

4.1.1 Platforms

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A **Platform** is an overloaded term and depends on the context it is used in. Sometimes, Platform refers to just the hardware (i.e., x86, 68000, CISC, RISC, ARM, etc.), other times it can refer to the Operating system (i.e., Windows, Linux, MacOS, Android, iOS), sometimes it can refer to the run-time environment provided by the programming languages used (i.e., C, C++, C#, Java or .NET), while other times it can refer to the networking used to connect computers together (i.e., [Transmission Control Protocol \(TCP\)](#)/[Internet Protocol \(IP\)](#)/[User Datagram Protocol \(UDP\)](#), [Bluetooth](#), [ZigBee](#)).

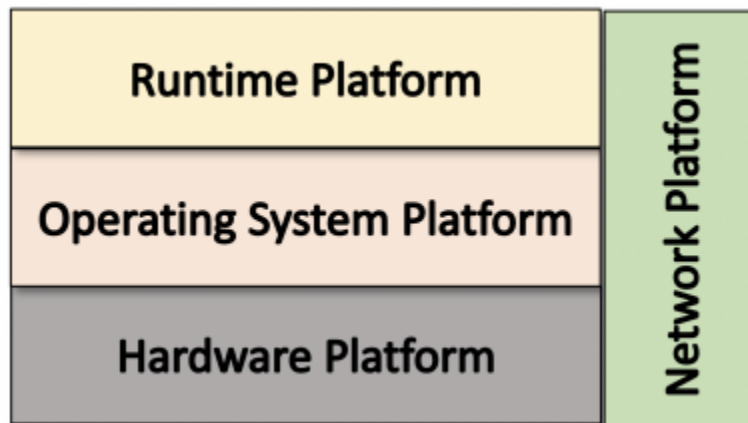


Figure 1: The Kinds of Platforms

- [4.2.1.1 Hardware Platform](#)
- [4.2.1.2 Operating System Platform](#)
- [4.2.1.3 Runtime Platforms](#)
- [4.2.1.4 Network Platforms](#)

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