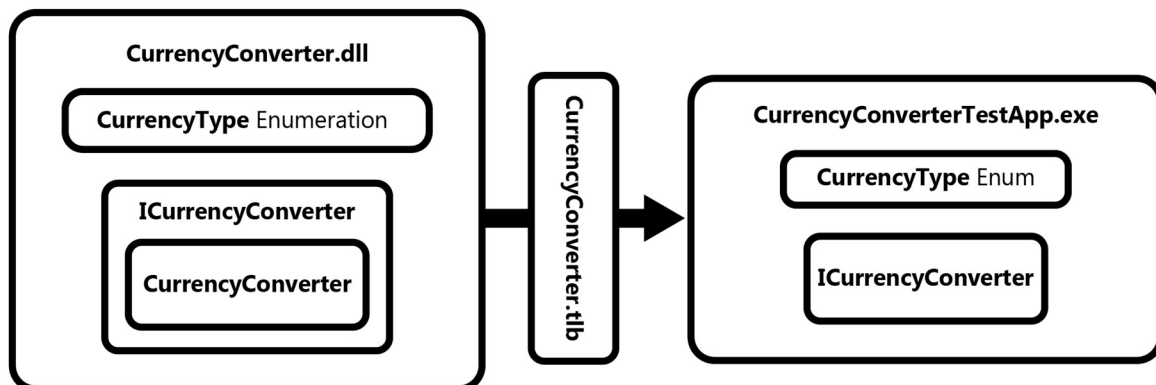


# BREAKING THROUGH TO .NET WITH LEGACY CODEBASES

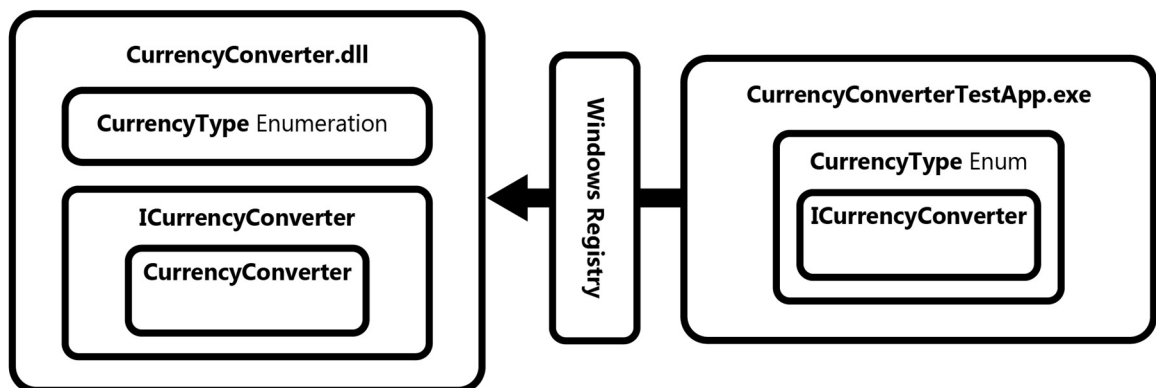
## HANDOUT

### Example 1:

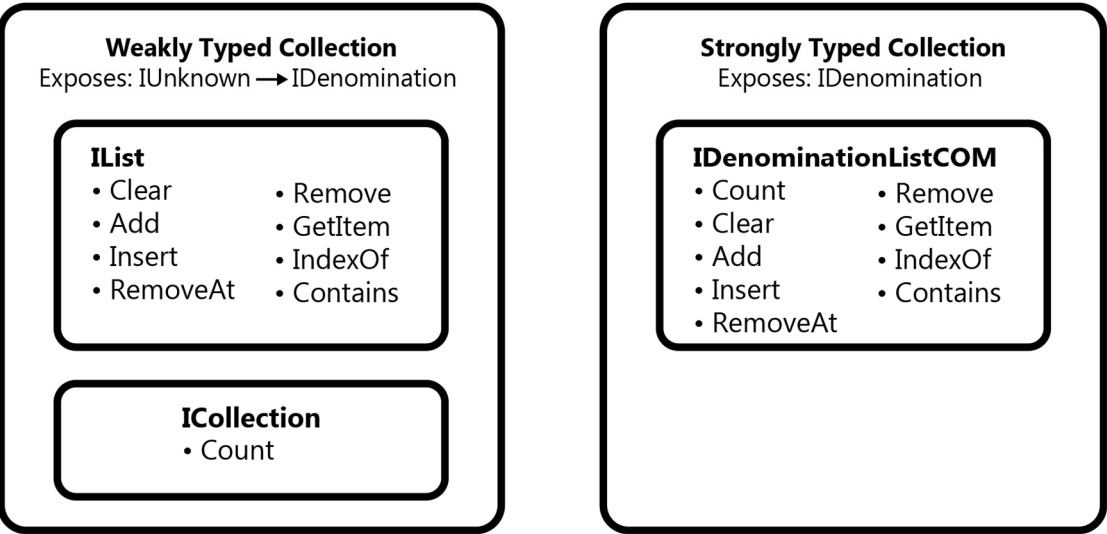
#### Basic COM Interop Compile Time



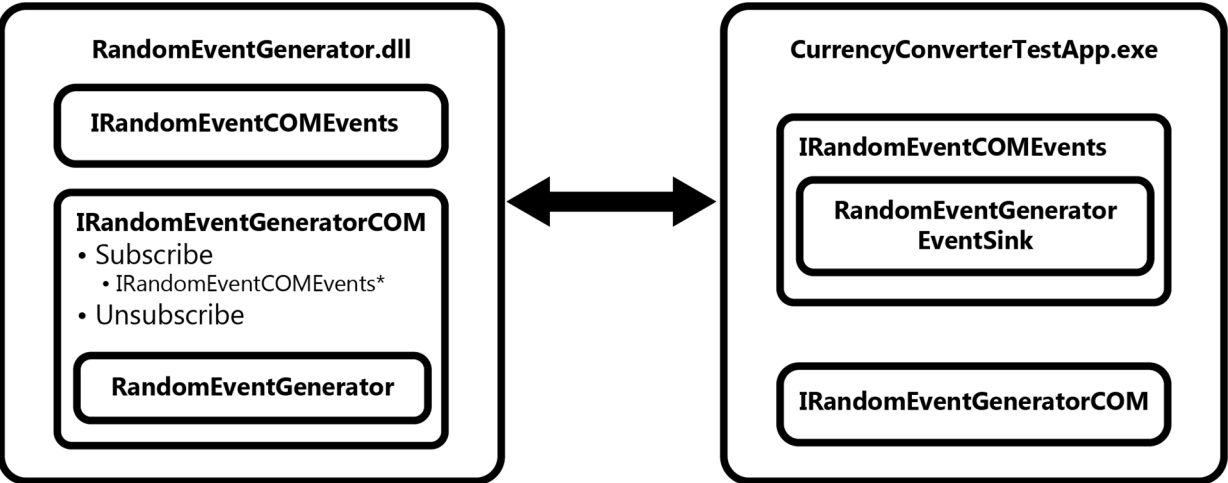
#### Basic COM Interop Run Time



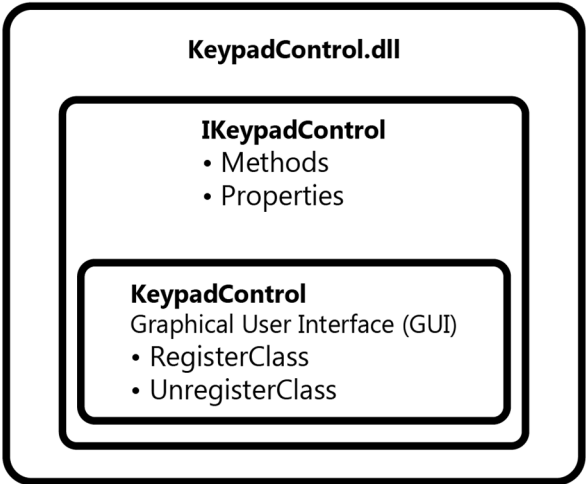
Example 2: Collections



Example 3: Events



Example 4: User Control (as ActiveX)



### .NET to COM Data Type Conversions

.NET Data Type	COM Data Type*
System.SByte	char
System.Int16	short
System.Int32 (int)	long
System.Int64 (long)	long long
System.Byte	unsigned char
System.UInt16	unsigned short
System.UInt32 (uint)	unsigned long
System.UInt64 (ulong)	unsigned long long
System.Single	float
System.Double	double
System.Boolean (bool)	VARIANT_BOOL
System.String (string)	BSTR ( <i>basic or binary string</i> )
System.Decimal (decimal)	DECIMAL
System.DateTime	DATE
System.Guid	GUID

\*May vary with different development platforms

### Link to Example Source Code

<https://github.com/pvoelker/BreakingThroughToDotNet.git>

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