

# PolySpace Server for C/C++ 7

Perform PolySpace verifications on dedicated servers, computer clusters, or server farms

PolySpace Server™ for C/C++, in conjunction with PolySpace Client™ for C/C++, provides code-based verification that proves the absence of overflow, divide by zero, out-of-bounds array access, and other run-time errors in source code. With PolySpace Server for C/C++ you can accelerate code verification by performing the verifications on a computer cluster. Jobs are submitted to the server using PolySpace Client for C/C++. You then use the client to download and visualize verification results.

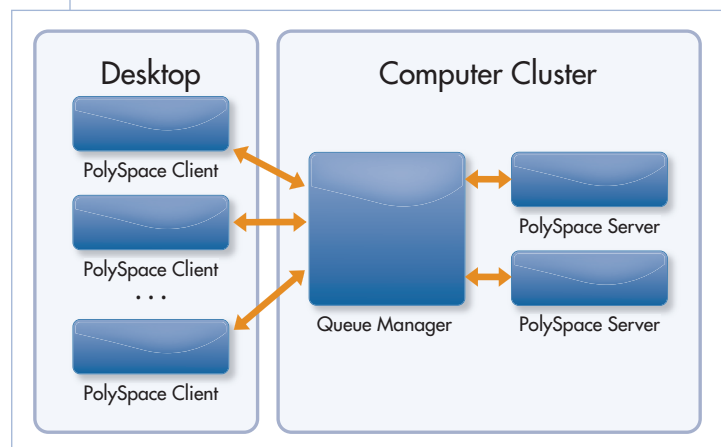
## Distributing Software Component Verification

PolySpace Server for C/C++ streamlines the verification process by letting you queue and distribute verification jobs. By distributing verification runs to computer clusters or server farms, you free up the developer machine to perform other tasks.

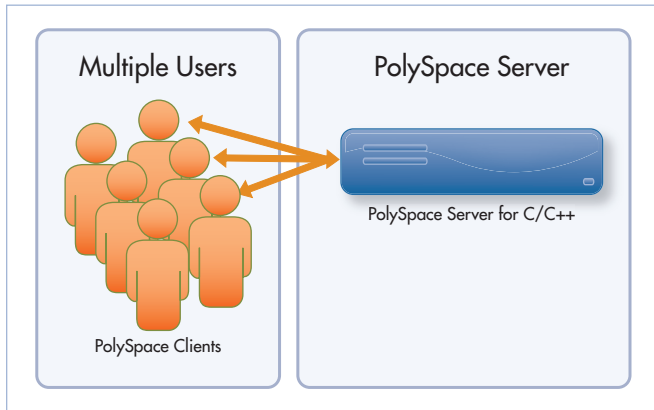
Jobs are launched to the server from PolySpace Client for C/C++. The server's queuing mechanism ensures that jobs complete efficiently. Once the verification job completes, you can download the results from the server to the client, where you can review them using the client interface.

## KEY FEATURES

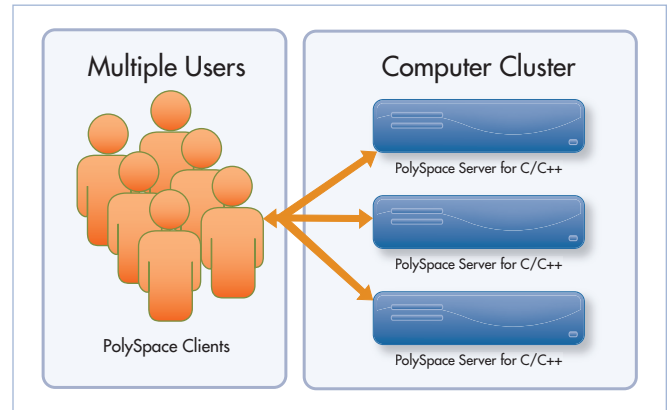
- Queue manager for dispatching multiple verification tasks to multiple servers
- Verification report generation
- Support for mixed operating system environments
- Ability to run verification tasks on multicore servers



Code verification workflow with PolySpace Client for C/C++ and PolySpace Server for C/C++. The queue manager receives the PolySpace verification request and selects the first available server to run the job.



Multiple PolySpace clients with one PolySpace server.



Multiple users with multiple PolySpace clients interacting with multiple PolySpace servers on a computer cluster. One PolySpace verification request is posted to the first available server, which executes the job and makes it available for download from the client.

## Configuring the Code Verification Environment

The PolySpace® client and server can be deployed to single-user environments or to integrated development teams. Multiple workflows are supported. For example, you can use one server with multiple clients, enabling several individuals or teams to view and analyze verification results at the same time, or use one or more clients with multiple servers, accelerating code verification. The client and server can run on different operating systems.

You can use the PolySpace server and client to support all critical activities in a software development workflow, including:

- Verifying software component integrity and quality under normal and abnormal usage conditions
- Monitoring code quality trends
- Finding and correcting errors during the coding process before test
- Proving the absence of run-time errors in the software component

## Required Products

**PolySpace Client™ for C/C++**

## Related Products

**PolySpace Client™ for Ada**

**PolySpace Model Link™ SL** (for Simulink®)

**PolySpace Model Link™ TL**  
(for dSPACE® TargetLink®)

**PolySpace Server™ for Ada**

**PolySpace UML Link™ RH**  
(for Telelogic® Rhapsody®)

## Platform and System Requirements

For platform and system requirements, visit [www.mathworks.com/products/polyspaceserverc](http://www.mathworks.com/products/polyspaceserverc). ■

## Learn More

[www.mathworks.com/products/polyspaceserverc](http://www.mathworks.com/products/polyspaceserverc)

## Resources

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[info@mathworks.com](mailto:info@mathworks.com)