



POCO
C++ LIBRARIES

The **POCO C++ Libraries** are a collection of 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. Their modular and efficient design and implementation makes the POCO C++ Libraries extremely well suited for embedded development, an area where the C++ programming language is becoming increasingly popular, due to its suitability for both low-level (device I/O, interrupt handlers, etc.) and high-level multi-paradigm development. Of course, the POCO C++ Libraries are also ready for enterprise-level challenges.

BENEFITS & FEATURES

The POCO C++ Libraries help developers to focus on the unique core features of their product – the features that will ultimately distinguish it from its competitors. By reusing the proven code in the POCO C++ Libraries, developers do not need to waste valuable time and resources re-inventing the wheel. The result is less risk, a higher quality product and a shorter time-to-market.

The POCO C++ Libraries provide support for multi-threading, streams, filesystem access, logging, shared libraries and class loading, network programming (TCP/IP sockets, HTTP client and server, FTP, SMTP, POP3, SSL/TLS, etc.), XML processing (SAX2 and DOM), database access, web-based user interfaces and more.

CROSS-PLATFORM MADE EASY

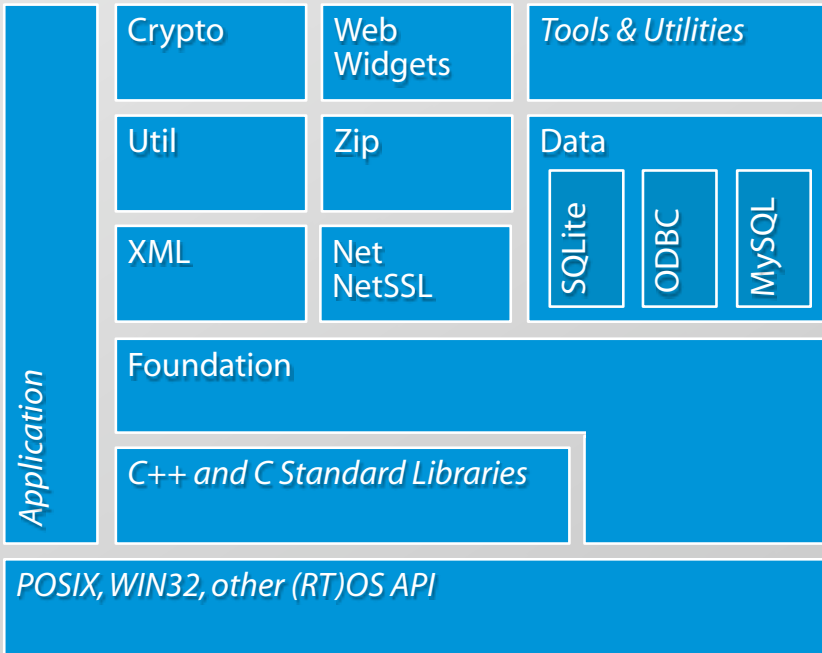
At the core of the POCO C++ Libraries is the Foundation library. Besides a multitude of useful utility functions, the Foundation library provides classes that hide operating system specific functions like multi-threading and filesystem access under a unified programming interface. This makes porting POCO-based code from one operating system to another an effortless task – write once, compile and run everywhere.

100 % OPEN SOURCE

The POCO C++ Libraries are developed in an open source project, supported by a worldwide community of enthusiastic developers. The libraries are available under the Boost Software License, which is one of the most liberal open source licenses available. The Boost Software License makes the POCO C++ Libraries free for both open source and unrestricted commercial use.

PROFESSIONAL SUPPORT AND TRAINING

Applied Informatics, as the founder of the POCO C++ Libraries open source project, is the best source for commercial-level support and training. With the flexible training and support services offered by Applied Informatics, developers get immediate and optimal help to overcome any issues when developing applications and systems using the POCO C++ Libraries – a reliable safety net when using POCO in commercial and mission critical systems.

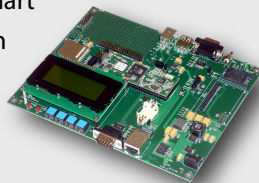


POCO FEATURES AT-A-GLANCE

- ✓ threads, thread synchronization and powerful high-level abstractions for multi-threaded programming
- ✓ events and notifications
- ✓ streams and filesystem access
- ✓ shared libraries and class loading
- ✓ powerful logging and error reporting
- ✓ network programming (TCP/IP sockets, HTTP, HTTPS, FTP, SMTP, POP3, SSL/TLS, etc.)
- ✓ embedded web server and C++ Server Pages (JSP/PHP for C++)
- ✓ XML processing (SAX2 and DOM)
- ✓ configuration file and command-line options handling
- ✓ Unicode support
- ✓ data compression (zlib, Zip)
- ✓ SQL database access (ODBC, SQLite, MySQL)
- ✓ a powerful build system for POSIX platforms
- ✓ ... and much more

POCO FOR INTERNETWORKED SMART DEVICES

The POCO C++ Libraries and the Linux operating system are the perfect platform to build the new generation of internetworked smart devices and network appliances upon. Adding network communication, a web server, XML and web services support, or remote management capabilities to a smart device becomes a breeze with the POCO C++ Libraries and the POCO Platform.



PART OF THE POCO PLATFORM

Applied Informatics provides additional libraries and tools based on the open-source POCO C++ Libraries. These libraries and tools, known as the **POCO Platform**, provide support for working with distributed objects and web services (SOAP, WSDL), XML Schema support, Fast Infoset (ITU-T Rec. X.891, ISO/IEC 24824-1), a powerful component/plugin architecture (OSGi™ Technology adapted for C++), remote configuration of networked smart devices based on the NETCONF protocol (RFC 4741) and automatic network service discovery based on Zeroconf. All libraries and tools are delivered with full source code.

SUPPORTED PLATFORMS

The POCO C++ Libraries are available on a variety of 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 POCO C++ Libraries code is highly portable and can be easily ported to new platforms.

FOR MORE INFORMATION

To learn more about the POCO C++ Libraries, visit the project website at <http://pocoproject.org>, or Applied Informatics online at <http://www.appinf.com>.

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SMARTER DEVICE NETWORKING