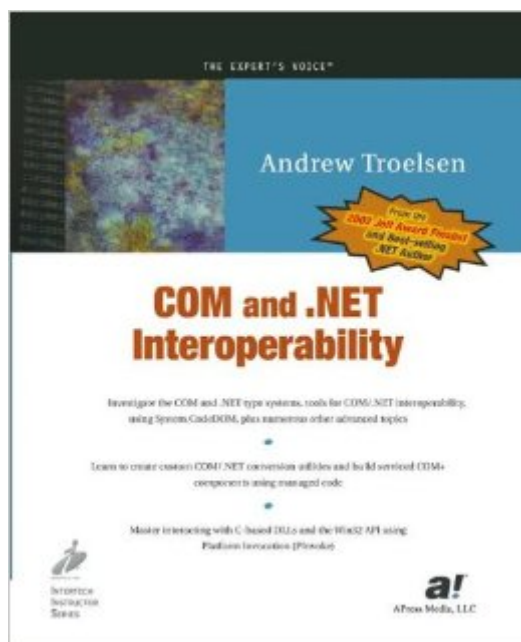


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# COM And .NET Interoperability



## Synopsis

Author Andrew Troelsen tells about the building blocks of the COM and .NET architectures and how they interact (i.e. interoperate), with emphasis on a basic understanding of each component part and the role it plays.

## Book Information

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## Customer Reviews

This is an amazingly well-organized text. I can hardly imagine how Troelsen figured out the right angle of approach, but he did! The first few chapters are an excellent introduction to COM. I feel like my understanding went from pattern-following to solid (but not especially deep). Troelsen offers an example of a COM object coded completely by hand in C++ that is enlightening. The deeper one gets into Windows or .NET, the more one realizes just how entrenched COM is. Interop is still, a decade after .NET's debut, a very important issue. This may well be the best all-in-one text on that topic. However, Nathan's .NET and COM is more in-depth and has a very deep DirectX example that is much more real-world than most of Troelsen's examples. Still, Nathan is dense by comparison, and at the prices these books are going for, why not get both? At this point I can only give an at-a-glance perspective relating this text to Templeman and Mueller, which is that they both rest around the same 'depth' but Templeman may be a little more this-then-that with very pragmatic short coding examples, while Troelsen has that wonderful teaching organization, and Nathan is

somewhat denser than either Troelsen or Templeman.

Like Andrew's "C# and the .NET Platform", this book combines an excellent technical overview with nitty gritty examples that detail how to use these technologies in your own development. We followed the book's step-by-step instructions to create a CCW that allows us to use the .NET framework's XML digital signature support in our existing unmanaged code. Try cobbling up an XMLDSIG implementation on your own! I can't imagine anyone attempting to use Interop technology without a reference like this.

There may be times when you need to access legacy COM DLL's written in non-managed C++ or Visual Basic. This may be as a stop-gap measure until your older legacy code can be updated to .NET. In cases where performance is critical, you may have no desire to ever upgrade your C++ DLL, but would like to use C# for GUI design, rather than Microsoft Foundation Classes. If any of these situations apply, this is the book for you. This book begins with a few chapters that will bring the reader up to date on both sides of the GAP. First you are shown the fundamentals of COM objects. Second you are shown the newer .NET architecture. Only by understanding both sides will you be able to make the two effectively communicate. For experienced users, who are already familiar with COM and .NET this section can easily be skipped. The book then continues with an overview of what datatypes are available on each side, and how they cross over. The real meat of the book comes in the next two sections. Three chapters (the basics, intermediate and advanced topics) are given first for COM to .NET. Then the exact same pattern is repeated from .NET to COM. I spent most of my time with the .NET to COM part of the book, as I was using a C++ DLL with C#. The book answered all of my questions and I was able to successfully implement the application. The book provides a great deal of good information, but it is sometimes hard to find exactly what you are looking for. Each direction is covered in chapters named the basics, intermediate and advanced topics. What exactly is meant by this is not clear until you begin the chapter. I often found myself skimming all three sections trying to find an example close to what I was doing.

Loved it. Great service and speed on getting the book in on time. This was exactly what I was looking for.

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