and the Common Object Model (COM), introduces readers to OLE's importance and strategic significance. He delves into how component software led to OLE and then to COM. He also covers topics such as structured storage, monikers, Uniform Data Transfer, and OLE Automation.

Visual Basic Object and Component Handbook Prentice Hall Ptr

Java Programmers, Prepare for Microsoft's .NET initiative while enhancing your repertoire and marketability with C# for Java Programmers! C# for Java Programmers will prepare readers for the .NET framework by building on what they already know about object-oriented languages and give them the means to maintain their flexibility and effectiveness in an un-certain marketplace. This book will compare and contrast the advantages and disadvantages of both Java and C# to allow programmers to make their own decisions regarding what each language is best used for. Whatever your feelings are about Microsoft and its .NET initiative, there can be no denying that C# is here to stay. The C# language, a close cousin to Java, is a new object-oriented programming language (OOPL) designed to work within the .NET framework. It improves upon many of the vague or ill-defined areas of C++ that frequently lead programmers into trouble. C# is a strongly-typed, object-oriented language designed to give the optimum blend of

simplicity, expressiveness, and performance. Written specifically for Java programmers. C# for Java Programmers is not an introductory guide to C#, but builds on what Java programmers already know about object-oriented languages to give them an efficient means for making in-roads to the .NET framework. Compare and Contrast. This book will compare and contrast many of the advantages and drawbacks of Java and C# to allow programmers to make informed, intelligent decisions based on the unique uses of each language.

How to Improve Your VB/COM+ Applications 5starcooks

Key features include integrated learning about all four aspects of COM (COM, Automation, ActiveX, and DCOM), an emphasized component creation and use of techniques independent of any single programming language. The CD-ROM includes source code for all projects presented in the book in all four development environments covered.

.NET and COM Addison-Wesley Professional

Here is a developer's guide to using the industry-leading component object model to build efficient, robust OLE components and ActiveX controls. This book will give the reader knowledge to better use OLE interfaces and create ActiveX components.

DCOM "O'Reilly Media, Inc."

'Programming .NET Components', second edition, updated to cover .NET 2.0., introduces the Microsoft .NET Framework for building components on Windows platforms. From its many lessons, tips, and guidelines, readers will learn how to use the .NET Framework to program reusable, maintainable, and robust components.

COM IDL & Interface Design "O'Reilly Media, Inc."

Summary PowerShell in Depth, Second Edition is the go-to reference for administrators working with Windows PowerShell. Every major technique, technology, and tactic is carefully explained and demonstrated, providing a hands-on guide to almost everything an admin would do in the shell. Written by three experienced authors and PowerShell MVPs, this is the PowerShell book you'll keep next to your monitor—not on your bookshelf! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book A Windows admin using PowerShell every day may not have the time to search the net every time he or she hits a snag. Wouldn't it be great to have a team of seasoned PowerShell experts ready to answer even the toughest questions? That's what you get with this book. PowerShell in Depth, Second Edition is the go-to reference for administrators working with Windows PowerShell. Every major technique, technology, and tactic is carefully explained and demonstrated, providing a hands-on guide to almost everything an admin would do in the shell. Written by PowerShell MVPs Don Jones, Jeffrey Hicks, and Richard Siddaway, each valuable technique was developed and thoroughly tested, so you'll be able to consistently write production-quality, maintainable scripts while saving hours of time and effort. This book assumes you know the basics of PowerShell. What's Inside Automating tasks Packaging and deploying scripts Introduction to Desired State Configuration PowerShell security Covers PowerShell version 3 and later About the Authors Don Jones, Jeffery Hicks, and Richard Siddaway are Microsoft MVPs, trainers, and administrators. Collectively, they've authored nearly three dozen books on PowerShell and Windows administration. Table of Contents PART 1 POWERSHELL FUNDAMENTALS Introduction PowerShell hosts Using the PowerShell help system The basics of PowerShell syntax Working with PSSnapins and modules Operators Working with objects The PowerShell pipeline Formatting PART 2 POWERSHELL MANAGEMENT PowerShell Remoting Background jobs and scheduling Working with credentials Regular expressions Working with HTML and XML data PSDrives and PSProviders Variables, arrays, hash tables, and script blocks PowerShell security Advanced PowerShell syntax PART 3 POWERSHELL SCRIPTING AND AUTOMATION PowerShell's scripting language Basic scripts and functions Creating objects for output Scope PowerShell workflows Advanced syntax for scripts and functions Script modules and manifest modules Custom formatting views Custom type extensions Data language and internationalization Writing help Error handling techniques Debugging tools and techniques Functions that work like cmdlets Tips and tricks for creating reports PART 4 ADVANCED POWERSHELL Working with the Component Object Model (COM) Working with .NET Framework objects Accessing databases Proxy functions Building a GUI WMI and CIM Working with the web Desired State Configuration

A Comparison of the Microsoft Component Object Model with the C + + and Smalltalk Object Models "O'Reilly Media, Inc."

This book constitutes the thoroughly refereed post-proceedings of the Second International Workshop on Engineering Distributed Objects, EDO 2000, held in November 2000 in Davis, California, USA. The 15 revised full papers presented together with session surveys were carefully reviewed and selected from 30 submissions. The book presents topical sections on middleware selection, resource management, architectural reasoning, distributed communication, advanced transactions, and service integration.

Python Programming On Win32 "O'Reilly Media, Inc."

Component Oriented Programming offers a unique programming-centered approach to component-based software development that delivers the well-developed training and practices you need to successfully apply this cost-effective method. Following an overview of basic theories and methodologies, the authors provide a unified component infrastructure for building component software using JavaBeans, EJB, OSGi, CORBA, CCM, .NET, and Web services. You'll learn how to develop reusable software components; build a software system of pre-built software components; design and implement a component-based software system using various component-based approaches. Clear organization and self-testing features make

Component Oriented Programming an ideal textbook for graduate and undergraduate courses in computer science, software engineering, or information technology as well as a valuable reference for industry professionals.

Game Programming Patterns "O'Reilly Media, Inc."

What is Effective Component Object Model? What are specific Component Object Model Rules to follow? What knowledge, skills and characteristics mark a good Component Object Model project manager? How do we Identify specific Component Object Model investment and emerging trends? How will you measure your Component Object Model effectiveness? This astounding Component Object Model self-assessment will make you the credible Component Object Model domain visionary by revealing just what you need to know to be fluent and ready for any Component Object Model challenge. How do I reduce the effort in the Component Object Model work to be done to get problems solved? How can I ensure that plans of action include every Component Object Model task and that every Component Object Model outcome is in place? How will I save time investigating strategic and tactical options and ensuring Component Object Model costs are low? How can I deliver tailored Component Object Model advice instantly with structured going-forward plans? There's no better guide through these mind-expanding questions than acclaimed best-selling author Gerard Blokdyk. Blokdyk ensures all Component Object Model essentials are covered, from every angle: the Component Object Model self-assessment shows succinctly and clearly that what needs to be clarified to organize the required activities and processes so that Component Object Model outcomes are achieved. Contains extensive criteria grounded in past and current successful projects and activities by experienced Component Object Model practitioners. Their mastery, combined with the easy elegance of the self-assessment, provides its superior value to you in knowing how to ensure the outcome of any efforts in Component Object Model are maximized with professional results. Your purchase includes access details to the Component Object Model self-assessment dashboard download which gives you your dynamically prioritized projects-ready tool and shows you exactly what to do next. Your exclusive instant access details can be found in your book.

A Comparison of DCOM and Enterprise JavaBeans Addison-Wesley Professional

COM

VB.NET Language in a Nutshell Genever Benning

A reference and instructional guide to Microsoft's ActiveX Data Objects introduces the updated form of database communication to developers and Web programmers.

Distributed Component Object Model Simon and Schuster

You don't need coddling; you don't need to be told what you already know. What you need is a book that uses your experience as a Java or C++ programmer to give you a leg up into the challenges and rewards of C#. And this Practical Guide is precisely what you're after. Written by a team that

boasts extensive experience teaching C# to professionals, this book provides a practical, efficient explanation of the language itself, covering basic to advanced features and calling out all that's new in 2.0. Its instruction is always firmly situated within the context of the .NET framework and bolstered by code examples, key lessons in object-oriented programming, and installments of a realistic application programming tutorial. Concise and incisive, this is the best way to master the world's fastest-growing and most marketable programming language. Features: Provides a carefully focused explanation of every aspect of the C# language, including entire chapters on the unified type system, advanced types, collections, generics, reflection and attributes. Highlights all features new to the latest version of C# and organizes its presentation of C# according to the key principles of object-oriented programming and the .NET framework. Using end-of-chapter exercises, incrementally develops a cohesive application programming tutorial. Provides a carefully focused explanation of every aspect of the C# language, including entire chapters on the unified type system, advanced types, collections, generics, reflection and attributes. Highlights all features new to the latest version of C# and organizes its presentation of C# according to the key principles of object-oriented programming and the .NET framework. Using end-of-chapter exercises, incrementally develops a cohesive application programming tutorial.

Distributed Component Object Model Coriolis Group

Explores COM+ as a solution for software-reusability through the analysis of software engineering problems, case studies, and programming examples.

COM/DCOM Blue Book Pearson Education

Explores design solutions for scalable systems, including enterprise-wide, distributed applications using COM+ within the .NET framework,

Help for Windows Programmers Addison-Wesley Professional

This 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.