

The **POCO Platform** for **M2M** (*Machine-to-Machine*) **M2E** (*Machine-to-Enterprise*) and **Device Management** Applications

Applied Informatics' **POCO Platform** provides various toolkits that simplify the development of software for internetworked smart devices – to make the *internet of things* a reality.

DEVICE WEB SERVICES

With **POCO Remoting**, a **distributed objects** and **web services** framework for C++, devices such as equipment controllers or device servers can be easily extended with M2M (*Machine-to-Machine*) and M2E (*Machine-to-Enterprise*) communication capabilities. Using POCO Remoting, any device can become a provider of SOAP (Simple Object Access Protocol) and WSDL (Web Service Definition Language) based web services. For scenarios where SOAP does not deliver the required performance, POCO Remoting offers a highly efficient binary communication protocol. It is even possible to extend POCO Remoting with custom protocols. POCO Remoting brings **Service Oriented Architectures** to networked smart devices.

DEVICE MONITORING AND MANAGEMENT

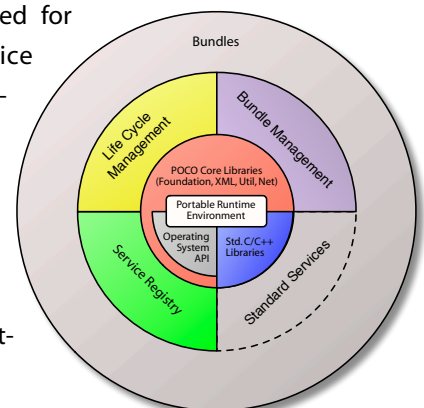
The **POCO C++ Libraries** feature a built-in HTTP server that can be used to equip a device with a web server for remote monitoring and remote configuration. The **WebWidgets** toolkit makes it easy to develop browser-based user interfaces. POCOs application configuration framework can be used to manage device configuration data. An implementation of the **NETCONF** protocol (RFC 4741) enables remote management of network devices.

OPEN SERVICE PLATFORM

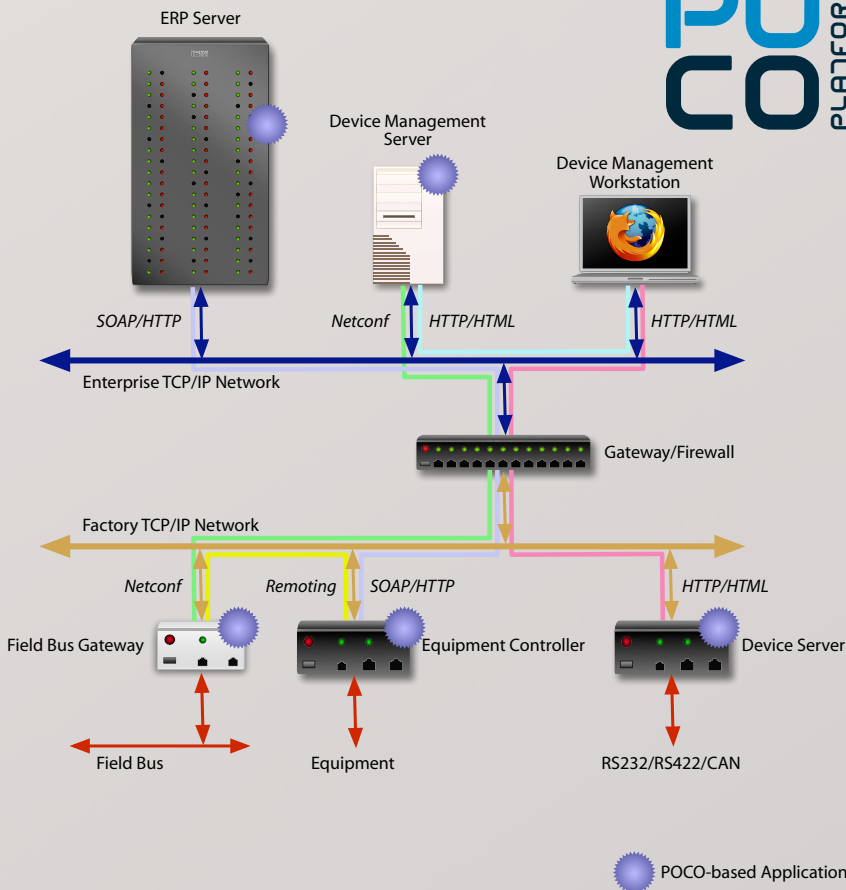
The **POCO Open Service Platform** (OSP) is a middleware providing a service-oriented and component-based environment for developing, deploying, running and managing modular network-based applications. OSP makes it possible to build applications that can be managed, extended and upgraded in the field.

At the core of OSP lies a powerful software component model based on the concept of bundles. A bundle is a deployable entity, consisting of both executable code and the required configuration, data and resource files. Bundles extend the functionality of an application by providing features to other bundles, end-user functionality or web services. A central *Service Registry* allows bundles to discover the services provided by other bundles. Bundles can be added, updated, started, stopped or removed from an application without the need to terminate and restart the application.

OSP is ideally suited for systems like device servers, data acquisition systems and network/protocol gateways requiring flexible, highly configurable and manageable software.



POCO PLATFORM

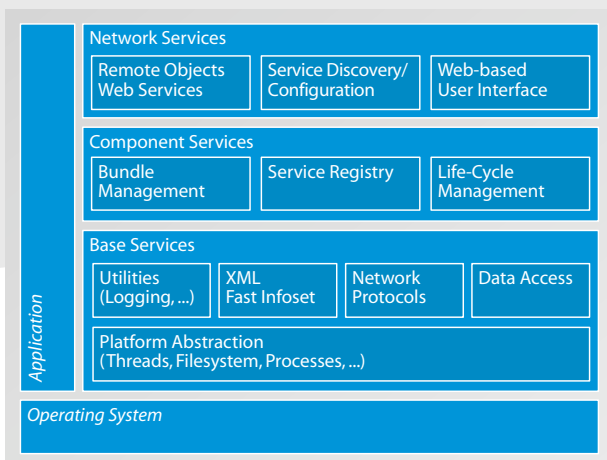


FEATURES AT-A-GLANCE

- ✓ easily implement SOAP/WSDL based device web services and Service Oriented Architectures for Machine-to-Machine (M2M) and Machine-to-Enterprise communication (M2E) using POCO Remoting
- ✓ make shop floor devices a first class citizen in your enterprise IT infrastructure
- ✓ enable remote management and remote configuration capabilities for networked smart devices, based on a built-in web server or the standard Netconf protocol (RFC 4741 and 4742)
- ✓ build browser-based user interfaces for devices using the WebWidgets toolkit
- ✓ create component-based, modular and manageable device applications using the POCO Open Service Platform
- ✓ use secure network communication channels based on TLS and SSL
- ✓ use the powerful POCO C++ Libraries to create network-based device applications in shorter time

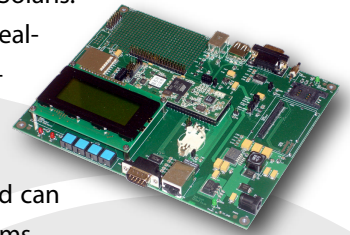
BASED ON THE POCO C++ LIBRARIES

The POCO C++ Libraries are open source C++ class libraries that simplify and accelerate the development of network-centric, portable applications in C++. The libraries integrate perfectly with the C++ Standard Library and fill many of the functional gaps left open by it. For more information on the POCO libraries, please visit the POCO Community Website at <http://pocoproject.org>.



SUPPORTED PLATFORMS

The POCO Platform is available on a variety of operating system and hardware platforms. All major desktop and server platforms are supported, including Windows, Mac OS X, Linux and Solaris. POSIX-compliant embedded/real-time operating systems, including embedded Linux are supported as well. The toolkits are highly portable and can be easily ported to new platforms.



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SMARTER DEVICE NETWORKING