



POCO PLATFORM

Applied Informatics' **POCO Platform** integrates various class libraries and development tools that simplify the development of software in C++ for distributed applications and networked smart devices.

REMOTING AND WEB SERVICES

With **POCO Remoting**, a **distributed objects** and **web services** framework for C++, applications can be easily extended with network communication capabilities. Using POCO Remoting, any application or 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** and **interoperability with Java and .NET** to C++ applications and networked smart devices.

APPLICATION MONITORING AND MANAGEMENT

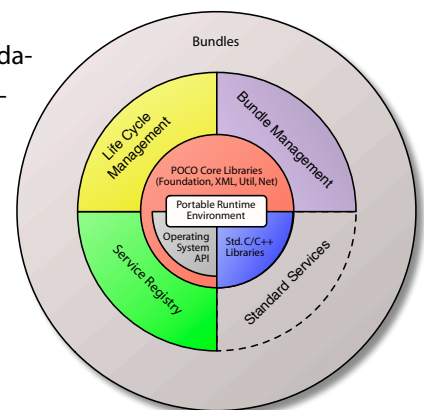
The **POCO C++ Libraries** feature a built-in HTTP server that can be used to equip an application with a web server for remote monitoring and management. The **WebWidgets** toolkit makes it easy to develop Ajax-enabled browser-based user interfaces. POCOs application configuration framework can be used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

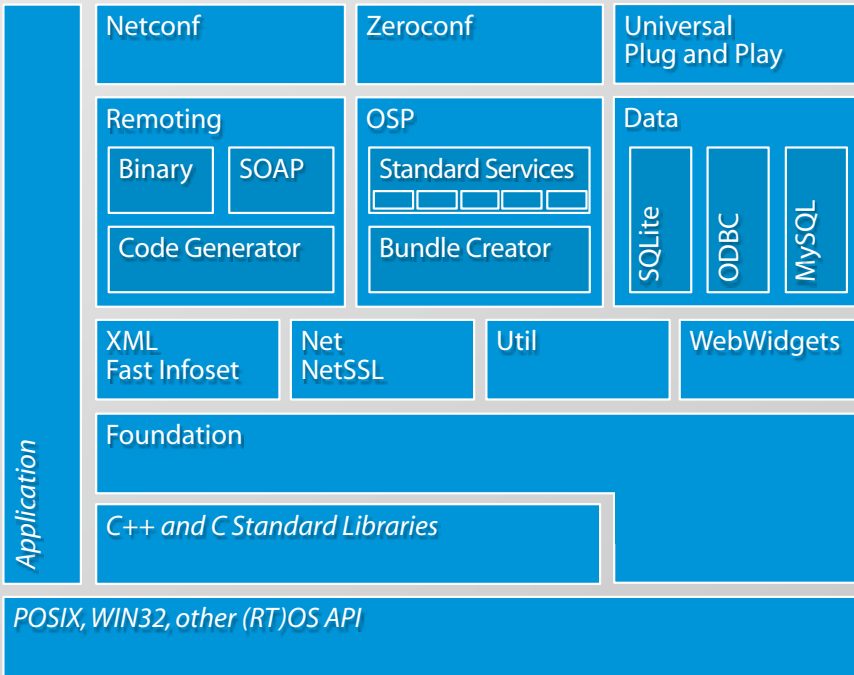
OPEN SERVICE PLATFORM

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 (plug-in) 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 a great foundation for C++ applications and smart devices that must be extensible and manageable once deployed in the field.





FEATURES AT-A-GLANCE

- ✓ easily implement SOAP/WSDL based device web services and Service Oriented Architectures for C++ applications using POCO Remoting
- ✓ enable remote management and remote configuration capabilities for applications and networked smart devices, based on a built-in web server or the standard NETCONF protocol (RFC 4741 and 4742)
- ✓ build Ajax-enabled browser-based user interfaces for devices using the WebWidgets toolkit
- ✓ create component-based, modular and manageable applications using the POCO Open Service Platform
- ✓ SQL database access, including ODBC and SQLite for embedded applications
- ✓ Fast Infoset binary XML encoding (ITU-T Rec. X.891, ISO/IEC 24824-1)

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>.

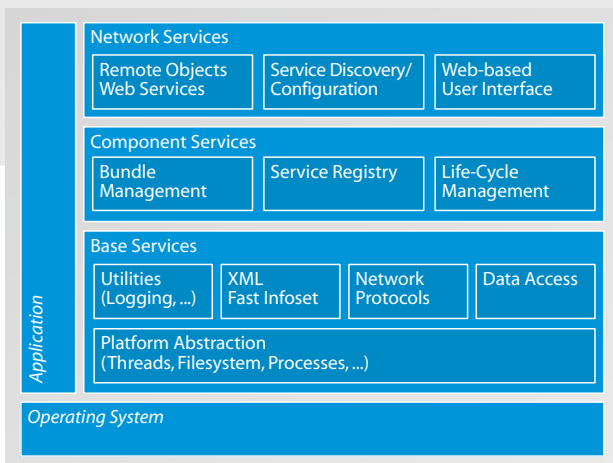
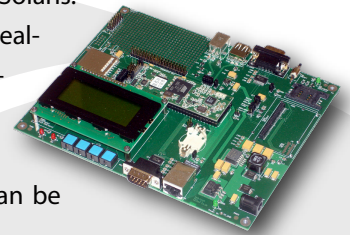
ONE PLATFORM – UNLIMITED POSSIBILITIES

From building automation systems to automotive test and diagnostic systems, from consumer electronics

devices to cross-platform applications, from steel manufacturing to biotech. There are no limits to what applications and devices can be built with the POCO Platform.

SUPPORTED OPERATING SYSTEMS

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 source code is highly portable and can be easily ported to new platforms.



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SMARTER DEVICE NETWORKING