The Solaris Development Environment provides you one of the most robust development environments in the industry, enabling you to create applications that take advantage of multithreading, streams, networking, interapplication communications (ToolTalk), graphics, windowing, display postscript, and internationalization. The Solaris Development Environment is delivered through Solaris and through the SDK. Figure 1 below shows you what parts are available on the SDK CD-ROM disk and the Solaris CD-ROM disk.

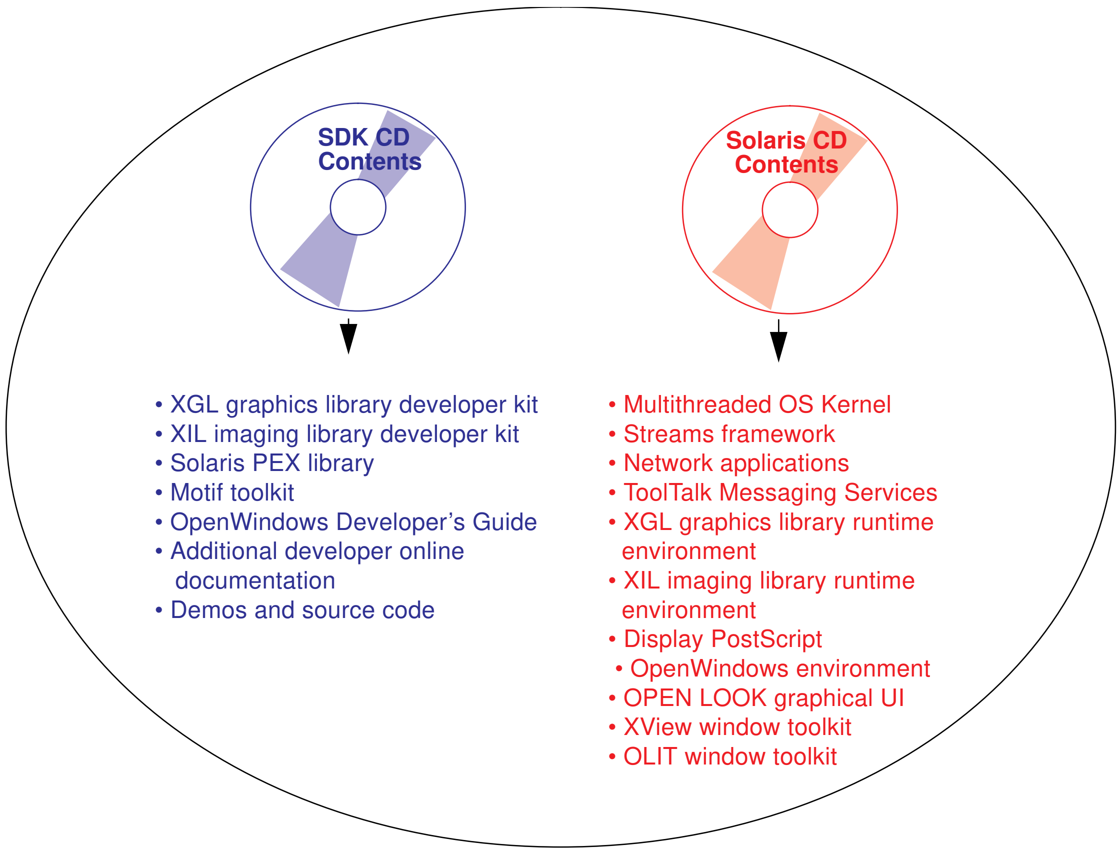

Figure 1

Multithreading enables you to build applications that execute multiple processes simultaneously within one application, thus increasing the application performance. Networking toolkits allow you to build network aware applications without coding the details of the specific protocols and address formats of a network. Tooltalk provides the message sets that enable interapplication communication among applications across a network. The Graphics and Multimedia libraries enable the creation of 2D and 3D graphics applications, technical and commercial document imaging applications, and applications incorporating video capabilities. The XView, OLIT, and Motif toolkits enable the creation of OPEN LOOK or Motif GUI based applications. In addition, a visual GUI builder enable you to build OPEN LOOK based applications by graphically building the application interface and generating the appropriate toolkit code. Display Postscript provides your application access to all fonts in the Adobe Type 1 font format, and device independence to all output devices.

All development software is internationalized, so developers who build their applications on the Solaris Development Environment can easily localize their applications for different languages

For more detail on each of these areas, consult the Solaris 2.5 SDK Introduction Manual.