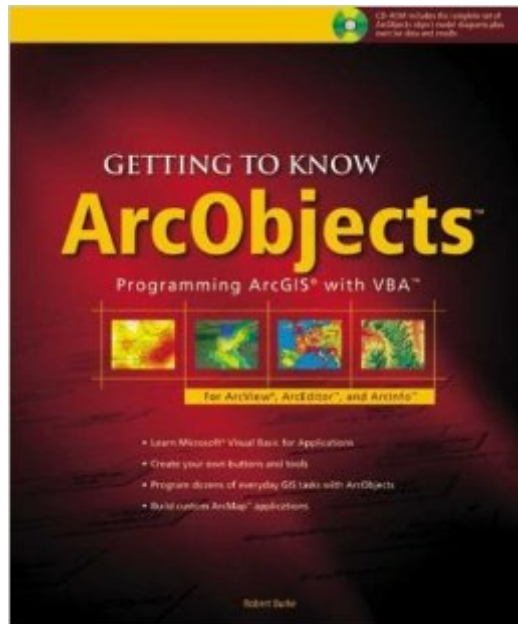


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# Getting To Know ArcObjects (With CD-ROM)



## Synopsis

ArcGIS is the newest and most powerful GIS technology from ESRI, and this comprehensive reference teaches Geographic Information System (GIS) technology users the concepts and methods for its customization. As ArcObjects are the building blocks of COM-based ArcGIS software, GIS professionals are given an introduction to basic object-oriented programming concepts and the classes, properties, and methods that make ArcObjects unique. Also stressed are the use of Visual Basic for Applications and the use of ArcObjects to modify the ArcGIS interface, change its basic operations, and create entirely new functionality. Included are two large-scale, fold-up object diagrams.

## Book Information

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Average Customer Review: 4.6 out of 5 starsÂ Â See all reviewsÂ (34 customer reviews)

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## Customer Reviews

Good place to start on ArcObjects. It primarily deals with the designing of interfaces, rather than using the commands for automation. Good intro to the concepts of the ArcMap Object model, properties, methods, and events...there's even a little blurb on cursors. Covers a little of ArcCatalog, too. Note: ArcTools DOES NOT follow the ArcObject Model...so if you are looking for properties, methods and events pertaining to this, I guess wait 'til ArcGIS 9. Also, there are no scripting capabilities similar to AML...you'll have to wait 'til ArcGIS 9, where python is used as the scripting language to replace AML. Also, does not address OOP concepts on the GeoDatabase model very much...but this book is definately better than Getting to Know ArcGIS

As the title suggests, this book is devoted to teaching the basics of programming with ArcObjects, and it does an outstanding job. Previous reviewers have summarized the book well, although I do think that some had more advanced expectations, even though the title of the book makes it clear that it only covers introductory material. Overall, what impressed me most was Burke's exceptional ability to take complex concepts (like interface-based programming) and explain them in a clear and concise manner. The writing is impeccable, and I found very few flaws in the book, which is incredibly uncommon for computer books. Obviously, a great deal of care and attention went into the preparation of this book. The reader won't be disappointed. I currently own every ArcObjects book in print, and in my opinion, this is the ONLY book useful for those trying to learn ArcObjects. Highly recommended.

I'm using this book for a lab section of GeoComputation, and after working through the first few exercises and looking through the rest of the book, I am impressed. The CD included with the book contains all of the data you'll need to complete the exercises. I found Burke's writing to be fluid and insightful. Each chapter begins with a good overview and background of what will be done. There are many diagrams, as well, so you can see the expected results. This isn't a programming book in the C++ range. It is a book detailing how to customize and make ArcView 8.x work for you using Visual Basic for Applications. Recommended. Enjoy

Even though we are on ArcGIS 9.1, all the examples in this book still worked, since ESRI assures that the interfaces will still work from release to release. The exercises cover the basics of simple applications: adding tools, building forms with drop down lists, programmatically adding layers, setting symbolization and changing the layout. There was also a useful example of summing a field for records in a feature class. The method with VBA allows adding buttons and drop downs and storing them into the map document. This would also work to create a template, but would not be used to create a Dynamic Link Library ( DLL. ). There was an introduction to the object model diagrams, but I did not feel confident that I could use those diagrams to find out how to use new objects not covered in the book. The good counter to that is the many scripts available on the ESRI's web sites.

This is the book you need to start learning scripting for ArcGIS. It has an introductory chapter teaching about the basics of VB and then the Arc objects themselves. The examples are very clear

and easy to follow. A very suitable book for people who doesn't know programming at all.

I've read the ESRI ArcObjects course material and I have to say that this book is far better. I'm not a programmer, I just need to occasionally write code at work. For the last project that I was working on, I dug through the ESRI coursework and then a friend at work mentioned that they had this book. I asked to borrow it, and I must say that I'm impressed. The examples were excellent, and the book took the time to actually explain what was going on. Using this book I had a working core for the program in about two hours, with no previous experience. I dug through the ESRI coursework for about six hours and came up fairly empty handed. I've ordered a copy of this for work and now I've ordered one for home use (which is kind of like unpaid work). The examples work with ArcGIS 9.1, which is nice. I haven't tried them in 9.2, but I have no reason to doubt that the book would still be relevant. With a price this low, the book is a good deal. Even if it only helps you learn a few new tricks with ArcObjects, it's certainly worth the price.

This book teaches you the core of what you need to know to get around in VBA and ArcObjects. I had already read the Sam's VB 6 in 21 Days book, but the VBA section helped reinforce what I had already learned, and most importantly, taught me how to understand and use ArcObjects, even the Object Model Diagrams, which is really important for a beginner to grasp. This is a great tutorial and reference to have for anyone with no computer programming background, because it really teaches you from the ground-up, and contains easy-to-follow exercises. I doubt more advanced programmers would find the book too helpful, and they should probably stick to Zeiler's "Exploring ArcObjects," which is a reference book, not a tutorial.

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