



Uniface Statement of Direction

May 2016



Uniface today:

Uniface is in a very strong position in today's application development marketplace. We have a rich heritage in the application development industry and have continually evolved as the industry has changed.

We have a strong, loyal customer base, which is well established globally, and we continue to experience growth in our customer base. Our expansion is predominantly through our network and our partners, who we support through various activities as part of our Partners United program.

The Uniface product continues to expand, supporting our customers with requested enhancements and features in addition to following the trends in today's market and paying firm attention to the future. A real example being the development of mobile applications, enabling customers to build apps that share the same application model no matter what clients they choose for deployment.

Versions of Uniface in the marketplace:

Currently we have two versions of Uniface in the marketplace: Uniface 9 and Uniface 10.

Uniface 9:

The first release of Uniface 9 was released in December 2006. Since then, we have released several versions, delivering new innovations and functionality to the market, including:

- **Mobile:** The Uniface web capabilities have always made it possible to access Uniface apps from mobile devices. This has been greatly expanded in Uniface 9, with mobile being one of our largest and most significant investments in recent years.
- **Web:** We started our web journey in Uniface 7, but the current release of Uniface 9 enables the delivery of the best customer 'user experience' through modern web development capabilities using HTML5 and JavaScript.
- **Integration:** The techniques and approaches to integrate have changed dramatically over the years. Uniface has evolved with those changes and recently delivered enhancements to web services and REST integration. Significant innovations around the handling of unstructured data significantly complement the integration of Uniface to external applications.
- **Client Server:** We are fully aware that client server capabilities remain important to a significant number of our existing customers and we have continued to deliver Windows enhancements. Significant features delivered in Uniface 9 include Windows 10 support, 64-bit support and numerous enhancements to controls and other visual elements.

As is usual for Uniface, we have continued to enhance and mature delivered functionality in later releases, ensuring customers are able to continually modernize and update their Uniface applications.

Uniface 10:

The first priority of Uniface 10 was to deliver a new development environment, and has been one of the largest projects we have ever undertaken. We have been talking about Uniface 10 for a number of years and started an R&D project in 2011. Uniface 10 has been architected from the ground up, with a firm vision for the future, ensuring that we have the foundation to expand and mature the IDE. The first release of Uniface 10 was delivered as the Uniface 10 Web Edition; a preview release was launched in April 2015.

Uniface IDE:

There are a number of reasons why revising the Uniface development environment is important:

- **Familiarity:** The Uniface 10 development environment is different from older versions of Uniface. It is an IDE making it easier for new developers to use and rapidly become productive, while still maintaining enough familiarity with older versions for experienced Uniface developers.
- **Productivity:** Developing in Uniface has always been productive, it is one of the main benefits of building and maintaining applications in Uniface. Uniface 10 takes developer productivity to a new level with new features and capabilities including code snippets, navigation between source and compiled output and improved development flow.
- **User Experience:** We gathered input from a variety of sources to ensure the Uniface 10 IDE provides developers with the usability and flexibility they expect from a modern development tool.

The future of Uniface:

We have an exciting future with Uniface, with a vision on how we will take Uniface forward in the coming years.

Short-to medium-term plans for 2016-2017:

Uniface and the Cloud:

It is possible to deploy Uniface applications on the cloud today by taking the Uniface runtime environment and installing it on an operating system, and connecting to a database that we currently support on the Uniface Product Availability Matrix (PAM).

In 2016, we plan to verify Uniface on the Amazon and Microsoft cloud platforms. Listing them on the Uniface PAM as fully verified and supported deployment platforms gives customers peace of mind that deploying their apps on these technologies will be no different than deploying on premise.

Beyond verifying Uniface for cloud deployment, we want to enable the deployment of the Uniface runtime, and therefore customer applications using container deployment technology. This will greatly simplify the packaging, distribution and deployment of Uniface applications, therefore reducing the overall cost of ownership of Uniface apps and making it even easier to deliver frequent application updates to end users.

The Uniface Community Edition:

The Uniface Community Edition will provide the Uniface developer community with an unrestricted, free-to-use version of Uniface 10.

The Uniface Community Edition will be made available as an online download to be used for evaluation, familiarization, self training and so forth. Coupled with the Uniface 10 online tutorials and the Uniface developer community presence on Uniface.info, it will help provide more skilled Uniface developers in the marketplace.

The Uniface Community Edition will differ from the Uniface Trial in a number of ways:

- Acquisition of the Uniface Community Edition will be easier, with minimal registrations requirements.
- Installation will be simple. Our objective is to make the installation be an 'out-of-the-box' user experience.
- Licensing will be straightforward, both during the installation and the duration of the license.
- The Uniface Community Edition is for development purposes only.
- The SQLite database is included with the Uniface Community Edition. Connectivity to other databases is available to customers with a valid contract for Uniface Development licenses.

Support for the Uniface Community Edition will be online via Uniface.info, and maintenance updates will be provided by a complete refresh rather than via patches and service packs.

Access to the support services provided by Uniface Technical Support, including access to patches and service packs, is available to customers under a current maintenance contract with Uniface.

Uniface Mobile:

Investment from Marlin Equity enabled us to form a new development team dedicated to our mobile direction of hybrid mobile apps based on HTML and JavaScript. The first new features were delivered in Uniface 9.7.01 with significant enhancements to our web capabilities, some relevant to deployment of both web and mobile applications, and some mobile-specific features.

Uniface 9.7.02, delivered in June 2016, is a significant update to Uniface 9.7, delivering enhancements that enable Uniface applications to be built for mobile deployment.

- Uniface applications can be installed on both Android and iOS mobile devices, giving end users instant access to their applications without needing to start a browser, enter a URL, log on, and so forth.
- Uniface applications can be distributed via Google Play and the Apple App Store, giving customers market visibility that they are mobile capable, and enabling apps to be distributed to their end users using standard practices.
- The Uniface Development Environment has been extended to simplify the building of mobile applications:
 - Simplified integration to mobile-specific features such as a camera, contact list, etc.
 - The development process to package applications follows the Uniface Application Start Up Shell (APS) generation process which is familiar to Uniface developers.
 - From within the development environment, Uniface applications can be sent to an external service provider to build apps for mobile deployment.
 - Apple and Google complexities around certificates, app stores and certification are simplified.

The next phase of the Uniface mobile journey is offline storage, a significant project for us, targeting simplicity for customers. It is a project that is underway in the Uniface Lab and we plan to deliver functionality in phases:

- Application functionality available offline, while disconnected from a mobile application server.
- Application data stored offline, and subsequently synchronized when the application is reconnected back to the mobile application server.

The Uniface 10 IDE:

We have put additional focus on Uniface 10, with the view of delivering the Uniface 10 Enterprise Edition in the fall of 2016. In a revision of some of our previous plans, the primary goal of this release is that all customers can use Uniface 10 for their existing applications and for new development projects including:

- A migration path from supported versions of Uniface 9 (Uniface 9.6 and Uniface 9.7).
- Mobile functionality, including the capability to build mobile applications that can be distributed via the Apple App Store or Google Play, and installed on Android and iOS devices.
- Web functionality that continues to expand on our HTML and JavaScript capabilities.
- Client Server capabilities that match the innovations delivered in Uniface 9.7.

Coupled with the value that the Uniface 10 IDE brings, this is a release of Uniface to take Uniface development to the next level.

Enhancing the Uniface 10 IDE:

Our journey with Uniface 10 will continue after the 2016 delivery; we plan to continue to enhance the Uniface 10 IDE.

- Since the release of Uniface 9.6, we have delivered new features in service packs which are delivered every four months, a new approach for us but not unknown in the IT industry with companies such as Redhat, Microsoft and Google all delivering frequent, regular updates to products in the marketplace.
- Feedback from our customers is that this approach gives the opportunity to access new functionality as soon as it is complete and built into the product.
- We also prefer this approach; it shortens our delivery cycles and increases quality.

Our thinking is that wherever feasible, we will continue this approach and frequently deliver new features and enhancements to Uniface 10.

The projects on the Uniface 10 roadmap which we plan to work on include:

- **Version Control:** The ability to integrate Uniface development into leading project management technologies (such as GitHub) is something that we know is important to customers. As a result of this feedback, it is a requirement that is high on the Uniface 10 release backlog. Closely related to version control is the Uniface 10 approach to managing projects in development. Already in Uniface 10, expect extensions to the project development capability and version control functionality to be delivered in the next Uniface 10 releases.
- **Code Assistance:** We delivered the first phase of this functionality in the early phases of the Uniface 10 projects, providing real-time support and guidance for Uniface functions in the Uniface Proc Script development language. We want to expand this functionality to include statements and developer-defined operations.
- **Developer APIs:** From the beginning of the Uniface 10 project, we've consciously architected the Uniface IDE with the view to make it as open as possible. This will enable developers to extend the capabilities of the Uniface 10 IDE. We are aware that providing APIs will enable plugins to be developed and shared within the Uniface developer community, and is valuable functionality.
- **Enhanced Debugging:** The Uniface debugger which was originally delivered in Uniface 9 will be extended with additional capabilities and features. This started with the ability to navigate from compiler output to source code, and we intend to extend this with additional features and capabilities.

Longer Term plans for 2017 and beyond:

In addition to the next year or so, we are also thinking about the long term and how we can continue to enhance, mature and expand Uniface.

Currently these projects are on our radar; some will start earlier as R&D projects or they are related to projects already underway.

Uniface in the Cloud: The next logical phase of our cloud direction is to provide Uniface deployment as a service, and enable customers to pay for their runtime use on an 'as needed basis.' In addition to making our runtime available in a PaaS model, we want to make it easy and simple to use containers to deploy those applications into our hosted service.

Integration: The integration capabilities of Uniface have always been rich, and we have followed various technology trends over the years. At this time, we view web services, and especially RESTful web services as the primary integration technique in the Uniface world. Over the coming releases, we expect to expand in this area, both expanding data handling by extending and enhancing the Uniface Struct functionality, and we also want to make the overall functionality easier and simpler to use.

The Uniface 10 IDE: The Uniface IDE will continue to expand in functionality and features. Our goal is to continually expand on the productivity and ease of use. We will continue to expose more and more of the functionality through APIs, therefore working with Uniface Partners and the Uniface developer community to expand the capabilities and support development techniques and methodologies such as Test Driven Development and Continuous Build and Integration.

Uniface Client Server: Despite some of the IT Industry predictions, we do not see Client Server coming to an end in Uniface, and we will continue to expand and mature the functionality. We will continue to add small tweaks and features, but as a result of numerous requests, we also intend to productize the HTML Forms capability that we initially developed for the Uniface 10 IDE.