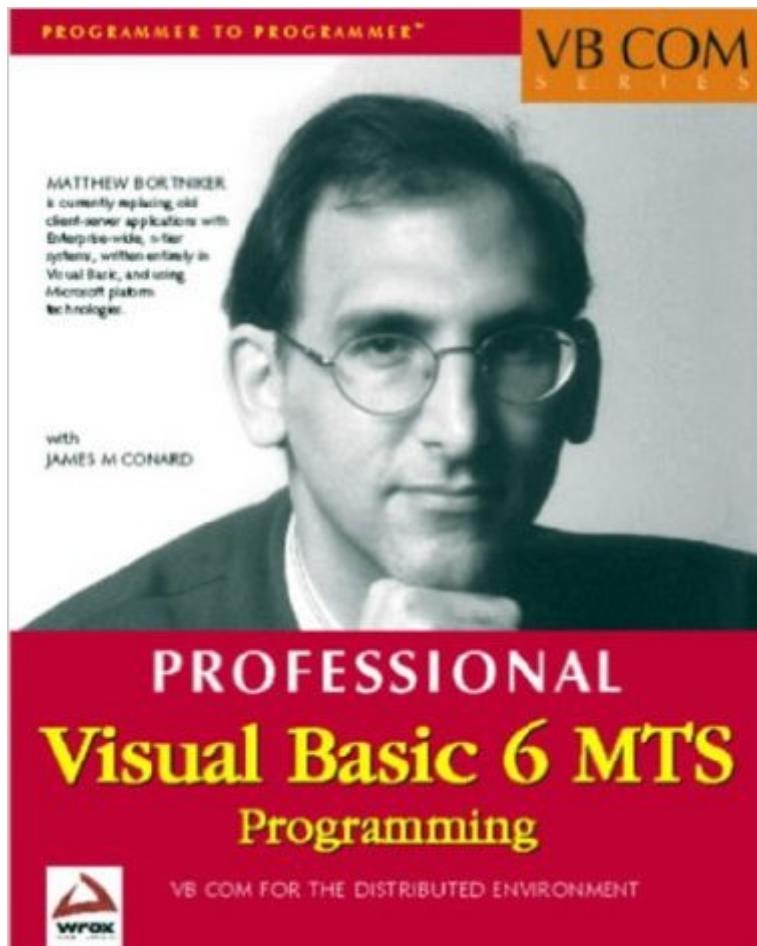


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# Visual Basic 6 Mts Programming (Vb Com Series)



## Synopsis

Presently, books do not meet the needs of the experienced Visual Basic Developer interested in implementing MTS. Many existing books have devoted small sections to MTS. These are often great resources for many developers. However, they do not provide the necessary depth required for more advanced programmers to implement a large-scale application. Typically, this group of developers has gone beyond the knowledge level that existing books have to offer. They may often turn to alternate sources of information such as the Visual Basic Programmers Journal, Microsoft Developers Network, and USENET groups. However, each of these provides the same types of repetitive code samples and snippets that address single and often obscure development topics.

--This text refers to an out of print or unavailable edition of this title.

## Book Information

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Average Customer Review: 4.5 out of 5 starsÂ  See all reviewsÂ  (20 customer reviews)

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## Customer Reviews

This is an excellent book. It is not for a beginner, however. If you need an introduction to MTS, then try out Wrox's other MTS book, "MTS MSMQ with VB and ASP" (what a great title), which is also excellent and gives a higher level introductory view. I read the MTS MSMQ book and immediately ordered this book for the more advanced material. It's not rocket science, however, and I don't know why a previous reviewer had so much trouble with it. The book does assume that you are already familiar with objects, VB, databases, etc. If you are a total beginner, don't start here. Try Peter Wright's "Beginning" Wrox books, which do a good job of getting you up to speed on the basics. I gave this book four stars rather than five for two reasons: one, I actually learned a lot more about the proper way to use MTS from a series of articles on [vb2themax.com](http://vb2themax.com)--almost none of this in-the-trenches material was included in this book. The second reason was that I wished that the

book had more theory to go along with the excellent nuts-and-bolts material. What I mean is that there is plenty of great coverage here of how MTS works, how the distributed processing and transaction management works, how to set up and administer MTS, plus good chapters on security, debugging, and COM+. I wish, however, that there was more material discussing the design considerations for stateless objects and MTS class design at a system level. This is not to say that there is none of this material--there is, I just wanted more. If you are already good at conceiving class designs and hierarchies, then transitioning to the stateless paradigm should not be too painful.

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