As you plan your future technical strategies, consider what some of the largest Progress shops are doing with EagleIQSM to profit from their investment in Progress 4GL applications.

Enterprise Scalability

- Achieve high availability, clustering, load balancing, and multi-threaded parallel processing for Progress applications
- Enable a high performance Service Oriented Architecture
- Build ultra-fast, highly functional web and handheld applications using industry-leading frameworks



All EagleIQSM capabilities are available immediately for your v9/v10.x applications.



EagleIQSM has been certified *Java Powered* for the Enterprise[™] by passing strict criteria for J2EE cross-platform functionality.

Cross-Platform Integration

- Invoke 4GL from .NET, Java, VB6 and 4GL at high speeds
- Invoke Java from 4GL, .NET and VB6 at high speeds
- Access local and remote systems concurrently in milliseconds, including multiple Progressbased applications, Oracle, J2EE, Microsoft and others
- Integrate Progress applications with portals, JSP, JMS, ASP.NET, Oracle Stored Procedures and SOA service layers



Application Reliability

- Dramatically increase speed, stability and scalability when compared to OpenEdge® Application Server & DataServer, WebSpeed® and WAN DB connections
- Allow Progress 4GL logic to participate in global transactions within a J2EE server
- Optionally run as a J2EE
 JCA Resource Adapter in
 Sonic ESB®, WebSphere®,
 WebLogic® and others without
 needing proxy classes

Call **1.800.388.1850** to demo EagleIQSM from your own web browser today!

EagleIQSM is a high availability, clustered server with cross-platform, cross-language client interfaces that enable you to build applications that integrate 4GL business logic with other industry-leading technologies.

EagleIQ $^{\text{sm}}$ is a technology and services offering of Solvepoint Corporation. We would be glad to answer any questions you have. Please call us at 1-800-388-1850 or point your browser to www.solvepoint.com and visit us online.

