

Wind Foundation Classes

- Object Oriented Interface to I/O, Data Structures, Algorithms and Vxworks Functions
- Vxworks Wrapper Classes
 - C++ Interface to Vxworks* C Libraries
- Iostreams
 - Stdio Equivalent Functionality
- Tools.H++
 - Template and Non-Template Based Foundation Classes
- C++ Booch Components
 - Collection of Template Based Data Structures and Algorithms
 - Optimized for Real-Time Applications

Object oriented programs are constructed from pieces of reusable and robust code that can speed development, decrease errors and reduce costs. These advantages directly address the needs of the embedded systems developer who faces increasing program complexity and decreasing product lifecycles.

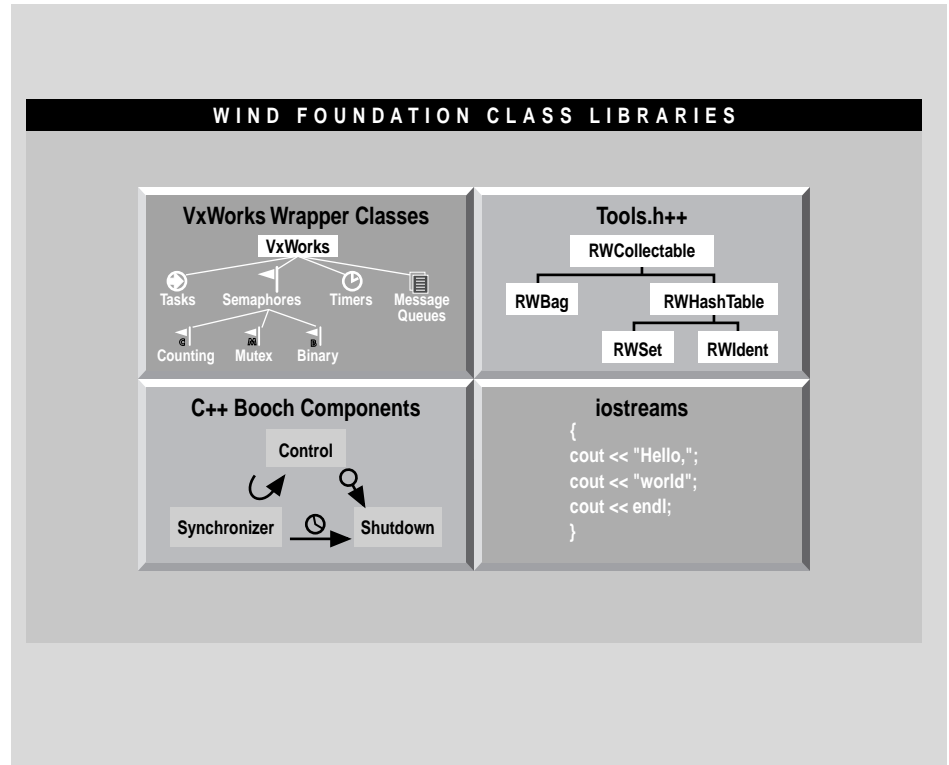
Wind River Systems has recognized the importance of object oriented programming with its support for C++ in standard product. Additionally, Wind River Systems offers the Wind Foundation Classes* that bundle together four time-saving class libraries. The Wind Foundation Classes provide an object oriented interface to basic I/O, data structures, algorithms and VxWorks* functions that were formerly available only through C.

C++ Interface to VxWorks

The VxWorks Wrapper Class library encapsulates several standard VxWorks modules. Thus, the powerful features of object oriented programming, such as inheritance and polymorphism, can be used with VxWorks objects.

Formatted I/O

The iostreams class library provides support for formatted I/O in C++ that is analogous to the C functions offered by the stdio library. It is a port to VxWorks of the



popular Novell/ UNIX System Laboratories iostreams class library.

Time Saving Tools

Tools.h++ from Rogue Wave includes template and non-template based foundation classes that can be used in almost every application. Many classes are available in a range of complexities, enabling a developer to use the most optimal class possible, resulting in reduced code size and execution time.

Booch Design Methodology

The C++ Booch Components library, from Rogue Wave, provides a collection of template based data structures and algorithms that have been optimized for real-time applications. The use of templates reduces datatype errors and is fully supported by Wind River's C++ development environment.

HOST SYSTEMS SUPPORTED:
Popular UNIX Workstations and PCs running Windows 95 or Windows NT

PROCESSORS SUPPORTED:
Intel386™ CX/EX/SX/SXSA/DX,
Intel486™ SX/SXSF/GXSF, IntelDX2™,
IntelDX4™, and Pentium®
Microprocessors

AVAILABILITY:
Now

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