

WebSphere Studio Device Developer

Productivity 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
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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

MicroAnalyzer

Integrated into IDE	Simpler, faster, greater functionality	YES
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		Memory space monitoring	Needed for debugging memory use issues, leaks, GC issues, etc.	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	
		Repository - 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 several 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 finished code with teammates	YES	
		Build / Launch / 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 multiple new ideas to be tested, and versioned together.		
		Integrates with PalmOS Emulator (POSE)	Assists developers in quickly building applications for deployment to PalmOS devices	YES	
		Integrated PocketPC Emulator	Assists developers in quickly building applications for deployment 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			

