Rapid application development through frameworks and templates
At Kineton we operate in the Media, Mobile, Web and Car Infotainment markets by offering the following competences:

- Enterprise systems
- Mobile solutions
- AR / VR / MR solutions
- Multimedia solutions on embedded systems
Our Approach
A collection of objects and functions, which can be reused and shared among multiple applications. A library performs specific, well-defined operations.

A universal, reusable software environment that provides particular functionality as part of a larger software platform.

It is not ideal, especially if the problem is from a well-known domain.
We use or design and develop frameworks

Three tier architecture
- Presentation
- Logic
- Infrastructure

Application life-cycle
Application development approach

- Screens
- Navigation
- Events
- BE communication
- Drawing
Same reason why you use variables and functions/classes. You try your very best to not have to repeat yourself.

The overall program’s flow of control is dictated by the framework and not the caller. This is the opposite of how libraries work.

The framework code is not supposed to be modified, users can extend the framework, but they should not modify its code.

A user can extend the framework, usually by selective overriding; or programmers can add specialized user code to provide specific functionality.
Template Portfolio

Designing is a job that requires a lot of creativity and originality regardless of the domain it is applied on. To reduce time to market, it useful create a collection of templates, with a default business logic.
Conclusions

The **Frameworks** and **Templates** approach allows you to:

- Reduce the time to market
- Reduce the defectiveness
- Reduce the learning time

Thanks for your attention