

Nucleus C++ FILE

Description:

Nucleus C++ FILE is an object-oriented embedded file-system component that provides reentrant classes and collaborations to help programmers deal with inherent complexities associated with developing real-time embedded multitasking systems that incorporate data storage. Exchanging data with the desktop and other embedded devices is simplified and the DOS compatible disk format is standard.

The Nucleus C++ FILE component includes a C++ class interface into the efficient Nucleus FILE "C" file-system. It initializes Nucleus FILE and models its traditional file-system services as objects. This allows the various real-time elements in an embedded system to be easily managed in cohesive units and the association between them is natural.

Working real-time embedded design patterns that include storage devices, files, and directories are easily captured. Encapsulating file-system services into objects provides clearer ownership and association of data storage objects to other objects and makes more sense.

As a member of the Nucleus C++ Components family, Nucleus C++ FILE plugs into the base framework. Specification, startup, and initialization are natural, easy, and efficient. Since the framework and the Nucleus C++ FILE component are extendable, the special data storage needs of your embedded device such as support for removable devices are easier to design.

Nucleus C++ FILE exhibits real-time performance in a very small memory footprint. This promotes effective reuse of working solutions in an embedded environment to deliver efficient, quality real-time embedded designs on time.

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.

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
- Reentrant C++ class interface into the efficient Nucleus FILE "C" file-system including classes for:
 - Storage devices
 - Files
 - Directories
- Initializes the Nucleus FILE file-system
- Provides, supports, and enhances embedded software design patterns to promote better association between the software elements in your device
- Desktop prototype of Nucleus C++ FILE allows your embedded design to progress prior to the availability of your embedded target hardware
- Extendable to meet the specific data storage needs of your embedded device
- Source code included
- No royalties

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