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# ATL COM Programmer's Reference

ATL 3.0 is the most efficient way to develop robust, high performance COM components. If you want to program with ATL successfully, then keep this text by your keyboard.

Richard Grimes
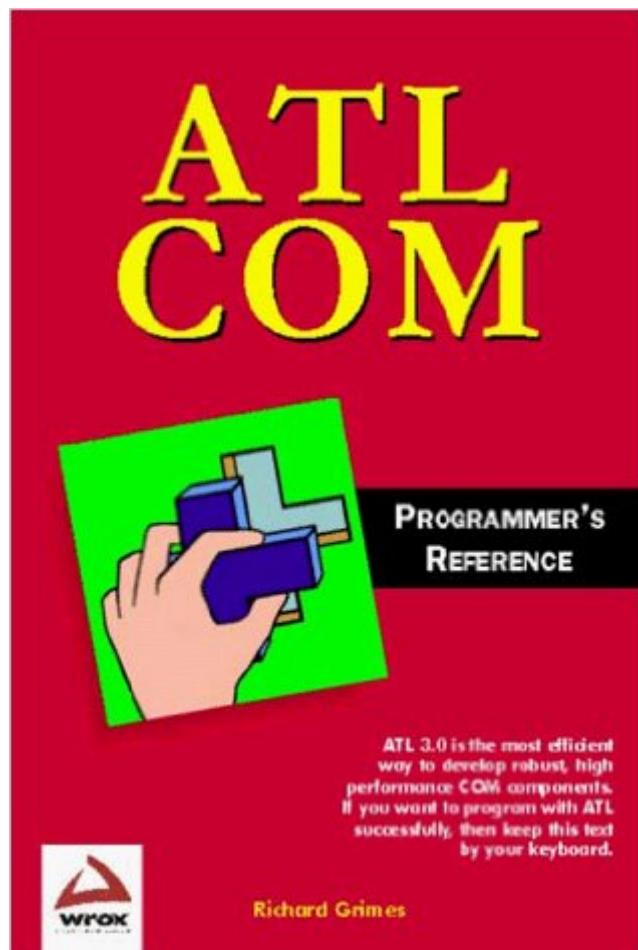
# Synopsis

The Active Template Library is the method for making lightweight COM components for C++ programmers. First available as a download for use with Visual C++ 4.2, ATL is now an integral part of Microsoft's premier development tool. This book covers ATL 3.0, which is found in all versions of Visual C++ 6.0. ATL comes with a growing family of Wizards to make development easier and is based on established C++ language disciplines. ATL COM Programmer's Reference covers class factories and aggregation, automation procedures, enumerators and collections, OLE DB templates, ATL Wizards, ATL threading techniques, mapping. A structured example is used to illustrate many ATL techniques and capabilities, supported by an extensive reference section.

# Book Information

Paperback: 384 pages

Publisher: Wrox Press; illustrated edition edition (December 1998)

Language: English

ISBN-10: 1861002491

ISBN-13: 978-1861002495

Product Dimensions:  9 x 6 x 1.1 inches

Shipping Weight: 1 pounds

Average Customer Review:  2.4 out of 5 stars  See all reviews (5 customer reviews)

Best Sellers Rank: #6,265,202 in Books (See Top 100 in Books)   #73 in Books > Computers & Technology > Networking & Cloud Computing > Networks, Protocols & APIs > COM & DCOM   #78 in Books > Computers & Technology > Programming > APIs & Operating Environments > COM, DCOM & ATL   #1796 in Books > Computers & Technology > Programming > Languages & Tools > C & C++ > C++

# Customer Reviews

This book makes an attempt to be both a reference guide to ATL programming and a tutorial as well, and fails miserably at both. It constantly and throughout the book refers to concepts not explained until leter chapters. The tutorial example is hopelessly complicated by issues unrelated to the topic at hand, and the overall organization will leave you spending more time hunting for the section a particular topic is covered in than would have taken to sit down and read through full chapters in a good narrative.

The book does an excellent job presenting ATL COM and OLE DB, as it relates to ATL COM. I rated

this lower though because the editors put the source code available for download, but failed to mention that if you want chapter 5's examples to work you must first load and compile the examples from a previous chapter. The editors also failed to include the access database that goes with the source code. This might be a trend at Wrox, as the editors on several of their recent books have omitted one or more files mentioned or used by the source code.

This book contains good information, and the price is right, but it isn't usable as a reference book. The index is short and incomplete, making finding needed material difficult. Further, when I'm looking up something specific in a reference it is because I have a need to solve a problem immediately. However, there are very few code examples in this book: so much for solving my problem immediately.As a book about ATL it would have rated 3 stars, as a reference it rates 1.

This is a really handy ATL COM reference book explaining both programming techniques and syntax. At just over 360 pages it is a book to carry around and keep about you all the time while you write your code. It explains the features of ATL 3.0 and how these can be applied to develop your lightweight COM components using Visual C++. However, this is no book for a novice ATL programmer, since it assumes a fair knowledge of Visual C++ and COM. Probably, since the author's aim was to write a handy Programmer's Reference, topics on COM security, IDL, MIDL and compiler COM support have been left out. However this is a very well written, small, handy, consise book on ATL COM programming which you will always want keep around while are developing your ATL COM components.

I really liked Professional Atl Com Programming, so when I found this book and read reviews I decided to check out the source code before purchasing it. The example source code is incredibly primitive. Unicode - non-Unicode issue is totally ignored. Author did not even bother to build all the configurations. It is something average programmer can hack up together in one afternoon. If this book as primitive as the examples, I would not recommend it to any one.

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