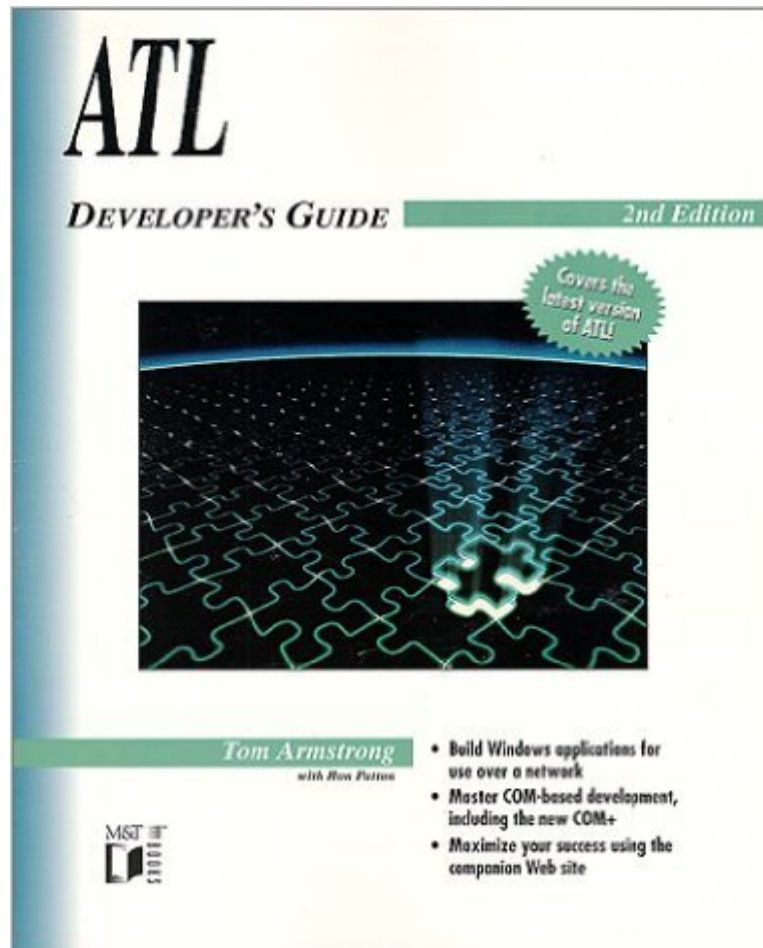**The book was found**

ATL Developer's Guide

Synopsis

-- Tom Armstrong writes the "COM+ Edge" column for Visual C++ Developer's Journal. He is an independent software consultant, teacher and author. His previous work for M&T, Designing and Using ActiveX Controls, is widely considered one of the best ActiveX Controls books.-- Unique, step-by-step coverage of the details programmers must master to take full advantage of the capabilities offered by ATL 3.1.-- Author will provide a Website with code, examples, and tools for the projects in the book at www.widgetware.com.-- Provides detailed, code-heavy coverage of the Active Template Library to create COM-based applications.

Book Information

Paperback: 550 pages

Publisher: Wiley Publishing; 2 Sub edition (June 2000)

Language: English

ISBN-10: 076454683X

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Product Dimensions: 9.2 x 7.4 x 1.3 inches

Shipping Weight: 2.4 pounds

Average Customer Review: 5.0 out of 5 stars See all reviews (2 customer reviews)

Best Sellers Rank: #3,838,893 in Books (See Top 100 in Books)   #42 in Books > Computers & Technology > Programming > APIs & Operating Environments > COM, DCOM & ATL   #107 in Books > Computers & Technology > Programming > Languages & Tools > C & C++ > Visual C++   #1019 in Books > Textbooks > Computer Science > Object-Oriented Software Design

Customer Reviews

All, I see developers are still reading this book. I lost the named website because of renewal screw up. Anyway, email me and I can provide the source in a zip file - tarmstro@cisco.com.

I just read the first chapter last night. I found it to be very clear and succinct. In flipping through the rest of the chapters, they appear to be of the same quality.I have some brief C++ experience from several years ago, and more recently some Java. All of my COM experience is with VB. With this background I was able to easily grasp the concepts being explained.My goal is to learn to write COM objects in C++ as quickly as possible. This book is my choice for that task. It seems to have the balance of fundamentals review and new information that's right for someone who already has the basics of the C++ language and wants to expand into COM.I haven't tested the code examples,

so I can't be sure there aren't typos, but the code I saw looked correct to my relatively novice eye.At this point, I'm very pleased with the purchase of this book.

ATL Internals: Working with ATL 8 (2nd Edition) ATL Developer's Guide COM Programming by Example: Using MFC, ActiveX, ATL, ADO, and COM+ The iOS 5 Developer's Cookbook: Core Concepts and Essential Recipes for iOS Programmers (Developer's Library) The Swift Developer's Cookbook (includes Content Update Program) (Developer's Library) Oracle ADF Real World Developer's Guide ARM System Developer's Guide: Designing and Optimizing System Software (The Morgan Kaufmann Series in Computer Architecture and Design) USB Complete: The Developer's Guide (Complete Guides series) Start Small, Stay Small: A Developer's Guide to Launching a Startup Interviewing in Swift: Algorithms and Data Structures: Your guide in helping you prepare for the real world of software engineering interviews as an iOS or Mac OS developer. ODBC 3.5 Developer's Guide SNMP Application Developer's Guide (VNR Communications Library) Inside Symbian SQL: A Mobile Developer's Guide to SQLite Programming Java 2 Micro Edition for Symbian OS: A developer's guide to MIDP 2.0 (Symbian Press) Advanced Windows: The Developer's Guide to the WIN32 API for Windows NT 3.5 and Windows 95 Developer's Guide to Web Application Security Delphi for .NET Developer's Guide The .NET Developer's Guide to Directory Services Programming Activex All in One: A Web Developer's Guide (Prentice Hall Ptr Activex Series) Certified ColdFusion Developer Study Guide