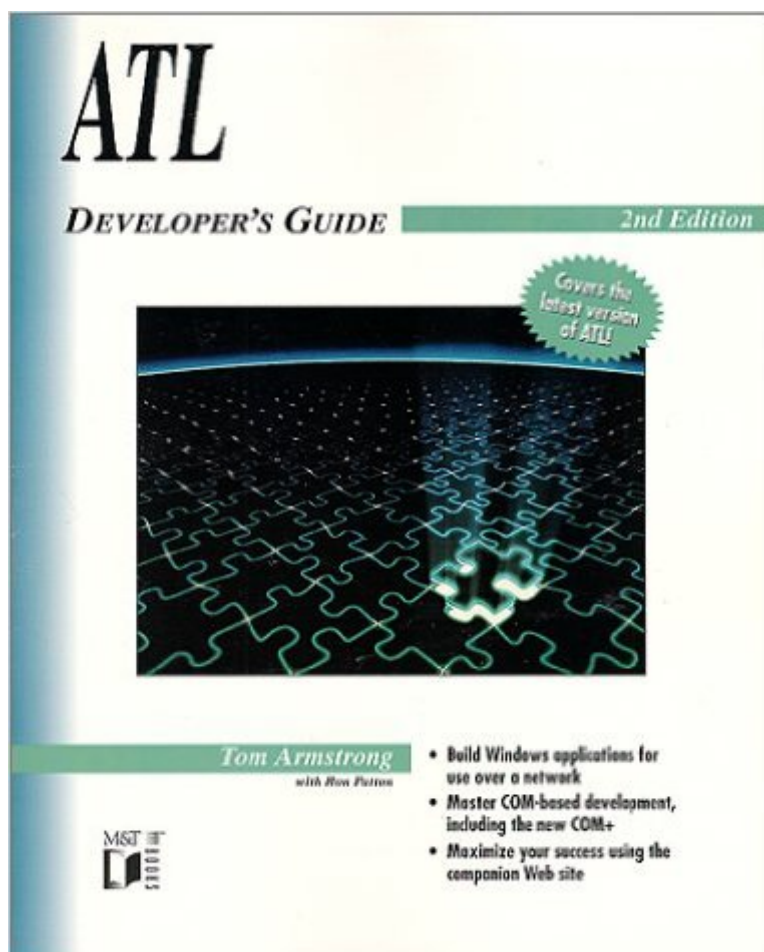


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# ATL Developer's Guide



## 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](http://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

ISBN-13: 978-0764546839

Product Dimensions: 9.2 x 7.4 x 1.3 inches

Shipping Weight: 2.4 pounds

Average Customer Review: 5.0 out of 5 starsÂ Â See all reviewsÂ (2 customer reviews)

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## 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](mailto: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.

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