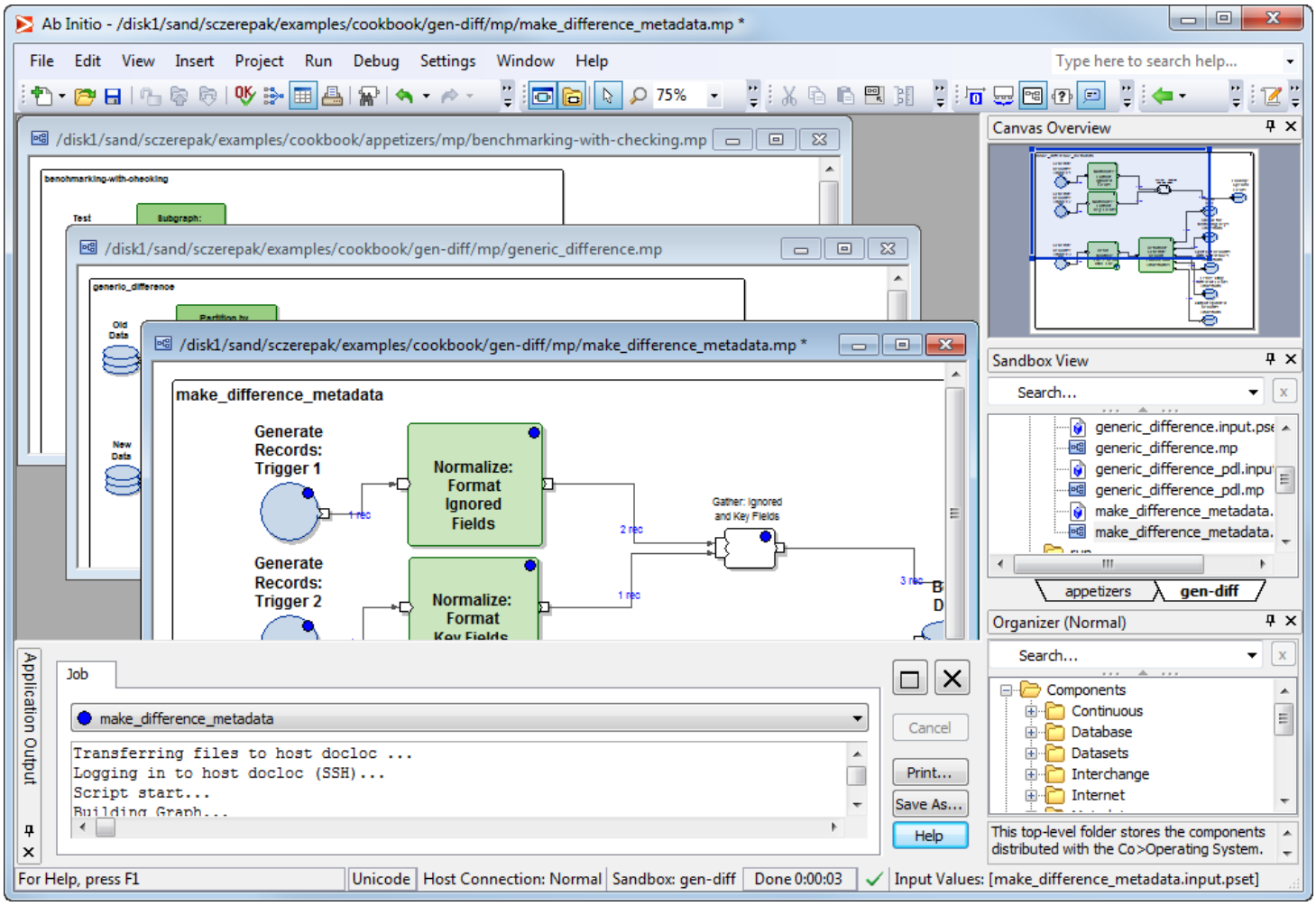
Graphical Development Environment

The Graphical Development Environment (GDE) provides a graphical method for building business applications, allowing you to take massive amounts of data from the widest array of sources and process it using any and all hardware resources available.



The GDE gives you the power and flexibility to quickly translate complex specifications into reality. Using the GDE, you can build applications exactly as you design them: by drawing the data sources and destinations, the processing steps the data will move through, and the connections between them. The result is not merely a picture, or even a specification — it is an executable application, called a *graph*.

The GDE provides a canvas on which you manipulate icons that represent data, programs, and the connections between them. The result looks like a data flow diagram, and represents the solution to a data manipulation problem. The GDE communicates the data manipulation solution, or *application*, to the Co>Operating System, which manages all aspects of the execution of the graph.

For more about this software

See the Graphical Development Environment Help.

Related Ab Initio software

The Graphical Development Environment requires the following:

- Co>Operating System — Performs the runtime processing for the Graphical Development Environment, which includes running graphs and plans for the applications that users configure and test.
- Technical Repository — Serves as the repository for the operational and technical metadata (graphs and other assets) created during application development.

The Graphical Development Environment works with Conduct>It, which enables users to create and run complete production systems consisting of Ab Initio graphs, custom scripts, and third-party programs.

Top of page