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StandardLink

Product definition:
StandardLink is a middleware software with an SDK and a collection of tools for rapid prototyping, easy implementation, configuration, tests, and maintenance of portable distributed real-time-capable systems.

Target systems and components:
- *Distributed real-time-capable high-availability client-server computing systems with user-specific server and client components;*
- *User-specific real-time-capable server and client components, implemented or generated in C/C++;*
- *User-specific client components, implemented or generated in .NET languages (e.g. C#, VB.NET);*
- *Heterogenic systems (combination of different operating platforms in one system);*
- *Distributed systems on embedded components;*

Mission objective:
Reduce effort and technological risks of prototyping, implementation and exploitation of complex distributed computing systems.

Mission strategy:
- *Hide issues of distributed computing and database managements;*
- *Allow a developer to concentrate on customer-specific problems;*
- *Reduce interdependency between customer-specific components as well as between the development teams;*
- *Provide efficient tools for early and partial integration, error localization, and diagnostic;*

Why to use StandardLink

StandardLink is targeted at reduction of required manpower and risks in projects of prototyping and implementation of complex distributed computing systems.

In StandardLink target cases, parts of distributed customer-specific business logic are deployed over several computers, linked in a network. Often, the customer considers that necessary communication infrastructure can be easily implemented with aid of some standard components and thus does not require much of additional effort.

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Most known remote communication and database management middleware components require fitting design of business logic to their particularities. Often, this creates significant effort overhead in comparison with the ordered business logic. StandardLink encourages object-oriented modelling of business logic, does not impose any specific system architecture, and allows concentration of efforts on implementation of customer-specific part of the task.

Implementation of distributed business logic basically includes implementation of different components by different teams or suppliers, e.g. HW interfaces, data collection, process control logic, and user interfaces. Such projects contain risks due to interdependency between the teams (e.g. one team's work is blocked because the other team could not deliver in time) as well as due to unpredictable artefacts, arising when the components are put together and each team pretends that the malfunction reason is on the other side.

Realization of such risks leads to drop of motivation and efficiency, to explosion of manpower costs, and to uncontrollable delivery delays. StandardLink provides necessary means for reducing team interdependency, for easy emulation of missing components, for early and partial integration tests, and for rapid error localization in distributed system, also remotely.

Use of StandardLink allows reducing deterministic and non-deterministic project efforts. Such efforts otherwise should be covered by engagement of additional highly paid SW professionals. This option, however, is not always easy to realize because skilled SW engineers are not always available just-in-time or, when they are, the company could have charged them with tasks, which match the company's profile in a better way.

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