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VC++ DevCon [Welcome]

SILICON VALLEY ▶ APRIL 16–20, 2000



Dear C++ Developer,

You work with the most powerful, versatile application development language. Learn how to make the most of C++'s power at the **Visual C++ Developers Conference**. FTP, Inc. in collaboration with the C++ team at Microsoft has put together a

unique session plan that takes you from leading edge technology, to pragmatic development advice. From a sneak peek at the next version of VC++ to full day, interactive workshops. From SRF files to optimization, from ATL to SQL Server 7. The **Visual C++ Developers Conference** gives professional developers practical, useful information to begin programming better and faster today.

Please join us for the Silicon Valley VC++ DevCon, April 16–20, at the Westin Santa Clara for a sneak preview of new technologies, a chance to meet with your peers, and the opportunity to see exhibits of the hottest new development tools. VC++ DevCon is your opportunity to grab the practical information you need to develop business applications and Web sites better and faster.

Visit our Web site at www.vcdc.com to see even more of what we've got in store.

Sincerely,

James E. Fawcette

President, Fawcette Technical Publications, Inc.

The VC++ DevCon Experience.

VC++ DevCon provides you with **everything you need** and nothing you don't.

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Visual C++ and SQL Server 2000

LON FISHER, MICROSOFT

10:35 A.M., APRIL 17

Have you ever experienced connection time outs when using Web sites? The cause could be that the site's database can't handle the user load. Learn to use Visual C++ and SQL Server 2000 to improve application performance and scalability. Join us in this session to discuss how to use the network efficiently, query optimization, how to use stored procedures, and the right way to call stored procedures. We'll also explore some of the new features in SQL Server 2000 (especially the new native XML capabilities) that make it even easier to put data on the Web.

NEW!

Build Next-Generation Web Apps with Visual C++

TONY GOODHEW, MICROSOFT

APRIL 17, OPENING KEYNOTE, 9 A.M.

Get your first look at the power of the next version of Visual C++! A special pre-release demonstration by Microsoft's Visual C++ development team will demonstrate how Web application builders can develop broad-reaching solutions that take advantage of the performance of the compiled C++ code to render HTML and manipulate data on the server.

Take Advantage of Process and Thread Enhancements in Windows 2000

MICKY WILLIAMS, CODEV TECHNOLOGIES

10:35 A.M., APRIL 17

Windows 2000 provides exceptional new multithreading functionalities. Learn the process and thread model used by Win32 and MFC applications, and focus on two new features introduced in Windows 2000: Thread Pooling and Job Objects. Thread pooling is a new feature that simplifies the task of writing highly scalable Windows 2000 applications. Job objects are new kernel objects offered by Windows 2000 that enable you to treat a set of processes as a single object, adding restrictions on the entire set of processes, for example.

NEW!

Writing Services for Windows 2000

MICKY WILLIAMS, CODEV TECHNOLOGIES

1 P.M., APRIL 17

Windows 2000 includes a number of new features that improve the robustness of services. By taking advantage of these features, you can define the recovery actions that will be taken by the operating system if your service fails and interact with new events generated by Windows, such as power events. We will introduce the Windows NT/2000 services, and present a reusable framework for creating services that take advantage of the new features offered by Windows 2000.

NEW!

Get Friendly with ATL — an Introduction

RICHARD HALE SHAW, VCDJ CONTRIBUTING EDITOR

10:35 A.M., APRIL 17

ATL is the best framework for creating COM components in C++. Beginning with the fundamentals of ATL, we'll discuss what it is, how it works and how you can use it. We'll then take that knowledge to explore looking at ATL from an MFC programmer's perspective, identifying components that correspond to other frameworks. And finally, we'll create and dissect fundamental material generated (sometimes erroneously!) by the ATL Wizards, and add code to fix the bugs they introduce.

Get Serious with ATL — Advanced and Beyond

RICHARD HALE SHAW, VCDJ CONTRIBUTING EDITOR

1 P.M., APRIL 17

Once you learn the basics of ATL, it's time to have some fun. How do you create COM collections or implement COM persistence interfaces? How can you use ATL to create composite controls or advanced UIs? How do you configure the class factory mechanism or utilize COM map macros to chain, aggregate or create tear-offs?

Asynchronous MSMQ COM Programming

REVITAL ELITZUR, MICROSOFT

2:30 P.M., APRIL 17

We will begin with an overview of MSMQ and then dive into key technology issues such as transmitting persistent objects in MSMQ, COM+ queued components vs. MSMQ, multi-threading in MSMQ, asynchronous MSMQ in C++/COM, and MSMQ transactional issues. The forthcoming triggers support will also be presented and demonstrated.

A Developers Survival Guide to the Windows 2000 Registry

DINO ESPOSITO, WROX PRESS

1 P.M., APRIL 17

We'll dig into the registry structure and check out the main keys and values in Windows 2000. We'll use the API to program the registry and see what you can find in the registry and where. In particular, we'll discuss file associations, COM components, program preferences, user and machine settings, and dynamic data. We'll discover a number of tricks to retrieve and set information unavailable through regular API such as folder settings.



VC++ DevCon [Sessions]

SILICON VALLEY ▶ APRIL 16–20, 2000

ATL Enumerators

RICHARD GRIMES, FREELANCE WRITER AND CONSULTANT
2:30 P.M., APRIL 17

Enumerators are a mechanism in COM to return large numbers of related data. Learn what enumerators are and how to write them using ATL 3. All the ATL enumeration classes will be covered and we'll explain what each one does. We will also cover the issues of data lifetime, ownership and threading issues.

Build Web Apps: PC Week Benchmark, Pt 1

LON FISHER, MICROSOFT
2:30 P.M., APRIL 17

In a recent PC Week benchmark, the Visual C++ team implemented a solution that exceeded the other vendors' performances by 400% and decreased hardware costs by 66%. In this first session we'll cover high-performance Web server extensions, including how to handle different types of pages effectively (dynamic, static, and form-based). We will also discuss multi-threading issues with ISAPI and connectionless programming issues here.

Attribute-Based Programming with COM+

SRIDHAR MADHUGIRI, MICROSOFT
4 P.M., APRIL 17

NEW!

COM+ allows developers to describe the expectations and requirements of their components via declarative attributes. As COM+ moves forward, this will become the dominant way to leverage new platform services such as call synchronization and asynchronous message queuing. We'll show you how attributes work and how you can integrate this programming into your existing ATL-based components. The next release of Microsoft Visual C++ will be used as the basis for demonstrations during this session!

Target Extended CPU Instruction Sets with the VC++ Compiler

TERRY LEEPER, MICROSOFT
1 P.M., APRIL 18

The Microsoft Processor Pack allows developers to access the latest Intel and AMD MMX, SSE, and 3DNOW! hardware through the Visual C/C++ compiler. This processor pack is an extension of the Visual C/C++ 6 release and offers the developer a one-stop solution to obtain maximum code efficiency. The processor pack also contains updated register viewing support and disassembly for the new instructions in the debugger. We'll explore how the processor pack can help you take advantage of the latest hardware developments.

The Fastest Visual C++ Web Site in the West!

SCOTT STANFIELD, VERTIGO SOFTWARE, INC.
APRIL 18, KEYNOTE, 9 A.M.

Join us for a demonstration of the Windows DNA Fitch & Mather Stocks 2000 Web application. The highly acclaimed MSDN sample has been migrated to Windows 2000 and COM+, and the performance figures are stunning! See how middle-tier Visual Basic code, running head-to-head in an application server shoot-out, beat all the UNIX and Java competition.

Write Great ATL Components for VB

BILL LOCKE, OAKWOOD SYSTEMS GROUP
4 P.M., APRIL 17

Visual Basic and ATL are great partners. We'll look at traditional ActiveX controls in ATL, like the ones we write with ColeControl in MFC. We'll discuss how to isolate your property pages in a separate OCX/DLL to save size in your distributable OCX. We'll even write those property pages in VB. We'll also look at some not so traditional, but useful objects for VB. We'll discuss persisting your objects for VB and a way to implement ISimpleFrame in ATL.

Build Web Apps: PC Week Benchmark, Pt 2

LON FISHER, MICROSOFT
4 P.M., APRIL 17

Building on the lessons in the first hour, this follow-up session covers high performance data access and end-to-end optimizations. We'll look at topics such as how to take advantage of SQL Server for high speed data transfer, how to partition your data, and how to optimize the server. Finally, we'll talk about end-to-end optimizations to make the whole system run smoothly.

Ask the MS Development Team

MICROSOFT PANEL
6:30 P.M., APRIL 17

Join a panel of top members of Microsoft's Visual C++ Development Team for an interactive discussion about your Visual C++ applications. Come get practical, explicit advice straight from those who know!

Voice Enable Your Visual C++ Apps with SAPI

JOHN PEARSON,
CHURCH OF JESUS CHRIST OF LATTER-DAY SAINTS
6:30 P.M., APRIL 17

NEW!

Get savvy with Visual C++ and SAPI. We'll show you how to use Microsoft's Speech API and Speech Engine to voice enable your Visual C++ applications. We'll take a quick look at the Speech process, the purpose and use of the Speech Engine, and we'll provide you with hands-on instructions for adding this capability to an actual program.

Use Commerce Server 2000 and Get Dynamic E-Commerce Sites

MICROSOFT

6:30 P.M., APRIL 17

With e-commerce dominating the changes in Web development, it's only sane that you get up to speed with Commerce Server 2000. We will take an in-depth look at the Solution Sites in Commerce Server 2000 and outline how they can be used to jump start development of tailored online selling and procurement (business-to-consumer, business-to-business) sites.

NEW!

COM+ from A to Z

NEW!

JEFF PROSISE, VCDJ CONTRIBUTING EDITOR

10:35 A.M., APRIL 18

Events, queued components, and transactional programming support are the three most talked-about features of COM+. But COM+ offers other new features too—features that many developers don't even know about. This session reviews all the new features of COM+, including "lesser" features such as asynchronous method calls and activity-based call synchronization and prepares you to enter the brave new world of COM+.

Performance Tuning Pentium III Processor Applications

GARY CARLETON, INTEL CORP.

10:35 A.M., APRIL 18

The extended floating point SIMD (single instruction—multiple data) instructions in the Pentium III processor can perform four floating-point operations with only one instruction. Thus, the tool development community is challenged to enable identifying the parts of a program that would most benefit from this, plus develop a system that keeps programmers from needing to drop into assembly language in order to use these new instructions and datatypes. We'll show you how along with code while still remaining in C or C++.

Debug MFC and Use Its Diagnostic Features

JOHN STOUT, STOUT SYSTEMS DEVELOPMENT, INC.

2:30 P.M., APRIL 18

We'll look at C++/MFC bug prevention philosophy, MFC diagnostics, debugging release builds, pointer bugs, exceptions, tracing and dumping, memory tracking, GDI bug prevention, debugging DLLs and COM objects. We'll check out more advanced debugging techniques with VC++ 6. Developers of all levels will learn coding techniques to detect and prevent aggravating and destructive bugs. Prerequisites: attendees must have basic C++ knowledge, exposure to MFC, Windows development experience, and must have been responsible for introducing at least one bug into a project.

Integrate VBA into your Visual C++ Applications

JIM LAWYER, SUMMIT SOFTWARE

5:30 P.M., APRIL 19

Supercharge your Visual C++ solutions! Visual Basic for Applications (VBA) is the development technology designed to provide rich customization capabilities from within a C++ host application. By integrating VBA, you enable the more than 3 million Visual Basic developers to customize, extend, and integrate your application's functionality without exposing your source code and intellectual property. We'll show you how to effectively integrate VBA into your C++ application and as an added bonus, all attendees will receive a free copy of the VBA 6.1 SDK.

NEW!

Power Debugging

JAY BAZUZI, MICROSOFT

10:35 A.M., APRIL 18

The Visual C++ Debugger is a powerful tool, yet many users see only the tip of the iceberg. We'll reveal how to solve difficult problems, as well as discover new features you won't find described anywhere else. We'll cover multi-threaded debugging, decoding exceptions, advanced breakpoints (system, data, and count), memory leak detection, memory corruption, debugging optimized code, and how the Heisenberg principal affects debugging in the real world.

Take Advantage of XML and COM

RICHARD HALE SHAW, VCDJ CONTRIBUTING EDITOR

1 P.M., APRIL 18

XML is a data translation and data description technology *par excellence*; COM is a superlative technology for structuring applications and exposing their services for distributed invocation. How can COM programmers take advantage of XML? Together, we'll look at XML from a COM-centric point-of-view: what it is, how it works, and how you can use it in your COM components.

Advanced XML Techniques

CHRISTIAN GROSS, INDEPENDENT CONSULTANT

2:30 P.M., APRIL 18

Some people have been saying that XML is useful only for providing an open standard for data communications. However, XML is much more useful in that it can be used as the underlying data format for all applications. We'll identify the problems of object persistence and how XML can be used, describe the issues regarding schemas, XML file design and how to build a repository. We'll also look at various persistence techniques and their advantages and disadvantages.



VC++ DevCon [Sessions]

SILICON VALLEY ▶ APRIL 16–20, 2000

Visual C++ and ATL Server

LON FISHER AND WALTER SULLIVAN, MICROSOFT

2:30 P.M., APRIL 18

Get a sneak preview of Visual C++ 7! The ATL team is currently developing ATL Server, a new feature of VC++. ATL Server brings together the power of ISAPI with wizard, drag and drop, and debugger support from Visual C++. The result is a framework that makes it much easier for Visual C++ developers to create the highest performing Web apps. Dive into the design of ATL Server, its goals, and what you can expect when it ships. We'll demonstrate how you can use ATL Server to meet your Web development needs.

Use BizTalk Server

CHUCK REEVES, MICROSOFT

4 P.M., APRIL 18

The BizTalk Framework can implement an XML schema and a set of XML tags used in messages sent between applications. The upcoming BizTalk Server provides a mechanism for establishing relationships with trading partners and customers over the Internet. The BizTalk JumpStart Kit makes it easier for developers to use XML schemas and the BizTalk Framework in their applications today, and provides a way to learn the concepts embodied by the BizTalk Server. Join us here to find out what tools are included in the BizTalk JumpStart Kit and learn to build XML-enabled solutions.

Power STL for ATL Developers

MICHELE LEROUX BUSTAMANTE, WEB SIDE STORY, INC.

4 P.M., APRIL 18

The Standard Template Library (STL) is a key ingredient in the development of small and fast ATL components. STL provides access to many critical features for working with collections, maps, strings and more without the overhead of MFC. Many cool things can be said about STL, but its elaborate qualities can sometimes be overwhelming—precisely what makes implementing it such a worthy challenge! Together we'll discuss the value of STL and demonstrate code samples of indispensable features of STL for everyday ATL development.

COject — MFC's Powerhouse Base Class

JOHN STOUT, STOUT SYSTEMS DEVELOPMENT, INC.

4 P.M., APRIL 18

Learn how to get the maximum utility from COject. We'll cover COject fundamentals, run-time class info, diagnostics, dynamic creation, object persistence (serialization), memory tracking, caveats and tricks with COject. You'll get a thorough tour of the heart of MFC and be able to shorten your development time by making use of COject features.

More Power Debugging

JAY BAZUZI, MICROSOFT

1 P.M., APRIL 18

Do you still have bugs? We have too many debugger tips to fit into one talk. Here's more if you couldn't get enough of "Power Debugging."

XML Over the Web Today with IE 5 and XML HTTP Request

DINO ESPOSITO, WROX PRESS

5:30 P.M., APRIL 18

You don't have to wait for SOAP to invoke remote methods over HTTP. IE 5 already provides a component called XmlHttpRequest that does something similar. Using XmlHttpRequest, you can exchange XMLDOM between an IE 5-based client and a Web server. We'll write an ATL based application that uses XmlHttpRequest to obtain information from a Web site and use it locally.

Extend Your COM Toolbox

JUVAL LÖWY, KLA-TENCOR

5:30 P.M., APRIL 18

Learn the tools of the COM trade. This wide-ranging session focuses on specific techniques for COM developers using C++, such as how to program in the MTA with the ease of the STA while getting MTA throughput, using the Global Interface table, utilizing the free threaded marshaler with an example of ISynchronization from COM+, how to change published COM interfaces and servers, how to incorporate large volumes of IDL into VC++ projects and COM error handling.

Develop Against Host Integration Server

BOB HYMAN, MICROSOFT

5:30 P.M., APRIL 18

Host Integration Server (code-named "Babylon") is following on the heels of Windows 2000. Like SQL Server 2000, and BizTalk XML server, it is amongst the group to make it on the next full-fledged BackOffice update—a part of Windows Distributed InterNet Architecture (DNA) 2000. Come see the exciting preview of the Host Integration Server, and learn how to develop against it.

Build Great Apps for Windows CE

LIZZIE PARKER AND MIKE SHAPPEL, MICROSOFT

2:30 P.M., APRIL 19

Want to learn how to take advantage of the latest embedded technology in Windows CE by using C++? We'll explore how to port and build applications for the latest and greatest CE platforms, new and improved C++ features for development with CE. We'll also share tips and tricks for writing small, fast code here.

Create Document View Applications with XML

DINO ESPOSITO, WROX PRESS

9 A.M., APRIL 19

NEW!

You should know very well the document/view model—a sort of milestone for MFC applications. Today, you can extend the same pattern to Web applications using XML and XSL. A slightly enhanced version of the MFC CHtmlView class (installed with Internet Explorer 5) provides you with a framework for writing MFC applications that use XML to describe the content and DHTML to render it.

COM+ Interception and Type Interface

RICHARD GRIMES, FREELANCE WRITER AND CONSULTANT

9 A.M., APRIL 19

NEW!

COM+ applies its services through interception—literally intercepting your calls to components without the client or component being aware of it. Through type information, COM+ learns what interfaces your component implements so that it can appear to be your component and apply its services. We'll explore the two sorts of type information and describe the strengths and weaknesses of each. We will also observe how COM+ obtains this information and what it describes.

Web Services Toolkit

MIKE PACHOLEC, MICROSOFT

9 A.M., APRIL 19

NEW!

The future of development lies in the aggregation of “Web Services” such as tax or shipping rates, based on specific parameters. Learn about the XML/SOAP-based architecture that makes this new development paradigm possible. We'll look at some of the details on providing Web Services from your own site and discuss the beginnings of runtime type components in future versions of Visual C++ and Visual Studio.

Use SOAP to Replace DCOM

CHRISTIAN GROSS, INDEPENDENT CONSULTANT

10:35 A.M., APRIL 19

NEW!

DCOM (Distributed COM) is used when COM objects from one machine want to communicate with another machine. While it works today, it is limited to Microsoft architectures. Enter SOAP (Simple Object Access Protocol), which is an open XML-based object-to-object communication protocol. Learn about the details of the SOAP protocol and how it can be used to develop multi-tier applications.

Guide to Threading and COM

RICHARD GRIMES, FREELANCE WRITER AND CONSULTANT

10:35 A.M., APRIL 19

Learn everything that you need to know about COM and threads. We will start by explaining what apartments are and why they are needed. Then we'll explain the rules of apartment threading and explain how to use each of the current apartment types both in EXE and DLL servers. Threading and concurrency will also be discussed and we'll describe how this is achieved in MTS with activities. A discussion of the new apartment type in COM+ and the synchronization attribute will round out the session.

VC++ and Deployment—Installer Technology Considerations

MICHAEL DAY, MICROSOFT

10:35 A.M., APRIL 19

NEW!

Meet the Visual Studio Installer, a new authoring tool for creating setups for applications. VSI creates setups that use the Windows Installer runtime—required by the Windows 2000 logo program. We'll discuss the features and benefits of Windows Installer, as well as the features of VSI, especially those provided for Visual C++ users.

COM+ Events

JEFF PROSISE, VCDJ CONTRIBUTING EDITOR

1 P.M., APRIL 19

Windows 2000's COM+ events is a new service that provides a formal mechanism for programs to fire event notifications to other programs. With COM serving as an intermediary, neither programs that fire events (“publishers”), nor programs that receive events (“subscribers”) must know of the others' existence, or even have to be running at the same time. Message queuing can be used to defer delivery of notifications to interested subscribers until those subscribers are up and running. Come to this session to learn what COM+ events are, how to code them, and when to use them.

Error Reporting in COM+

RICHARD GRIMES, FREELANCE WRITER AND CONSULTANT

1 P.M., APRIL 19

COM components are language and platform neutral, so they cannot throw C++ or Windows exceptions. Instead errors can be propagated using error objects. We will discover how error objects are generated and propagated and we'll work with standard error objects and discuss how to write custom error objects. You'll also see OLE DB extended error objects and learn the problems they solve. We will concentrate on ATL and VB.



VC++ DevCon SILICON VALLEY ▶ APRIL 16–20, 2000

[Conference Schedule]

SUNDAY, APRIL 16, 2000

	Workshop 1	Workshop 2	Workshop 3
9:00 am	Hands-On XML Richard Hale Shaw, VCDJ Contributing Editor	COMCOM+ from the Ground Up Jeff Prorise, VCDJ Contributing Editor	Create Great Apps with ATL Richard Grimes, Freelance Writer and Consultant

MONDAY, APRIL 17, 2000

	Track One	Track Two	Track Three
9:00 – 10:15	Microsoft Opening Keynote: Building Next-Generation Web Apps with Visual C++ Tony Goodhew, Microsoft		
10:15 – 10:35 Break			
10:35 – 11:50	Taking Advantage of Process and Thread Enhancements in Windows 2000 Mickey Williams, Codev Technologies	Get Friendly with ATL— an Introduction Richard Hale Shaw, VCDJ Contributing Editor	Visual C++ and SQL Server 2000 Lon Fisher, Microsoft
11:50 – 1:00 Lunch			
1:00 – 2:15	Writing Services for Windows 2000 Mickey Williams, Codev Technologies	Get Serious with ATL— Advanced and Beyond Richard Hale Shaw, VCDJ Contributing Editor	A Developers Survival Guide to the Windows 2000 Registry Dino Esposito, Independent Consultant
2:15 – 2:30 Break			
2:30 – 3:45	Asynchronous MSMQ COM Programming Revital Elitzur, Microsoft	ATL Enumerators Richard Grimes, Freelance Writer and Consultant	Build Web Apps: PC Week Benchmark Part I Lon fisher, Microsoft
3:45 – 4:00 Break			
4:00 – 5:15	Attribute-Based Programming with COM++ Sridhar Madhugiri, Microsoft	Write Great ATL Components for VB Users Bill Locke, Oakwood Systems	Build Web Apps: PC Week Benchmark Part II Lon Fisher, Microsoft
5:15 – 6:30 Opening Night Reception			
6:30 – 7:45	Ask the MS Development Team Microsoft Panel	Use Commerce Server and Get Dynamic E-Commerce Sites Microsoft	Voice Enable Your Visual C++ Apps with SAPI John Pearson, Church of Latter-Day Saints

TUESDAY, APRIL 18, 2000

	Track One	Track Two
9:00 – 10:15	The Fastest Visual C++ Web Site in the World Scott Stanfield, Vertigo Software, Inc.	
10:15 – 10:35 Break		
10:35 – 11:50	COM+ from A to Z Jeff Prorise, VCDJ Contributing Editor	Performance Tuning for Pentium II Applications Gary Carleton
11:50 – 1:00 Lunch		
1:00 – 2:15	Take Advantage of XML and COM Richard Hale Shaw, VCDJ Contributing Editor	Target Extensibility with VC++ COM Terry Leeper, Microsoft
2:15 – 2:30 Break		
2:30 – 3:45	Advanced XML Techniques Christian Gross, Independent Consultant	Visual C++ and ATL Server Lon Fisher and Microsoft
3:45 – 4:00 Break		
4:00 – 5:15	Develop Against BizTalk Server Chuck Reeves, Microsoft	Powerful Server Development Michele Leroy, Microsoft Web Side Story
5:15 – 5:30 Break		
5:30 – 6:45	XML over the Web Today with IE 5 and XmlHttpRequest Dino Esposito, Independent	Extend Your Visual C++ Toolbox Juval Löwy, Microsoft
6:45 – 10:00 Evening Event		

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[Conference Schedule]



WEDNESDAY, APRIL 19, 2000

Track Two	Track Three
... the West!	
... Processor ... Intel Corp.	Power Debugging Jay Bazuzi, Microsoft
... CPU ... Sets with the ... piler Microsoft	More Power Debugging Jay Bazuzi, Microsoft
... and ... d Walter Sullivan,	Debug MFC and Use Its Diagnostic Features John Stout, Stout Systems Development, Inc.
... L for ATL ... ux Bustamante, ... ry, Inc.	Object—MFC's Powerhouse Base Class John Stout, Stout Systems Development, Inc.
... ur COM ... LA-Tencor	Develop Against Host Integration Server Bob Hyman, Microsoft

	Track One	Track Two	Track Three
9:00 – 10:15	Create Document View Applications with XML Dino Esposito, Wrox Press	COM+ Interception and Type Interface Richard Grimes, Freelance Writer and Consultant	Web Services Toolkit Mike Pacholec, Microsoft
10:15 – 10:35 Break			
10:35 – 11:50	Use SOAP to Replace DCOM Christian Gross, Independent Consultant	Guide to Threading and COM Richard Grimes, Freelance Writer and Consultant	VC++ and Deployment — Installer Technology Considerations Micheal Day, Microsoft
11:50 – 1:00 Lunch			
1:00 – 2:15	COM+ Events Jeff Prosize, VCDJ Contributing Editor	Error Reporting in COM+ Richard Grimes, Freelance Writer and Consultant	Hybrid Clients: the Next UI Generation Christian Gross, Independent Consultant
2:15 – 2:30 Break			
2:30 – 3:45	Solve Distributing Problems with COM/XML Agents Christian Gross, Independent Consultant	Thread Safe Object Oriented Programming Made Easy Juval Löwy, KLA-Tencor	Build Great Web Apps for Windows CE Lizzie Parker and Mike Shappel, Microsoft
3:45 – 4:00 Break			
4:00 – 5:15	Write Transactional Applications with COM+ Jeff Prosize, VCDJ Contributing Editor	Build Browser Helper Objects for IE Dino Esposito, Wrox Press	Get Great Data Access Performance with OLE DB Niels Burgland, Universal Dataaccess
5:15 – 5:30 Break			
5:30 – 6:45	Build Great Windows 2000 User Interface Goodies Dino Esposito, Wrox Press	Advanced MFC Bill Locke, Oakwood Systems Group	Integrate VBA into your Visual C++ Applications Jim Lawyer, Summit Software

THURSDAY, APRIL 20, 2000

	Workshop 5	Workshop 6
9:00 am	COM2TheMax: Become a COM/COM+ Expert in One Day Richard Grimes, Freelance Writer and Consultant	Hands-On ATL Richard Hale Shaw, VCDJ Contributing Editor



VC++ DevCon [Sessions]

SILICON VALLEY ▶ APRIL 16–20, 2000

Hybrid Clients: The Next UI Generation

CHRISTIAN GROSS, INDEPENDENT CONSULTANT

1 P.M., APRIL 19

Charles Petzold's milestone book *Programming Windows* established a standard for how client-side Windows applications—and UIs—should be built. Today, three-tier, Web-based architecture has changed all that. In this session, we'll discuss hybrid clients: clients composed of a user interface; Internet connectivity; XML, XSL, and DHTML; and how to integrate these elements to build these clients.

Solve Distributing Problems with COM/XML Agents

CHRISTIAN GROSS, INDEPENDENT CONSULTANT

2:30 P.M., APRIL 19

Writing distributed applications is not an easy topic. The problem with distributed applications is that they are, in fact, distributed! Code can run anywhere at any time. One effective way of solving the distributed processing problem is to use agents. We'll discuss how agents, XML and COM can be used to solve the distributed processing problem.

Thread-Safe Object-Oriented Programming Made Easy

JUVAL LÖWY, KLA-TENCOR

2:30 P.M., APRIL 19

The advantages to multithreaded applications are well known: the user interface will remain responsive while you do processing in the background, utilize multiple CPUs, serve multiple clients and prioritize your tasks. The benefits come with a price though—worrying about synchronization issues, deadlocks and reentrancy. Together, we'll unravel the OO solution to multithreading and discover a set of C++ tools and solutions that will make writing robust, thread-safe object-oriented applications much easier. By using these tools you can develop your class with the ease of a single threaded environment, but with the added throughput and benefits of a multithreaded one.

Write Transactional COM+ Applications

JEFF PROSISE, VCDJ CONTRIBUTING EDITOR

4 P.M., APRIL 19

One of COM+'s most compelling new features is its integration of Microsoft Transaction Server (MTS) into the operating system. With COM+, you can write transactional components whose operations against databases and other back-end resources succeed or fail as a whole. Join the fun as we write a full-blown transactional application that utilizes VB on the front end, SQL Server on the back end, and middle-tier COM+ components in between. The perfect introduction to COM+ and 3-tier applications!

Build Browser Helper Objects for IE

DINO ESPOSITO, WROX PRESS

4 P.M. APRIL 19

There are circumstances in which you need a specialized version of the browser. Aside from creating your own module, you can rely on Internet Explorer Browser Helper objects. They are lightweight in-process COM objects that get loaded along with the browser and are passed a pointer to its IUnknown interface. What you can do now is only limited by your fantasy: hooking events, opening special-content windows, and so forth. The session covers the architecture of such helper objects and features ATL samples.

Get Great Data Access Performance with OLE DB

NIELS BERGLUND, UNIVERSAL DATAACCESS

4 P.M. APRIL 19

If your program in VC and want absolute best performance from your database components, OLE DB is the way to go! However, if you use OLE DB you will have problem interacting with clients who use other languages such as VB, Web, etc. For those clients, ADO is the best choice for data access technology. We'll show you how to use OLE DB in the middle tier and still let clients use ADO to access data.

Build Great Windows 2000 User Interface Goodies

DINO ESPOSITO, WROX PRESS

5:30 P.M. APRIL 19

We'll check out the user interface enhancements that Microsoft has made since the introduction of Active Desktop for Windows 9x and Windows NT 4. With the advent of Windows 2000 new types of shell extensions and the consolidation of existing ones make your life easier when it comes to give your apps a great user interface. We'll dig deep into the hypertext templates (HTT) as a way to customize the look-and-feel of your folders and how to use shell-wide infotips to display quick information about files.

Advanced MFC

BILL LOCKE, OAKWOOD SYSTEMS GROUP

5:30 P.M., APRIL 19

Does the Microsoft Foundation Class Library have you stumped? You are not alone. We'll talk about the scope and usefulness of the MFC classes, why you might want to use certain classes and perhaps why you might NOT want to use some classes. We'll include mixing and matching C and MFC, how MFC integrates into the development environment to make your development projects easier. Finally, we'll look closely at some basic classes, like CWnd and CObject and GDI through the eyes of MFC.

Pre-Conference Workshops

Sunday, April 16

Hands-On XML

NEW!

RICHARD HALE SHAW, VCDJ CONTRIBUTING EDITOR

Do you want to know what XML is, how to use it, how to create XML documents and display them, create Document Type Definitions (DTDs) and utilize simple XSL stylesheets? Then roll up your sleeves and dig into XML in this interactive **hands-on** workshop. You'll learn how to integrate COM and XML, how to serialize COM objects as XML documents, to read and write XML via COM interfaces, and then apply these ideas to simple e-commerce concepts, all through hands-on exercises.

What you should bring: a laptop with Visual C++ 6 SP3, ATL 3 and Internet Explorer 5 installed. Please e-mail us at conferences@fawcette.com before the class for the additional materials you'll need to download and install prior to this workshop.

NEW!

COM/COM+ from the Ground Up

JEFF PROSISE, VCDJ CONTRIBUTING EDITOR

New to COM? This session shows you everything you need to know about COM and COM+. COM transcends language-specific object models and enables objects to be built and used in any language. It also offers location transparency, which enables clients to communicate with objects running on remote network servers easily. We'll cover object architectures, COM clients and servers, the Interface Definition Language, connection points, and scripting. You'll also be introduced to the Active Template Library (ATL) and see how it's used to make short work of writing COM servers.

Create Great Apps with ATL

RICHARD GRIMES, FREELANCE WRITER AND CONSULTANT

ATL is the library of choice for C++ COM development. As a C++ template library it has the right combination of features and ease of use. If you aren't familiar with C++ templates they can be quite daunting. Together we will look at ATL, its architecture and facilities, and see exactly what the wizards will do for you. During the day we will go

through all of ATL features from simple component development, through controls and MTS and even cover non-COM Win32 development!

Post-Conference Workshops

Thursday, April 20

COM2TheMax: Become a COM/ COM+ Expert in One Day

RICHARD GRIMES, FREELANCE WRITER AND CONSULTANT

We'll take you on a whistle-stop tour of COM and MTS before taking a leisurely drive through COM+. On the way you'll learn about COM+ security, COM+ events, and the importance of context in everything that you do. You'll also see the new COM features of Windows 2000 including pipes and asynchronous calls. At the end you'll have an understanding of how COM+ works and its significance in component development.

Hands-On ATL

RICHARD HALE SHAW, VCDJ CONTRIBUTING EDITOR

Join us for advanced, **hands-on** and interactive COM programming techniques in ATL. You'll learn how to create custom class factories, and what are the mechanisms for creating singleton objects vs. separate server instances for each activation request. Find out how you write advanced UIs in ATL or with ATL extensions, and how ATL handles Windows messages. Wondering how can you prevent collisions between identical methods of separate interfaces and avoiding the use of nested classes? Learn the answers to these questions and many more.

What you should bring: a laptop with Visual C++ 6 SP3, ATL 3, installed. If possible, you should also install the WinUI samples from the January 2000 Platform SDK (available at <http://www.microsoft.com/msdownload/platformsdk/setuplauncher.htm>). Any questions about all this, e-mail us at conferences@fawcette.com.



VC++ DevCon [Speakers]

SILICON VALLEY ▶ APRIL 16–20, 2000



BILL LOCKE,
OAKWOOD SYSTEMS GROUP

Bill Locke is currently a consultant with Oakwood Systems Group, a leading consulting firm based in St. Louis, Nashville and Kansas City. Bill is also a partner in BeCubed

Software, Inc., a principal supplier of Visual Basic tools. Previously he was a lead developer at MicroHelp, Inc.

CHRISTIAN GROSS, INDEPENDENT CONSULTANT

Christian Gross is an independent consultant who lives for Internet application development. Christian has been connected since 1992, when the term “NOS” meant something. He regularly speaks at the conferences and is currently writing about and conducting training on Internet application development.



DINO ESPOSITO,
WROX PRESS

Dino Esposito is a trainer and consultant based in Rome, Italy. He specializes in scripting and COM and authored *Visual C++ Windows Shell Programming* (Wrox Press, 1999). Dino is

also the cofounder of www.vb2themax.com, a VB-oriented Web site. Dino is a regular contributor to *MIND*, *MSJ* and *MSDN*.

GARY CARLETON, INTEL CORP.

Gary Carleton works at Intel Corp. on SW Performance Tools including the VTune Analyzer and C/C++ Compiler. Gary has been an engineering manager and software engineer for Intel Corp, Cadre Technologies and Kaiser Engineers.



JAY BAZUZI, MICROSOFT

Jay Bazuzi is a developer on the Visual C++ Debugger. Jay's been helping to write the Debugger for about three years. When not debugging the debugger, maladjusting his motor-cycle, or conferring at conferences, he sleeps.



JEFF PROSIZE,
VCDJ CONTRIBUTING EDITOR

Jeff Prosize makes his living programming Windows and teaching others how to do the same. Jeff's most recent book, *Programming Windows with MFC*, Second Edition, was

published this spring. Jeff is a contributing editor to *Visual C++ Developers Journal*, *PC Magazine*, and *MSJ*, and is now beginning work on a new book on COM+. Jeff also teaches MFC and COM programming seminars for companies around the world.

JIM LAWYER, SUMMIT SOFTWARE

Jim Lawyer is CTO of Summit Software, Microsoft's authorised VBA agent. Since co-founding Summit Software in 1991, Jim has led his company's R&D and product support teams. He is a frequent speaker at Microsoft VBA integration seminars.



JOHN PEARSON,
**CHURCH OF JESUS CHRIST
OF LATTER-DAY SAINTS**

John Pearson programs in Visual Basic and C++ for the Church of Jesus Christ of Latter-day Saints and does private development with

Java and Web development tools. John has worked with several products to Voice Enable software and now specializes in the use of the Microsoft Speech API. He also contributes to several magazines including the *VCDJ*.



JOHN STOUT,
STOUT SYSTEMS DEVELOPMENT, INC.

John Stout is the president of Stout Systems Development, Inc. With over 20 years in the industry, John consults to high tech, from business systems and manufacturing companies on diverse projects — multi-tiered applications to desktop publishing and diagnostic tools. He has used VC++/MFC since version 1.0 and speaks regularly at VC++ DevCon and Microsoft Developer Days.



JUVAL LÖWY, KLA-TENCOR

Juval Löwy is a corporate software architect at KLA-Tencor, based in San Jose, CA. Juval designs and develops frameworks and components to be used across the corpora-

tion. Juval has more than 5 years of extensive COM experience as an early adopter of COM. He conducts classes on Object Oriented Design, Win32 Multithreading, COM/COM+ and advanced COM.

LON FISHER, MICROSOFT

Lon Fisher has been working at Microsoft for over nine years. During this time Lon's worked on MFC, OLE Controls, ATL, and Visual C++ database support. He is currently working on enterprise/ Web application development with the Visual C++ team.

LIZZIE PARKER, MICROSOFT

Lizzie Parker is Lead Program Manager for the Visual C++ product in Windows CE. Prior to working on Windows CE, she worked on Visual Studio and MSDN.



MICHAEL DAY, MICROSOFT

Michael Day has been Program Manager at Microsoft for nearly four years. Michael has more than 15 years of industry experience, working at both startups and large compa-

nies on programming environments, document management systems, databases and editors. He has been the program manager for VSI since it was first started.

VC++ DevCon [Speakers]

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MICHÈLE LEROUX BUSTAMANTE,
WEBSIDESTORY, INC.

Michèle Leroux Bustamante has eight years of experience in Windows development using Visual Basic and Visual C++. Michèle's specialties include GDI, graphics, multimedia, and ActiveX technologies back to OLE 1. She works for WebSideStory as Senior Software Engineer, and for UCSD Extension as an instructor, course developer and Program Advisor for the VB and VC++ certificate program.



MICKEY WILLIAMS,
CODEV TECHNOLOGIES

Mickey Williams is the founder of Codev Technologies, a provider of tools and consulting to companies developing mission-critical Windows applications.

Mickey's interests include building distributed systems based on Windows NT/2000 and component-based development. He is the author of several books on Windows and Visual C++, including *Programming Windows 2000 Unleashed*, from Sams Publishing.

MIKE SHAPPEL, MICROSOFT

Mike Shappell originally joined Microsoft in 1991 as a member of the newly formed Consulting Services Division. Based in San Francisco, he provided Windows development, client-server, and networking expertise to numerous Fortune 500 customers. Mike now lives in the Seattle area and leads the development effort of Visual C++, MFC, and ATL for Windows CE.

MIKE PACHOLEC, MICROSOFT

Mike Pacholec is Program Manager on the Visual C++ Environment Team. For the last two years, Mike contributed to the C++ debugger and design time environments. Prior to Microsoft, Mike held product development positions with Oracle Corporation and Progress Software.



NIELS BERGLUND, UNIVERSAL DATAACCESS

Niels Berglund is the founder and senior consultant of Universal Dataaccess, Ltd., a company specializing in designing and developing distributed applications for the financial industry. Recently, Niels has been designing and developing systems using Windows 2000 and the new features that are part of COM+. He is also a Microsoft MVP for ADO/OLE DB and MTS, and speaks regularly on industry events.



REVITAL ELITZUR, MICROSOFT

Revital Elitzur joined Microsoft in 1995 as Software Design Engineer on the Microsoft Message Queue Services (MSMQ) team within the NT Development Group. Revital currently works as Enterprise Program Manager in Microsoft Consulting Services in Los Angeles, helping customers

with strategic architecture planning. Revital is a regular speaker at developer conferences around the world.



RICHARD GRIMES,
FREELANCE WRITER AND CONSULTANT

Richard Grimes is an independent consultant and writer on ATL and COM technologies. He is the author of several books from Wrox Press, including *Professional ATL COM Programming* and *Professional Visual C++ MTS Programming*. Richard is the ATL columnist for VCDJ and is a regular contributor to *Visual Systems Journal* and www.iDevResource.com.



RICHARD HALE SHAW, VCDJ
CONTRIBUTING EDITOR

Richard Hale Shaw is a consultant and trainer on COM/DCOM, Visual C++/MFC/ATL, Visual J++, and MTS for software developers worldwide. Richard was integral in creating the VC++ DevCon and currently is a columnist for VCDJ.



SCOTT STANFIELD,
VERTIGO SOFTWARE, INC.

Scott Stanfield is the founder and CEO of Vertigo Software, Inc., a San Francisco Bay Area consulting solutions company. Vertigo speeds the creation and deployment of their customers' e-business Web applications using team-based development and Microsoft Windows DNA 2000. Contact Scott at scott@vertigosoftware.com.

SRIDHAR MADHUGIRI, MICROSOFT

Sridhar Madhugiri is Software Design Engineer on the Visual C++ Libraries Team. Sridhar has worked on MFC, ATL and COM-based Attributes in ATL.

TERRY LEEPER, MICROSOFT

Terry Leeper is Program Manager for the Visual C/C++ compiler group. Previously, Terry developed multiplatform compilers and toolsets.

TONY GOODHEW, MICROSOFT

Tony Goodhew is Visual C++ Product Manager for Microsoft. Tony has worked for Microsoft for seven years, starting at 1990 with his work on OS/2 and then as Product Manager for Databases and Development Tools. In an interim period, 1994–1998, he left Microsoft and worked for Gupta, NCR, AT&T and IBM. Microsoft hired him back in May 1998 as a Product Manager in the Visual Tools Division.

WALTER SULLIVAN, MICROSOFT

Walter Sullivan is Lead Program Manager for the class libraries in the Visual C++ Group. Walter's been with Microsoft for almost 10 years and with Visual C++ most of that time.



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E-mail: jennifer.welton@westin.com

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[Registration Information]



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Registrations received two weeks prior to the conference will be confirmed by mail. Conference materials will not be

mailed. Registration on Sunday, April 16 will open at 7 a.m. Please pick up your conference materials at least 30 minutes prior to the conference in the VC++ DevCon registration area.

Cancellation Policy

You may transfer your conference registration to another person within your organization at any time. If you must cancel, notify the conference registrar in writing by March 15, 2000 to receive a refund, less a \$100 cancellation fee. Refunds will not be granted for registrations cancelled after March 15, 2000. In the event that VC++ DevCon is cancelled by Fawcette Technical Publications, attendees will receive the registration fee only. Cancellation of travel and hotel reservations is the exclusive responsibility of the attendee.

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The speakers listed in this brochure are leading professionals in their respective fields. Should a speaker be unable to attend the conference, all efforts will be made to replace that faculty member with one of comparable experience and qualifications.

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