

Cross-Platform Software Considerations for Internet of Things

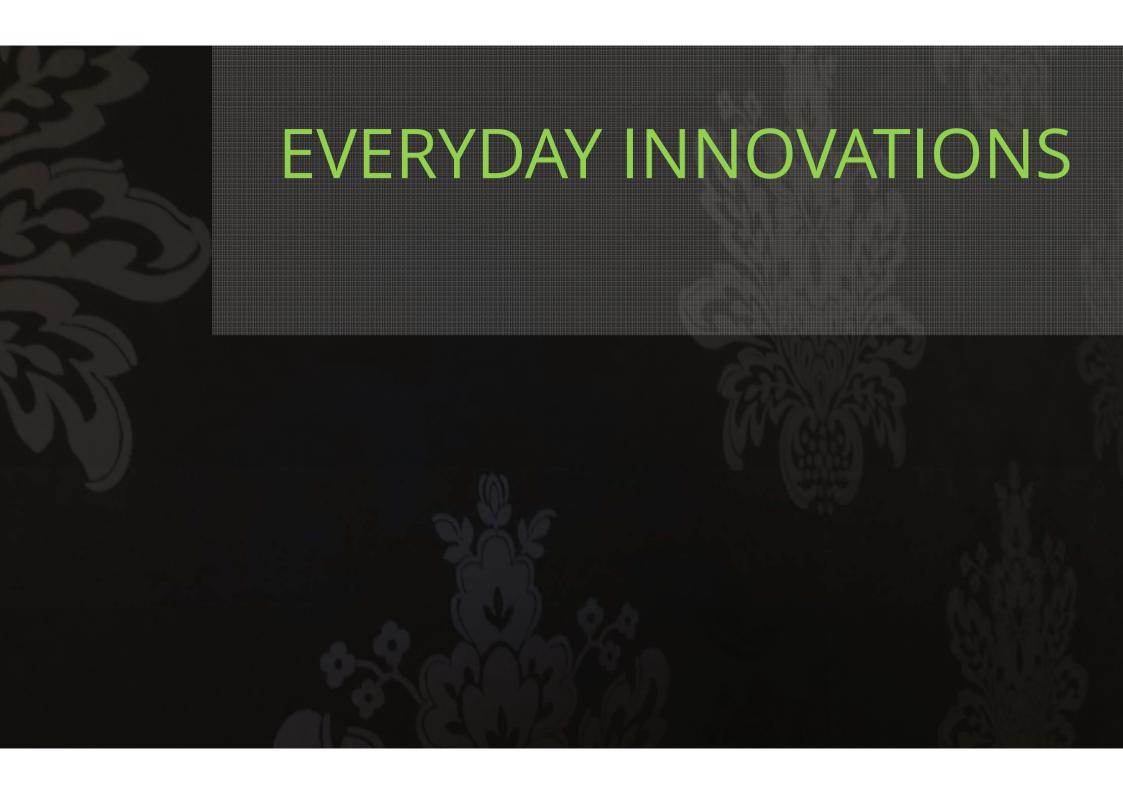
Tuukka Ahoniemi

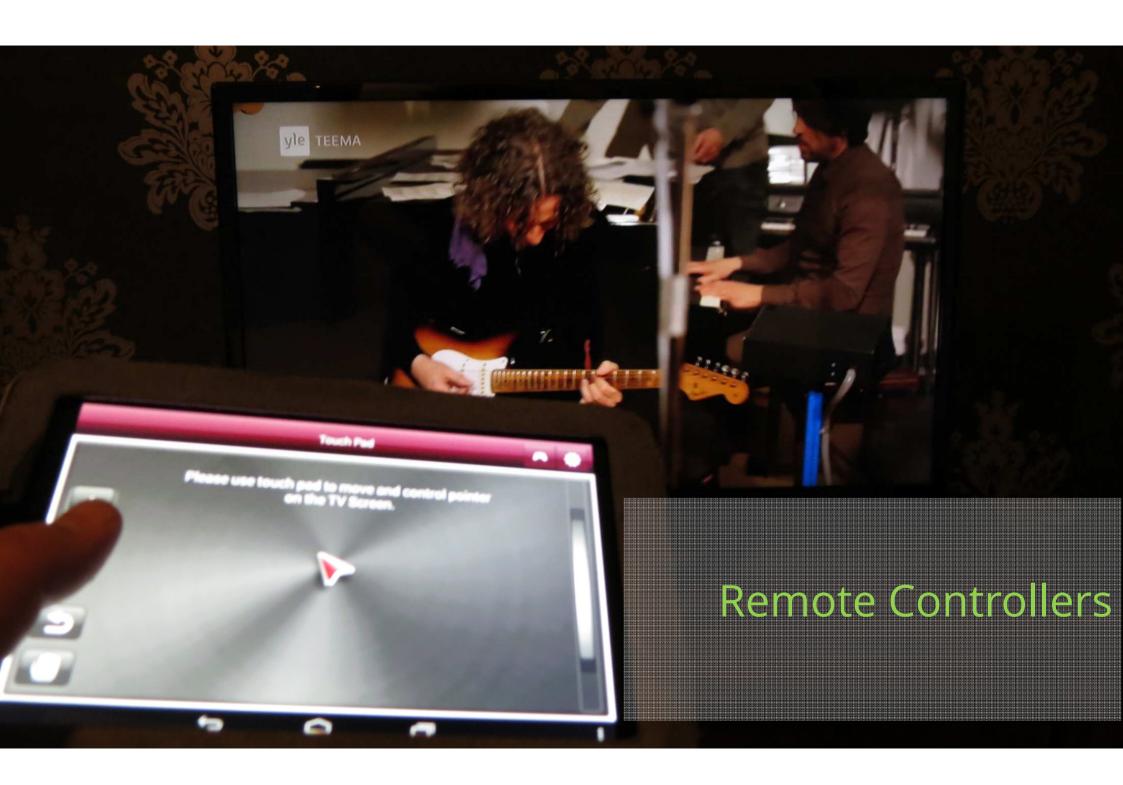
Technical Product Marketing Manager

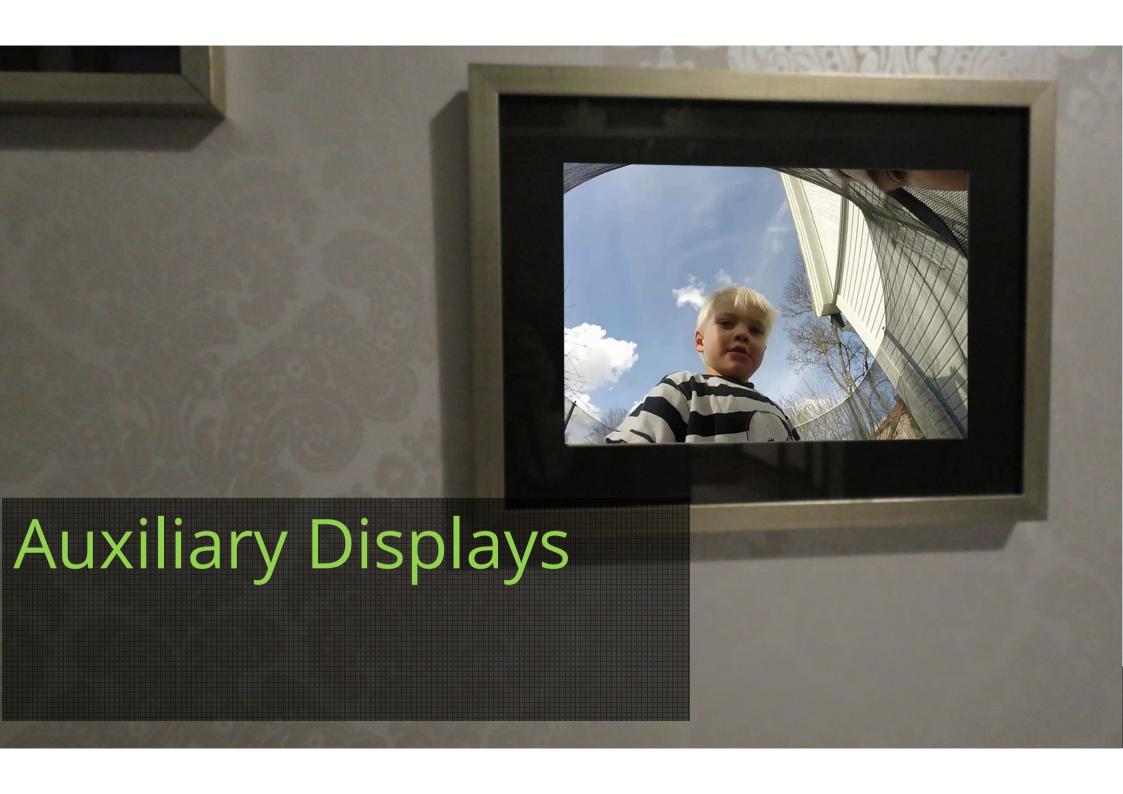
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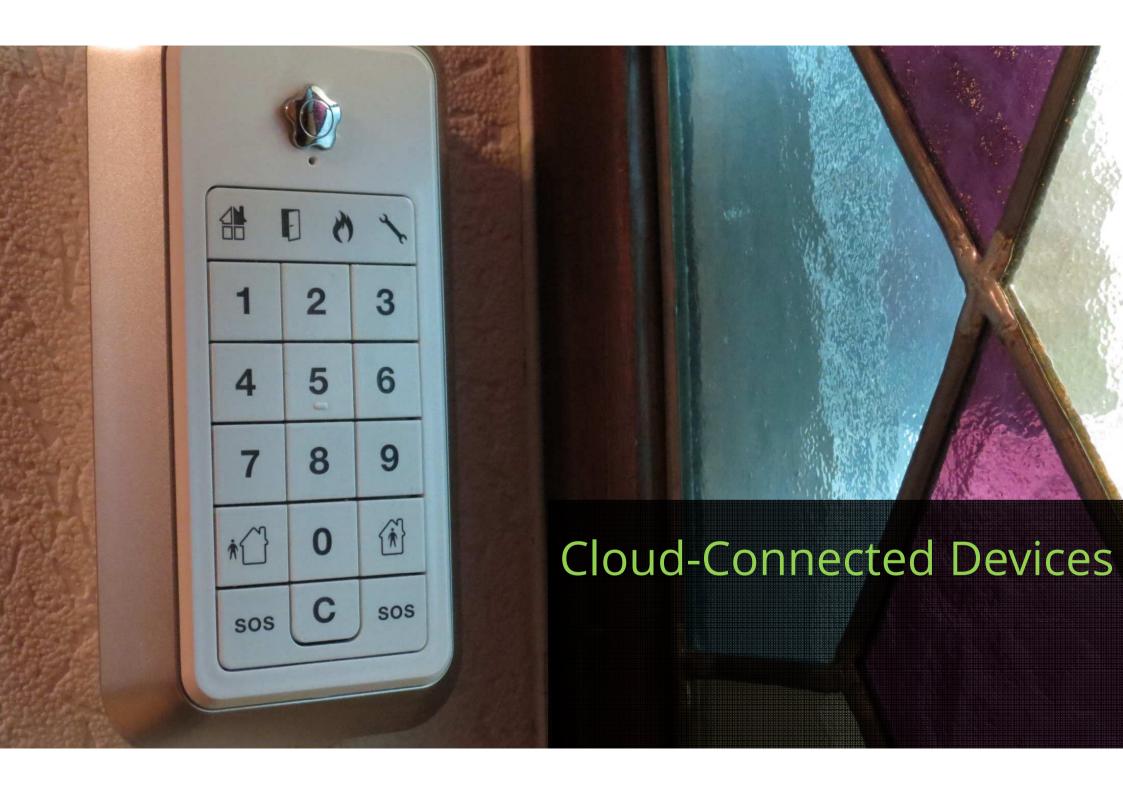


10th Central and Eastern European Software Engineering Conference in Russia – CEE-SECR 2014 October 23 – 25, Moscow

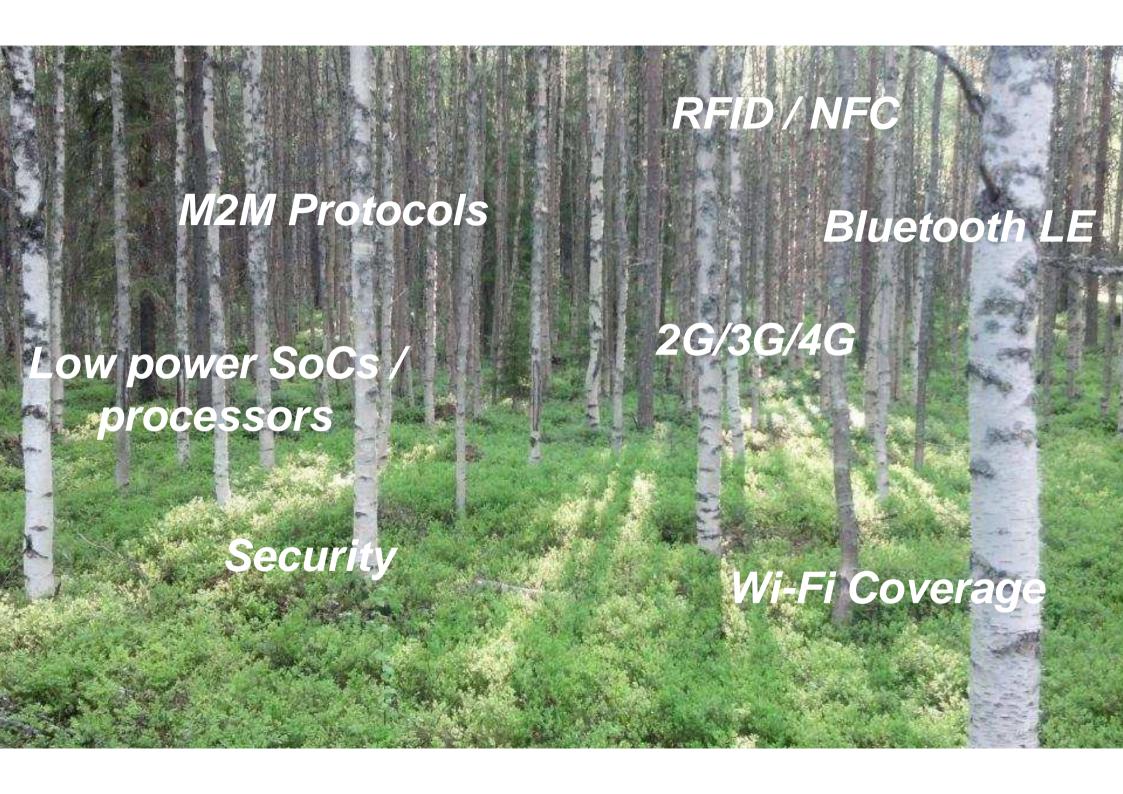










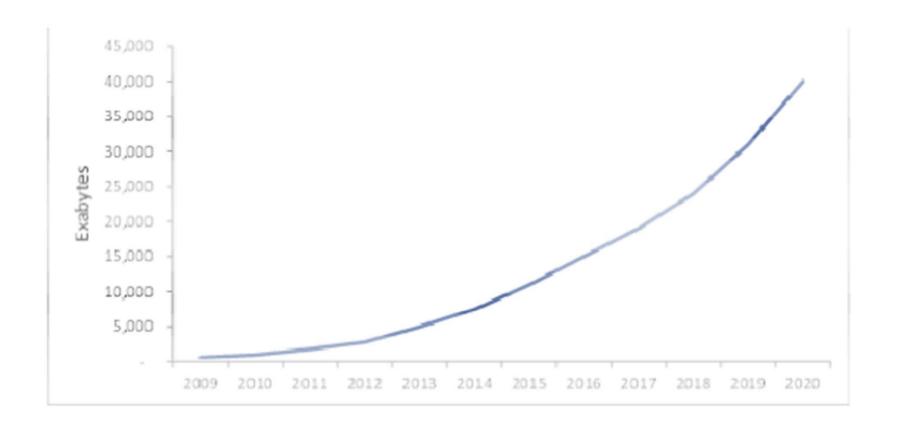


How About Software Developers?

Why isn't anyone thinking about the software developers?



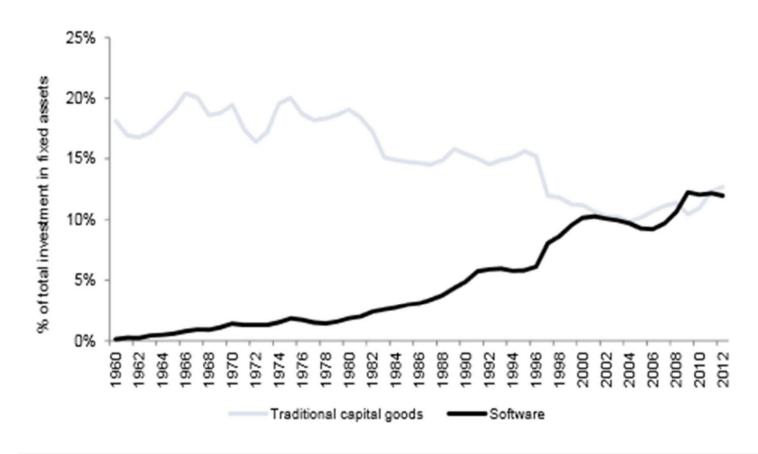
Exhibit 5: Worldwide data growth projections



Source: IDC "The Digital Universe" December 2012.



Exhibit 6: Investment in software is on the rise, signaling a shift away from hardware



Source: BEA, Goldman Sachs Global Investment Research.



Success Factors for IoT Software Vendors

- Managing the communication with connected devices/sensors;
- Providing middleware for integration to data repositories;
- Storing and securing the data; and
- Analyzing and visualizing the data

Goldman Sachs report: IoT primer, The Internet of Things: Making sense on the next mega-trend





Mobile Devices

Desktop PCs

Embedded Devices and Sensors



Problems for Creating an IoT System—from <u>Software</u> Perspective

- Creating an embedded device. Still as painful as always.
 - Rapid Embedded Workflow, easy device prototyping, direct deployment
- Creating an extendable architecture for a system of embedded devices
 - Future-prooving software with CPT, platform independency, plugin architectures
- Creating a back-end for the embedded devices to hook into (OK, "The Internet" IS already there)
 - Integrated, Easy Access Cloud Services
- Making the devices and the backend data somehow reachable to all consumers
 - Cross-Platform Software Framework
- Big Data
 - Cloud computing, Data analysis and visualization libraries, being ready for large data sets



Using a Cross-Platform Toolkit for IoT Systems

Benefits:

- Immediate market reach
- Productivity
- Extendability, future-prooving
- Smart technology strategy

Downsides:

- Compromises
- GUI design requires extra attention



Qt Developer Offering for IoT Systems

High-Level C++ Libraries for Device Creation

- Native performance
- Easy hardware access
- Networking
- Full HTML5 engine
- Bluetooth/Bluetooth
 LE
- Sensors
- Data base access
- Multi-threading and processing
- I/O libraries
- etc.

Rich UI Offering for Modern Look-and-Feel across All Targets

- Rapid UI Prototyping
- Declarative UI
 design with Qt Quick
- Comprehensive collection of customizable controls
- Native Look-and-fee or customizable styles
- Native, HTML5, or hybrid of both

Integrated Embedded Development Environment

- Ot Creator IDE
- Run on Win, OS X, Linux
- Rapid workflow: design-code-compiledeploy cycle
- Direct device deployment: embedded, mobile or desktop
- On-device debugging and profiling
- Drag'n'drop UI design

Qt Cloud Solutions

- Cloud Data
 Storage
- Managed
 WebSockets
 for real-time
- Managed
 Application
 Runtimes Server-side Ot

Cross-Platform Support

- Maximize code re-use for multi-screen applications
- Deploy natively to all major desktop, mobile or embedded platforms

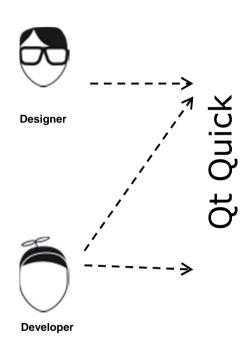


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Rapid Workflow with Qt Quick







Stunningly Fluent Modern User Interfaces, written with QML. Ideal for rapid UI prototyping

Declarative UI Design



Power of Cross-Platform Native Qt/C++

Imperative Logic











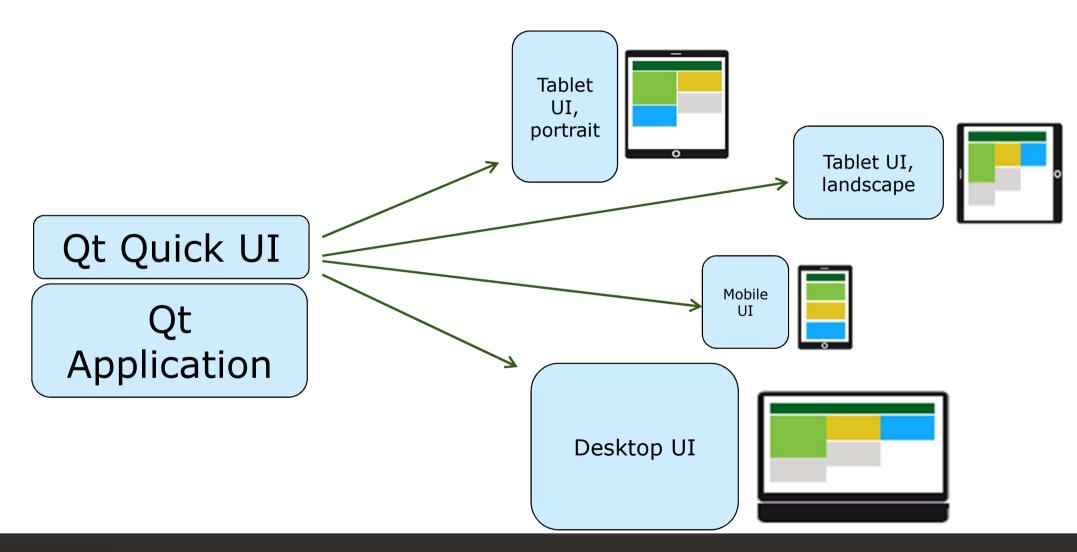




+ Direct Hardware Access

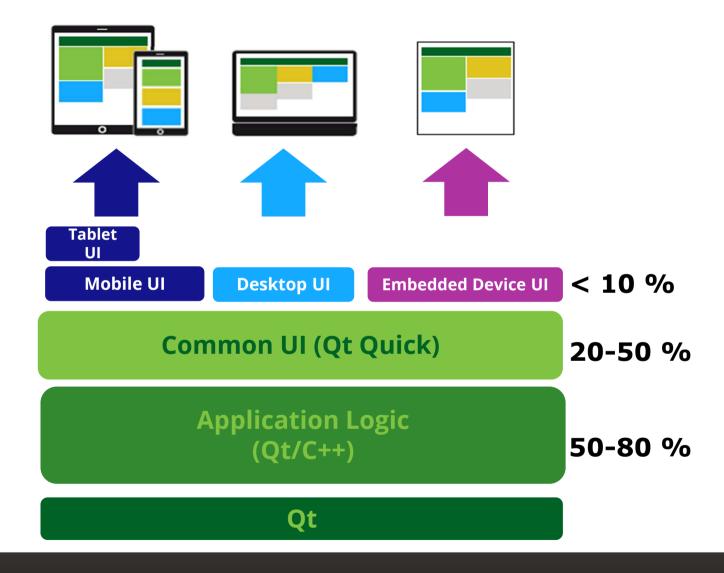


Responsive Design for Arbitrary Devices with Qt Quick



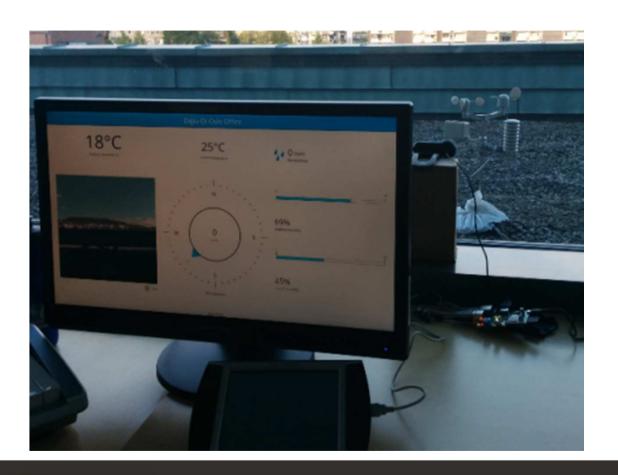


Maximize Re-Use--Structure of a Qt Multi-Screen Application



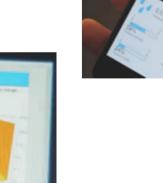


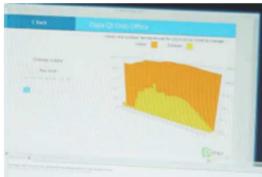
Qt Weather Station, IoT Proof-of-Concept





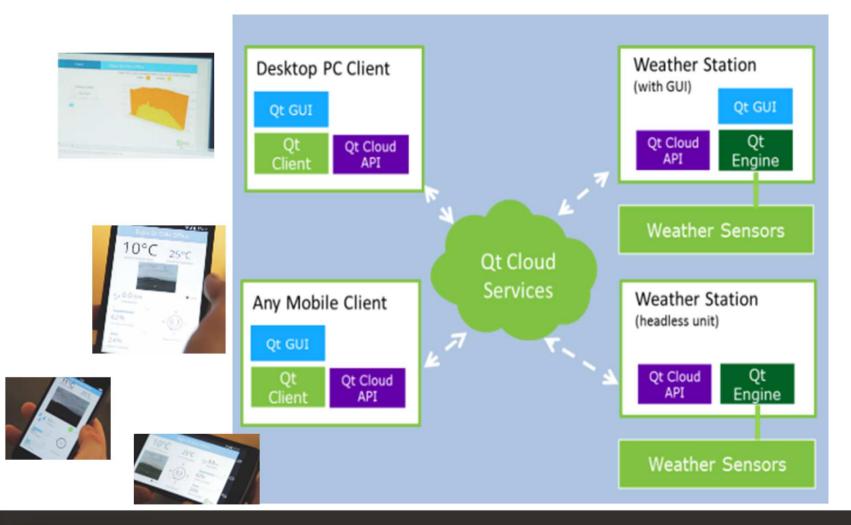








Qt Weather Station, Architecture







Thank You!

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