

## 4.2.1 Platforms

### [Return to Functional Requirements](#)

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 othertimes 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](#)).

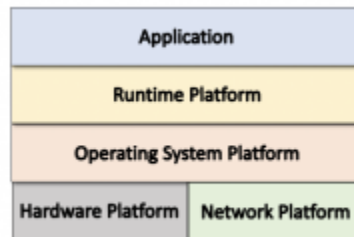


Figure 1: The Kinds of Platforms

As a consequence, in order to identify a specific platform, all the individual platforms and the specific versions need to be identified. This could result in hundreds if not thousands of combinations of platforms. This can quickly become a maintenance nightmare with versions that can almost change daily to apply patches.

```
HW-vvv:OS-vvv:RT-vvv
```

Where:

- HW - represents the specific hardware such as x86, 6800, ARM, etc
  - OS - represents the specific Operating System such as Windows, MacOS, iOS, Android, etc
  - RT - represents the specific runtime environment such as C, Java, Solidity, C#, eyc
  - vvv - represents the specific version of the platform such as 10.15.7
- [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](#)

Another way to represent a platform is to use an [Application Container](#) that encapsulates the platforms into the [container](#). This simplifies the deployment and the number of user platforms that have to be supported. For example, any user platform that can support a container, will be able to deploy and use the [Application](#).

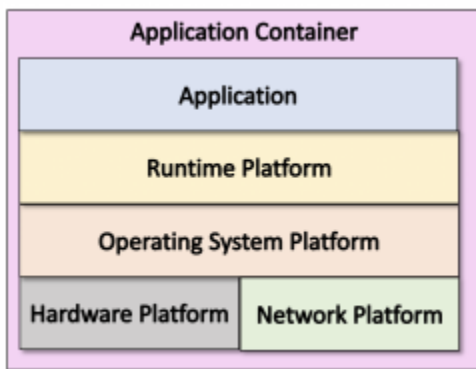


Figure 2: The composition of a Application Container.

- [4.2.1.5 Virtualized Nodes](#)

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