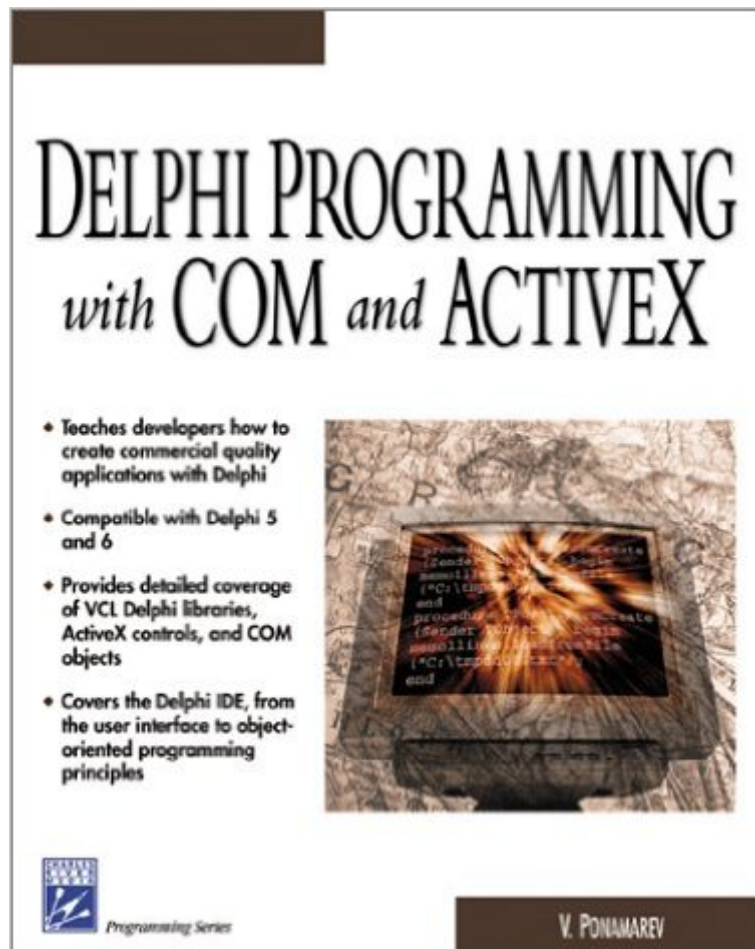


The book was found

Delphi Programming With COM And ActiveX (Programming Series) (Charles River Media Programming)



Synopsis

Written for Delphi developers and programmers who need to incorporate automation elements and other COM objects into their applications, this book teaches how to use the often-overlooked programming tools of Delphi to create powerful commercial products. It begins by discussing the Delphi integrated development environment, the user interface, and the principles of object-oriented programming. It then moves on to more complex topics such as VCL Delphi libraries, creating components, and creating simple COM objects, servers, and automation dispatchers. There is also information on how to use ActiveX controls in applications and how to create an ActiveX control from VCL Delphi components and forms. KEY FEATURES: Teaches developers how to create commercial quality applications with Delphi Compatible with Delphi 5 and 6 Provides detailed coverage of VCL Delphi libraries, ActiveX controls, and COM objects Covers the Delphi integrated development environment, from the user interface to more sophisticated object-oriented programming principles

Book Information

Series: Charles River Media Programming

Paperback: 312 pages

Publisher: Delmar Thomson Learning (September 24, 2002)

Language: English

ISBN-10: 1584502541

ISBN-13: 978-1584502548

Product Dimensions: 9.2 x 7.4 x 0.9 inches

Shipping Weight: 1.7 pounds

Average Customer Review: 2.2 out of 5 starsÂ Â See all reviewsÂ (5 customer reviews)

Best Sellers Rank: #3,811,395 in Books (See Top 100 in Books) #21 inÂ Books > Computers & Technology > Programming > Languages & Tools > Delphi #21 inÂ Books > Computers & Technology > Programming > Languages & Tools > DHTML #26 inÂ Books > Computers & Technology > Programming > Web Programming > ActiveX

Customer Reviews

***A V O I D *** T H I S *** B O O K !!!In short, if you are serious about COM and ActiveX, or if you want to know in-depth detail info on COM or ActiveX in the context of Delphi, this book IS USELESS. The coverages on COM and ActiveX are, in my opinion, VERY VERY BASIC, NOT EVEN CLOSE. There are total of 14 chapters, and the first 8 chapters, roughly 190 page, have little

or nothing to do with COM and ActiveX. The author wasted 8 chapters in topics like Using Object Pascal and VCL to Develop Windows Applications, Exceptions and Interfaces in Delphi, Threading in Windows Applications, Working with Packages and components, Win32 API, Basic VCL Elements, Introduction to Component Building, and Building Components. MOST OF THESE INFORMATION YOU CAN FIND IN THE DELPHI ON-LINE HELP. Then, in the next 6 chapters, a total of 85 pages, the author went into COM Basics, Creating a Simple COM Object, Automation Servers, Using ActiveX Controls in Delphi, Creating ActiveX Controls, and Creating MTS Components. Don't be fooled by the titles of these chapters, you can find better information somewhere else, such as the Borland Delphi On-Line Help or other Delphi COM programming books..... Though, a little bit out-dated, the Delphi COM Programming is, in my opinion, the best coverage on COM subject in the context of Delphi. ***A V O I D *** T H I S *** B O O K !!!

I had to double-check the date on this book, and it is indeed a 2002 title (it even has a translation copyright of 2003). Yet, in this age with developer tools vendors scrambling over themselves to provide Web Services, cross-platform portability and other "next generation" features, it seems unusual to come across a new title about the humble old COM and ActiveX interfaces. I can't help but feel even if the book is new, the manuscript is old: the book purports to be "Delphi 6 compatible", which essentially means all the code samples and screen shots are from Delphi 5, but because COM is a stable technology, the text applies equally well to Delphi 6. Nevertheless, Borland's Delphi is actually now in its 7th incarnation anyway, although the point does still stand - with Microsoft making no further changes to the COM and ActiveX standards, modern day Delphi programmers should find no coding discrepancies between what they read in the book and how their Delphi operates. All this aside, I must be fair - the book is clearly written, and COM is indeed an important technology. For those working with non-Microsoft tools, such as Delphi, it is certainly a major factor in making use of the vast array of pre-packaged components available on the Internet. Microsoft's MSDN Web site does contain a large amount of programming detail on COM and ActiveX but the sample code is predominantly for Visual C++, and hence this title does serve a useful purpose for Delphi programmers, working with the Object Pascal language. However, at the end of the day I really can't help but feel the release is mis-timed by a couple of years. The bulk of experienced programmers will already have managed to get a handle on COM, and new programmers are likely to be working with Web Services from the onset. For the niche market of experienced programmers new to Delphi and wanting to get a grip on COM, perhaps, then this book is a definite contender.

This book is a waste of paper. It just recycles standard Borland information and does NOT cover COM or Active X in a serious way.

I learned virtually nothing from this book. I am an expert programmer, but I don't know COM programming. I still don't.

Old but did the job

[Download to continue reading...](#)

Delphi Programming with COM and ActiveX (Programming Series) (Charles River Media Programming) GNU/Linux Application Programming (Charles River Media Programming) Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Social Media: Master, Manipulate, and Dominate Social Media Marketing With Facebook, Twitter, YouTube, Instagram and LinkedIn (Social Media, Social Media ... Twitter, Youtube, Instagram, Pinterest) Visual Developer VBScript 2 & ActiveX Programming: Master the Art of Creating Interactive Web Pages with Visual Basic Script 2 and ActiveX Delphi 2010 Handbook: A Guide to the New Features of Delphi 2010; upgrading from Delphi 2009 Social Media: Master Strategies For Social Media Marketing - Facebook, Instagram, Twitter, YouTube & LinkedIn (Social Media, Social Media Marketing, Facebook, ... Instagram, Internet Marketing Book 3) ShaderX3: Advanced Rendering with DirectX and OpenGL (Charles River Media Graphics) Game Developer's Open Source Handbook (Charles River Media Game Development) Macromedia Flash Professional 8 Game Development (Charles River Media Game Development) Illustrating with Macromedia Flash Professional 8 (Charles River Media Graphics) Game Writing: Narrative Skills for Videogames (Charles River Media Game Development) The Game Localization Handbook (Charles River Media Game Development) ActiveX Sourcebook: Build an ActiveX-Based Web Site KickAss Delphi Programming: Cutting-edge Delphi Programming with an Attitude Web Programming with Delphi (Delphi Programming) Essential Delphi 3 fast: Includes ActiveX Development (Essential Series) Microsoft DirectX 2 Games Programming with Delphi (Advanced Delphi Series) Danielle Steel - 44 Charles Street and First Sight 2-in-1 Collection: 44 Charles Street, First Sight Delphi 7 y Kylix 3 / Delphi 7 and Kylix 3 (Programacion / Programming) (Spanish Edition)

[Dmca](#)