Б,	-	udio Device Developer	
	ctivity Through Integration		
Editor			
	WebSphere Studio Integrated toolset	Shortens coding cycle time, errors	YES
	Code-assist / auto-completion	Simplifies coding / reduces manual lookup time / ease of learning	YES
	Compiles against selectable Class Libs (JCL's)	Allows switching from large to small libs, and gives immed. feedback	YES
	OSGi Bundle creation support	Simplifies OSGi bundle definition & management - IBM SMF Bundle Development Tool Plugs into WebSphere Studio Device Developer	YES
	Extensible / open plug-in architecture	Upgradeability, 3rd-party & customer customization	YES
	Provides integration points to server side tooling	Plugs into WebSphere Studio Application Developer for an device-to- server build, deploy, test solution	YES
	Programmable editor		YES
	Refactoring Tool	Important when migrating applications to take advantage of new specifications. Useful for migrating PersonalJava applications to J2ME	YES
Debugger			
	Integrated into IDE	Simpler, faster, greater functionality	YES
	On-target cross-platform debugger	Remote debug to multiple targets allows developers to test code as it runs on the target device. Debug client runs on client avoiding load and space utilization on the target	YES
	Debugger does not alter executable (no hooks in application)	Testing actual application speeds the development process and ensures developer that app will run on target devices	YES
	Hot code replacement (local)	Do not need to restart debugging session - saves lots of time	YES
	Hot code replacement (remote target)	(cont'd) also don't need to re-download updated code	YES
	Plug in for PalmOS Emulator	Assist in local testing of application on developers workstation	YES
	Integrated BREW emulator	Assists in testing of "TRUE BREW" applications	Version 5 via Web Update
MicroAnal	 V7er		
TVIIOI O/ TITAL	Integrated into IDE	Simpler, faster, greater functionality	YES

	Memory space monitoring	Needed for debugging memory use issues, leaks, GC issues, etc.	
	, , , , , , , , , , , , , , , , , , ,	30 0	YES
	Logic trace-like display shows thread switches	Critical for debugging thread issues, deadlock, timing issues, etc.	YES
	shows JNI calls	Required for testing native code calls	YES
Repositor	y - Team Streaming Technology		
	Differences Browser	Allows developers to compare and quickly merge code changes	YES
	Supports popular Version Control (VC) products	Integrates with CVS (open version control system). Also plugs into WebSphere Studio Application Developer for access to more Source Code Management Systems (Rational, TogetherSoft, Merant,).	YES
	Supports multiple distributed servers easily (WAN)	Projects can be distributed, and one developer can work on serveral projects for several teams across network (employees / suppliers/)	YES
	Replication between servers or desktop	Simplifies development when disconnected from network. Only file changes have to be transferred so slow links can be used.	YES
	Versioning	Can always immediately recall earlier versions applications for support or modification.	YES
	Releasing	Used to share finnished code with teammates	YES
Build / Lau	unch / Test Integration		
	Integrated with ANT build scripts for smoother workflow between edit, build and test phase	Rapid build, speeds testing of applications. Tight integration with the version control systems, allows mutliple new ideas to be tested, and versionned together.	
	Integrates with PalmOS Emulator (POSE)	Assists developers in quickly building applications for deployement to PalmOS devices	YES
	Integrated PocketPC Emulator	Assists developers in quickly building applications for deployement to PocketPC devices	YES
	Architected Emulator Interface allowing other skins to be quickly added	Allows new emulator skins to be quickly added to the development environment	YES
	Integrated BREW SDK and emulator	Assists developers in quickly building TRUE BREW applications	Version 5 - Web Update - November 2002
	MIDlet skins for creating MIDP applications	Assists developres in creating MIDlets for deployment to J2ME Java Powered Runtimes	YES
Open			
Open			

		Eclipse.org "Plug in' architecture	Uses eclipse.org architecture to allow other tools vendors easilty		
			integrate.	YES	
		Integrates with C/C++ support	Stores C/C++ code in repository for VC of entire application	YES	
		BREW Development "Plug in'	Assists developers in creating TRUE BREW(TM) applications	Version 5 - Web Update November 2002	
Quality					
	Commitment				
		Depth of embedded knowledge. Long term vendor commitment to OO and VM technologies	How much experience does your vendor have in building VMs for embedded systems	15 years	
		Ongoing commitment (financial / resources) to survive in the embedded market		15 Years experience	
		Uses eclipse.org open source community workbench for tool integration	WebSphere Studio Workbench-based implemtations using eclipse.org extensible architecture. Plugs into WebSphere Studio Device Developer, WebSphere Studio Site Developer	YES	
		Vendor uses its own tool to build WebSphere Studio Device Developer, to maintain the product	Problems found early in development cycle. Any configuration shipped to customers can be immediately recreated.	YES	
		Vendor customizes the solution for project opportunities	Vendor and partners create custom solution to match your project needs (reconfigure Classlibs and VM for a specific application)	Call	
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