

Best way to build an internet application?

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2008-03/msg02002.html>

- *From:* "(2b!|2b)==?" <root@xxxxxxxxxxx>
 - *Date:* Mon, 17 Mar 2008 00:59:42 +0000
-

I have a (3-tier) desktop application that I developed entirely in C++, comprising mostly of Win32 Dlls as well as some ATL COM objects.

I want to "port the application to the internet", so that it can be run over the internet – I'm sure there is more than one way to do this. BUT – can anyone (preferably, someone with experience of doing something like this) recommend what is the best way of doing this (or the way to do this most successfully/securely).?

Lastly, security is a very big factor, in that the application needs to be secure – (imagine a banking application). Can anyone make suggestions/recommendations regarding security?

.