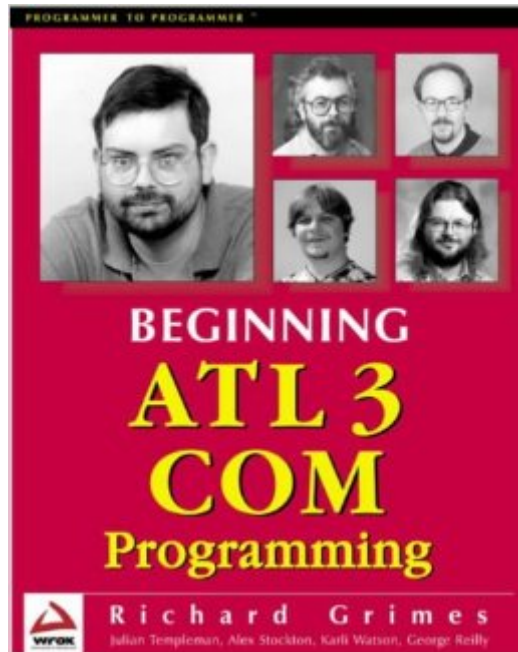# Beginning ATL 3 Com Programming

Synopsis

The Active Server Library (ATL) is a tool that simplifies the creation of COM components. The latest version , ATL 3.0, marks the blossoming of ATL as a technology. It now covers the entire spectrum of COM applications. COM is the grand unifying technology on Microsoft platforms, providing the core infrastructure for this and the next generation of Windows. ATL is simply the best way to create COM components, combining flexibility and ease of use with great performance. We'll show you how to get started with COM and ATL. More than that, we'll show you how to create useful controls as we back up the theory with ambitious examples in every chapter.

Book Information

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Best Sellers Rank: #608,224 in Books (See Top 100 in Books)   #6 inÂ Books > Computers & Technology > Programming > APIs & Operating Environments > COM, DCOM & ATL   #7 inÂ Books > Computers & Technology > Networking & Cloud Computing > Networks, Protocols & APIs > COM & DCOM   #9 inÂ Books > Computers & Technology > Programming > Languages & Tools > C & C++ > Visual C++

Customer Reviews

Maybe I can see three and one-half stars. For some, the book may be useful. A practical goal of the book is to develop a full ActiveX control using ATL and various tweaks. For most, getting to that point with this book would prove to be an arduous task unless they already know the subject and do not even need a book, let alone this one.This book cannot be considered good for beginners, that is, those reasonably competent in C++ with maybe some COM rudiments. The book does not stay on a consistent path of explanation. As other reviewers have mentioned, it is full of "by-the-ways" that have nothing to do with the topic at hand and usually refer to a concept that has not been introduced, if ever. It is frustrating.Also, the authors cannot make up their minds about how much ATL code and internals should be presented or what their general level of explanation will be. Time

after time the reader is left with code snippets that cannot be well understood because of the poor base established by the authors. The various topics of error handling, automation, aggregation, and connection points are just not covered particularly well. The authors especially botch the topic of connection points with an overly complicated example utilizing several ATL classes that are marginally explained. Also, virtually all COM books, and this one is no exception, do a lousy job of explaining the various types of marshalling, type libraries, proxies, stubs, and the nuances of their interactions and when they apply or should be explicitly used.The fact is that COM itself is complicated - ATL would not exist if that wasn't the case. And ATL, the tool that's supposed to simplify the task, itself is complicated. Coherent, consistent, logical, well-written books are needed by most to understand this topic.

I am a fourth year college student, and I have currently finished chapter 3 of this book (It's over Christmas break, so it's a little slow). I read the reviews and found some of them rather misleading.Many readers gave this book bad reviews simply because they didn't have the proper experience to read this book. At the back cover of the book, it states that "You should be fairly experienced in C++ and Windows programming." to read this book. Furthermore, it recommends one to read Ivor Horton's Beginning Visual C++ 6 before reading this book. Those recommendations are laughable, and led to a great number of people to buy the wrong book.First, if your background is primarily in VB, and your experience of C++ only came from 1 or 2 semesters of C++ lessons from college, you may need to brush up on your OOP skills. The book discusses in detail certain advanced features of C++ such as exception handling mechanisms (global unwinding). It also makes heavy use of C, for example, it uses frequently and . I thought I was a pretty experienced C++ programmer when I took CS201, but that class does nothing to prepare me for this book. I would suggest anyone who needs to brush up on C++ to read Bjarne Stroustrup's The C++ Programming Language before taking on this book.Secondly, the book suggests that it is geared "primarily at Visual C++ 6 developers". It's terribly vague. The suggested reading of Beginning Visual C++ 6 will not help you much since it primarily covers how to use MFC.

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