

INTERNET/INTRANET

- ▶ Integrated Web server
- ▶ Automatic transaction management
- ▶ Dynamic HTML generation



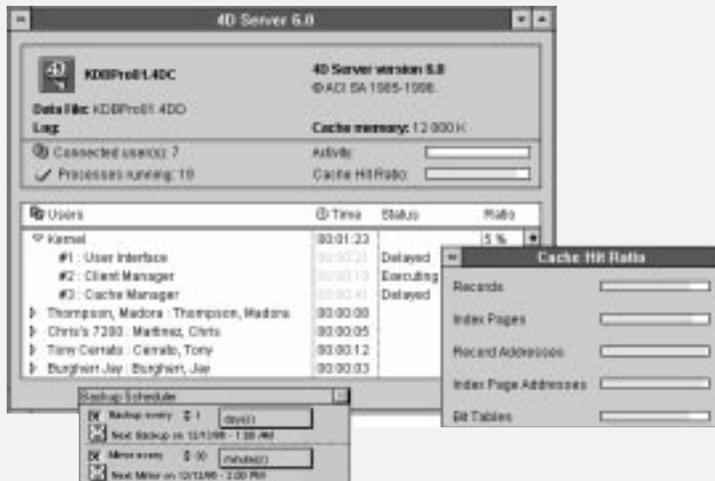
RAPID APPLICATION DEVELOPMENT

- ▶ State-of-the-art debugger
- ▶ Sophisticated forms wizard
- ▶ Powerful cross-reference tool



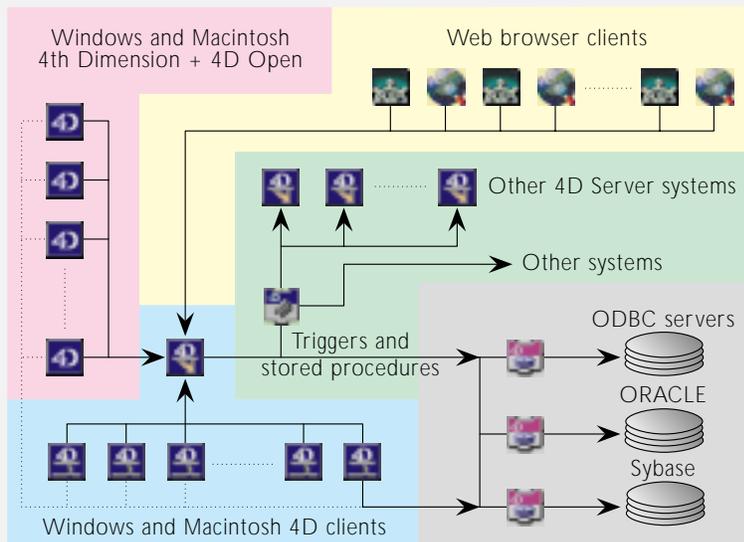
4th DimensionSM Develop once. Deploy everywhere.





CLIENT/SERVER

- ▶ Cross-platform
- ▶ Team development
- ▶ Built-in multitasking



SCALABILITY

- ▶ Desktop RDBMS
- ▶ Effortless migration to client/server
- ▶ Native connectivity to ORACLE, Sybase, and ODBC

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4TH DIMENSION FEATURES

DATA

- ▶ Field Types: Alpha, Text, Real, Long Integer, Integer, Date, Time, Boolean, Picture, Subtable, and BLOB
- ▶ 128-gigabyte data file capacity, segmented across volumes
- ▶ Data recovery tools

QUERYING AND ORDERING

- ▶ Multi-criteria relational querying and ordering; criteria can be saved and later reused
- ▶ Query wizard, query by example, query by formula, query and modify
- ▶ Sets or "bitmaps," and queries for faster results on complex criteria

RELATIONS

- ▶ One-to-many, many-to-one, many-to-many relations
- ▶ Enter data, query, order, and report across tables without programming

INTERFACE

- ▶ Object-based form editor to control shapes, colors, patterns, styles, and platform look inheritance
- ▶ Standard Macintosh and Windows controls with automatic and user-definable actions: buttons, invisible buttons, radio buttons, graphic radio buttons, check boxes, graphic check boxes, rulers, thermometers, dials, tab controls, button grids, combo boxes, drop-down lists, pop-up menus, hierarchical lists, scrollable lists, and hierarchical pop-up menus
- ▶ Platform-dependent appearance and behavior customizable on a per-object basis

LANGUAGE

- ▶ If, Case, For, While, and Repeat control structures; local, global, and interprocess variables; two-dimensional arrays, pointers, parameter passing, functions, and more
- ▶ Over 600 commands for control of interface, data access and security, multiprocessing capabilities, and interprocess communication
- ▶ Extend the 4D language and interface with your own routines in C, C++, and Pascal

