

## Re: What to learn?

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<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.general/2005-07/msg01055.html>

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- *From:* "John" <[Please.Reply@xxxxxxxxxxxxxxxxxxxx](mailto:Please.Reply@xxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Thu, 21 Jul 2005 23:23:08 -0400
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<aaronfude@xxxxxxxx> wrote in message  
[news:1121986453.145616.231010@xx](mailto:news:1121986453.145616.231010@xx)

> Thanks!

>

> And how does COM fit in to the framework? Is it something independent  
> of .NET?

>

> Also, I think that my frame of mind is similar to yours. Can you  
> recommend a book on the Windows API. Is "Programming Windows" still  
> relevant? And does it talk about COM?

Since 2001, my desktop apps have been largely VB, and for the past 2-3 years, I've been concentrating mostly on web-apps. So any C++ / Windows API book I recommend would be outdated. Check Amazon.

COM is part of MS's component based technologies. The evolution went something like this :  
OLE to OLE2 to ActiveX to COM to COM+

..NET is something completely different. It's very similar to Java (from my understanding of Java). It's a brand new technology. You can still access ..NET via COM, and I believe you can access non-.NET COM objects via .NET.

If you do decide to go the C++/Win32 route, you may want to learn how to write Win32 Windows apps from scratch, just so you understand what is going on under the surface.

BTW-I'm not "recommending" or "not recommending" you go the C++/Win32 route. I'm just trying to answer your questions directly as you asked them. Personally, as I stated before, unless the app is tightly bound to the OS or needs to be super fast, I prefer .NET.

Again I hope this helps.

Regards,  
John

- **References:**
  - ◆ **What to learn?**
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