Exercise: Component Evaluation

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(Original slides from Bernd Schoeller)

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Problem Description

- You are looking for a software component that offers the library for building media application
  - Has to be portable, as the final product should run on multiple operating systems.
  - Offers a C++ interface
Exercise

- Given an evaluation for the following software products. Base your evaluation on the “component quality model” of the lecture.
OpenLibraries

- http://sourceforge.net/projects/openlibraries/

The openLibraries are a powerful cross-platform set of libraries that provide developers with the key building blocks they need to easily build, test and deploy rich media applications.
GStreamer

- http://gstreamer.freedesktop.org/features
- GStreamer is a development framework for creating applications like media players, video editors, streaming media broadcasters and so on.
OpenObjectLibrary

- http://sourceforge.net/projects/openobjectlib/

- The OpenObjectLib is a cross platform media library that is focused on allowing developers to work with 3d object files.
Deliveries

- Please provide
  - an analysis (in keywords) based on the CQM.
  - a grade for the quality of the engine.
  - a short (few lines) description, why you have the grade.
  - a short overall summary of the information sources that you have used to gather the information.
Last Remarks

IMPORTANT:

- Make an evaluation of the Quality, not of the Features.
- Do not (only) judge about the quality of the engine based on the visual impression.
- Be a detective: Try to find as much information as possible about the library.