SST

Stoelzel Software Technologie

Company Profile 2022

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Abstract

This document is meant to provide customers with a general impression of our company and the activities we are engaged in. As it does not cover any SST (software) products, it primarily addresses persons interested in the services SST offers. Besides presenting an overview of our know-how, it discusses all aspects of the services rendered by SST.

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Introduction

SST has two main fields of activity, both committed to the development of computer software.

As a manufacturer of computer software, SST has developed and offers various products. The diversity of our products is a reflection of our company philosophy and consequently spans a wide range of application types, incorporating and utilizing an equally wide range of know-how and technology. Our product range includes

- User and system level applications
- Software development tools
- Application programming interfaces and libraries
- Microsoft Office applications

Although SST is foremost a manufacturer of computer software, when given an interesting and challenging task, we do not mind putting our expertise at the disposal of others. As a provider of IT services SST can provide valuable support in the following fields

- Consulting
- Project management
- Feasibility studies
- Software engineering
- Prototyping
- Development
- Coaching

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Company
Philosophy

Being commercial software manufacturers we are naturally averse to violating copyright laws. Otherwise, we would feel inclined to "borrow" the slogan of a major sporting goods manufacturer (named after a Greek goddess) when asked to describe our basic approach, when confronted with a new idea or project.

Although it would be an adequate description for our flexibility and the eagerness with which we like to achieve our objectives, "just getting it done" would not be a full characterization of our company philosophy, because it does not sufficiently accentuate the methodology we like to apply when addressing a given task, which includes a systematic and analytical approach and a desire to (fully) comprehend the technology we are required to employ.

One reason therefore being that we regard a wide-spread know-how as the prerequisite basis for creativity and innovative solutions, another that we enjoy the process of researching and experimenting, and that this paired with thoroughness, lastly, leads to optimum results for our customers.

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Services

As a manufacturer of computer software we are of course primarily focused on the development of our own products. But, when given the opportunity to make significant contributions to the projects of our customers, we can render services that go beyond programming.

Because limiting software development to a single aspect does not do the complexity of the process justice, SST offers a full range of services, from advising management on issues of strategy and policy, over all aspects of planning and design, down to the final programming, allowing our customers to draw on our know-how and experience at all levels.

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Services

Consulting

SST provides consultant services in the original sense of the word. These can, but must not necessarily, be supplemented by the provision of subsidiary services, including, of course, development.

In years of experience as freelancers we have found that there is considerable potential for optimization in the management of software development, especially with respect to strategy and policy. The reasons for this have to be sought in the fact that the management level that makes economic and budgetary decisions, is rarely fully aware of the details of the software development process and persons in charge of development rarely see all the latent possibilities of cost and time saving measures. This frequently leads to a certain degree of inefficiency, a waste of man-power, and possibly cost and time overruns, all of which may lead to the failure of a product and a loss of image.

SST can provide valuable advice to management and, in cooperation with in-house forces, analyze and develop strategies, policies, and guidelines, aid in defining the required capabilities of resources (both human and non-human), and support development through the provision of feasibility studies, (software) engineering, prototyping, programming, and coaching.

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Services

Feasibility Studies

In the present day information technology environment, which is dependent on computer software, organizations, companies, and their products, have to rely on software meeting their expectations. The unexpected failure of a software project can jeopardize a product's success and have serious consequences for an organization's short- and long-term strategy.

Unfortunately, the complexity and the differences in functionality of modern operating systems and third party software, especially in a network environment, do not always make the practicability of an idea foreseeable at birth.

SST has the research capabilities and know-how for a conclusive and detailed, written report on the feasibility of a project, whereby the research and theoretical analysis can be enhanced by prototypes.

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Software Engineering

The increasing proliferation of computers and computerized systems, shorter development cycles, and an increase in the demanded level of interoperability of these systems, has not only increased the complexity of the hardware and the systems as such, but also that of the software. This, naturally, directly and significantly influences software development.

Primarily this influence stems from the fact that an increase in functionality invariably entails an increase of the source code that constitutes the software, and the interoperability of software based systems may require adhering to differing, if not diverging, hard- and software standards, which increases the source code's complexity considerably. Both factors conflict with rapid development, stability, and maintainability.

Although the attempt to resolve these problems by means of a brute force approach, in the form of proprietary solutions, attained through the massive employment of man power, can produce satisfactory results with respect to the demand for rapid development, this can only be achieved at the expense of maintainability and stability, while at the same time it is likely to increase the overhead of project, personnel, and code management.

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Software Engineering (continued)

As products with any but the shortest of life spans are likely to require a revision at some point, the previously outlined approach cannot be regarded as efficient, whereas standardizing, classifying, and modularizing recurrent tasks, problems, and code, or simply applying engineering techniques to software development, will lead to the necessary compromises.

SST has the experience fundamental in designing and developing (object) classes, modules, and libraries, as to be able to, either provide the required software design directly or assist in the engineering of solutions tailored to the requirements of the customer.

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Prototyping

In many fields of engineering, prototypes have long played an important role in the development of mechanical and electronic systems and appliances. They are commonly integrated into the engineering process itself, in which they serve a wide variety of purposes, ranging from testing the feasibility and practicability of an idea in principle, over basic manufacturing techniques, to optimizing on the market products.

With the increasing complexity of computerized systems and the growing importance of software engineering as part of the software development process, software prototypes can play a similar role in software development.

Because they can be easily limited to one particular aspect of a project or problem, prototypes can, besides enhancing feasibility studies by exemplifying and lending (additional) credibility to the results, serve numerous other purposes.

SST has extensive experience in testing and developing novel ideas, most of our products are based on them

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Development

This is the last and final step in the software development process and the source of the common misconception that programming by itself, and the elaborate use of a programming language's syntax are sufficient to ensure the fast and efficient development of computer software. Whereas, we have made the experience that this approach frequently leads to inflexible, convoluted, and inefficient code, and applications that either require extensive de-bugging, or have serious shortcomings in their functionality.

We have furthermore made the experience that even seemingly small projects benefit more from strategy, a methodical approach, appropriate planning, and design, than from sophisticated coding techniques.

As software manufacturers we are, naturally, also experienced developers, but we regard programming as an intrinsic, not as a separate aspect of the software development process and the services we render.

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Services

Coaching

Unarguably outsourcing software development has many advantages. Yet, it also has one distinct drawback, this being; that possibly crucial know-how may remain limited to the company or persons that were entrusted with a particular assignment.

Although this deficiency may be partially offset by documentation, it can be rarely totally overcome, because it may require a context dependent understanding that cannot be briefly formulated or easily exemplified.

To mitigate this inadequacy, SST, on customer request, offers, as part of its consultant services, lectures, seminars, workshops, and on the job training, to transfer the vital and important portions of its findings and know-how, gained as part of other services rendered, to the customer.

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Our Know-How

In realizing our own ideas and those of our customers, many of which, have induced us to take novel approaches, and have frequently made extensive research and experimentation crucial to the success of the project, we have acquired considerable know-how that goes beyond the mere application of SDK-classes and API functions.

This know-how includes analyzing problems on a theoretical and practical level, finding viable software solutions for these problems, and designing and developing single- and multi-threaded Windows services, console and GUI applications, incorporating various interprocess communication, database and network standards and technologies, either from scratch or utilizing any of various SDKs.

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Our Know-How

Technology

The diverse nature/type of software SST has developed to date, including both, the software we have developed for our customers and our own, has necessitated the employment of numerous software development standards and technologies. These being, amongst those taken for granted, such as the libraries, classes, and functions native to various programming languages and software development kits :

Microsoft 16 – 32 bit Thunking
Microsoft GDI (Graphic Device Interface),
Microsoft GDI+,
Microsoft GUI (Graphic User Interface),
Microsoft Windows Themes API,
Microsoft FileIO API,
Microsoft Services API,
Microsoft System Management API(s)/Interfaces,
Microsoft Debug API (Debugging interface),
Microsoft ODBC, DAO, etc.,
Borland DBI,
Microsoft Low- and high-level security API(s),
Microsoft Cryptography API,
Microsoft Screen-saver API,
Microsoft shell-extensions (COM-based, such as property-sheet handlers)

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Our Know-How

Technology (continued)	Microsoft Multimedia API, Microsoft Setup/Installation API(s) ("MSI" and "Setup API"), Microsoft Licensing API, DDE, COM/COM+, Microsoft Winsock (Windows sockets (e.g. "Internet"), Microsoft Network Management (LANManager) API, Microsoft IPC (Inter-process communications) API (e.g. "Pipes"), Microsoft ISAPI (Internet Server Application Programming Interface), (ISO) X-500 Standard (W3C) LDAP Standard

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Our Know-How

Tools

The development and application of the technologies necessary in implementing our own projects and those of our customers has made the utilization of a wide variety of programming languages and tools fundamental. As a result, SST has gained considerable experience in employing the following tools.

Basic
Qbasic
HP Basic
Sybase Powerbuilder Version 6
Visual Basic

Intel CPU native code
Borland Turbo Assembler(s)
Microsoft Macro Assembler(s)

C/C++
Borland C++ Version 3.1 (including Turbo Vision)
Borland C++ Version 4.52 (Turbo Vision, Windows 3.1 and Win32 SDKs. DOS, Win16 and Win32 respectively)
Borland C++ Builder
GNU C/C++ compiler & linker
Microsoft Developer Studio and Visual C++ versions 4 - 6 and 2015

Pascal
Borland Turbo Pascal 6.0 (and Turbo Vision)
Borland Turbo Pascal 7.0 (Turbo Vision and Windows 3.1 SDK)
Borland Delphi versions 4, 5, and 2006

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Our Know-How

Tools (continued)

Resources
Borland Brc (resource compilers) and Resource Workshops
Microsoft rc (resource compilers)
Microsoft mc (message compiler)

Debugging, profiling and optimization
Borland Turbo Debugger
Microsoft Spy++
Filemon by Mark Russinovich and Bryce Cogswell
Regmon by Mark Russinovich and Bryce Cogswell
Microsoft Stress Utility
Borland Turbo Profiler
Microsoft APIMon (API call monitor)

Installation
Installshield Wizard
Microsoft Orca

Help and documentation
Microsoft Help-Workshop versions 4.03 (rtf-help) and 4.74 (chm-help)
Microsoft Hotspot Editor
HTML Editor Phase 5
Macromedia Dreamweaver
Microsoft Visual Web Developer2008
Microsoft Frontpage & Frontpage Express
Microsoft Word
(La)TeX

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Our Know-How

Tools (continued)

Databases
ADABAS
Borland DBase (versions ?)
IBM db2
Interbase Server
Microsoft Access
Microsoft SQL-Server
Microsoft Visual FoxPro
MySQL
Oracle 6, 7 & 8
Paradox

Database SDKs
Borland BDE
ODBC
Rogue Wave Tools

Development administration
Microsoft Visual Source Safe
Quality Software Components GPVS
Wincvs

System and network administration
Microsoft Management Console* and affiliated tools/applications
Jana Proxy Server
Argo Mail Server
Apache Webserver
Microsoft Internet Information Server
Netscape Fasttrack Internet Server
Novell Directory Services

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Areas of Special Interest

The know-how we have gained to date is not solely the result of our commitment towards bringing projects to a successful conclusion. It is also a vital aspect of our company philosophy. Notwithstanding this know-how, we have retained our avid curiosity for developments in the IT sector in general and the areas listed below in particular.

This is not to say we are specialists in all of these areas, although we have an in depth understanding of some and a good understanding of others, we are novices with the respect to the remainder. But, it does mean, we will continue to extend our know-how in the fields we already have experience in, and aspire to acquire, as circumstances permit, at least, the basics of those, in which we have none

Operating systems
Hardware identification and drivers
Inter process communications
Shells
Networks (alt. Networking)
Distributed processing
Remote administration
Security
User Authentication
Cryptography
Data storage
Hierarchical systems
Databases
Artificial intelligence

Aerospace systems
Navigation
Logistics
Recycling

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