

# Nucleus C++ Base

## Description:

Since the C++ language standard does not address specific embedded needs, Nucleus C++ BASE provides portable, essential support required for using C++ in a Nucleus real-time environment. It supports C++ multitasking, startup, initialization, memory management, static objects, templates, and exceptions.

Nucleus C++ BASE provides deterministic, non-fragmenting memory management and extends this support to the programmer through the standard C++ new and delete memory operators.

The very efficient Nucleus C++ Components framework that components, including your application component, are plugged into is supplied with Nucleus C++ BASE. It initializes Nucleus PLUS, your application, and any other Nucleus and third party software elements.

Nucleus C++ BASE and the framework are extendable to meet the special needs of every embedded device. Specifically designed for embedded use, it is comprehensive, providing the programmer complete control.

It makes sense to leverage your current software equity. There is an easy migration path since Nucleus C++ BASE supports your Nucleus "C" or any other existing C/C++ code in any new Nucleus C++ application.

All features are portable across many embedded processor platforms and a desktop prototype environment is available to allow development to progress prior to the availability of your embedded hardware.

## Contact

Sales Department  
Accelerated Technology,  
Embedded Systems Division of  
Mentor Graphics

739 North University Blvd  
Mobile, Alabama 36608

Phone: 251.208.3400  
Fax: 251.343.7074  
Toll free: 800.468.6853  
Email: [info@acceleratedtechnology.com](mailto:info@acceleratedtechnology.com)  
Web: [AcceleratedTechnology.com](http://AcceleratedTechnology.com)

## Features:

- Object-oriented and real-time, specifically designed for use in embedded designs to enhance development productivity
- Portable across many embedded processors
- Real-time performance with small memory footprints and natural scalability
- Deterministic, non-fragmenting C++ memory management using C++ new and delete
- Provides language support for C++ multitasking, startup, initialization, static objects, templates, and exceptions
- Provides the very efficient Nucleus C++ Components framework that components, including your application component, are plugged into
- Provides, supports, and enhances embedded software design patterns to promote better association between the software elements in your device
- Desktop prototype of Nucleus C++ BASE allows your embedded design to progress prior to the availability of your embedded target hardware
- Source code included
- No royalties