

The IBM Java integrated development environment for embedded systems

All our Java development solutions are based on IBM's Websphere Studio Device Developer(WSDD). This tool provides a complete development environment for embedded devices. It is delivered in a standard configuration as a basis for our JDEs:

Comprehensive yet easy-to-use IDE Core:

- Graphical User Interface.
- File system.
- Project manager and librarian.
- Editors and browsers.

Team development environment:

- Facilitates managing & control of large projects carried out by single or multiple teams.
- Allows more effective control of the development process.

Version control interface:

- Easy-to-use interface to SCVS and other commercially available version control systems.

Tools for constructing, testing, and debugging bytecode executable forms of Java applications created with the IDE Core:

- Java-to-bytecode compiler.
- Tools for creating the JAR files of bytecode/native-code executables.
- Remote "on target" bytecode debugger.
- Remote "on target" micro-analyzer/profiler.
- Refactoring tool.

ANT build environment suitable for:

- Creation of sophisticated build scripts.
- Quick testing of new builds.

Tools for optimizing the deployment-ready bytecode forms of Java applications:

- "SmartLinker" - AOT (Ahead-Of-Time) optimizer of runtime footprint.
- AOT compiler if the corresponding JRE is compliant with the Real-Time Specification for Java.
- JXE linker - AOT optimizer for specific features of the target hardware. (Is required for use with the AOT compiler).

Emulator launcher and interface:

- Supports the Unified Emulator Interface(UEI).
- Facilitates effective use of various commercially available device emulators.
- Can be easily adapted for the specific emulator of a given customer.

Fast deployment on flash memories:

- Packaging of deployment-ready applications for fast "execution in place" (XIP) on flash memories.

Language translation Java APIs:

- Most European languages.
- Japanese, Korean, Chinese, simplified Chinese, etc.