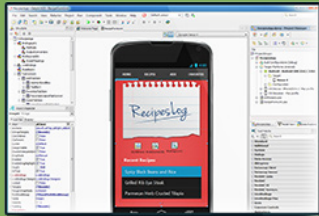# C++Builder XE5

## Multi-device, true native app development with C++ for Windows, iOS and OS X

**embarcadero**

Embarcadero® C++Builder® XE5 is the single source C++ solution for building high performance, natively compiled apps for Windows, iOS and OS X; and getting them to app stores and enterprises fast. Build apps for multiple devices using a common codebase without sacrificing app quality, API access, enterprise connectivity or performance. Reach mobile, desktop and server markets faster.

## Create fast, native applications for Windows, Mac, and iOS

With C++Builder XE5, you develop your app in the standard C++ language with the multi-device FM Application Platform, then build to target multiple platforms with the same source codebase. Looking for performance? With C++Builder, you're creating true native apps that run full-speed directly on the device CPU, not in a script engine or VM, giving you more control, tighter security, and a better user experience.

## New! Build iOS apps with C++Builder

Visually create iOS apps coded in C++ that compile direct to the CPU, delivering higher performance, security and a better user experience. Your apps can access iOS device APIs, sensors and services, and deliver the best app performance.

## Deliver truly connected applications

With C++Builder's Multi-Device Application Platform, you can deliver truly connected applications that support real time communication and access to enterprise data and cloud services.
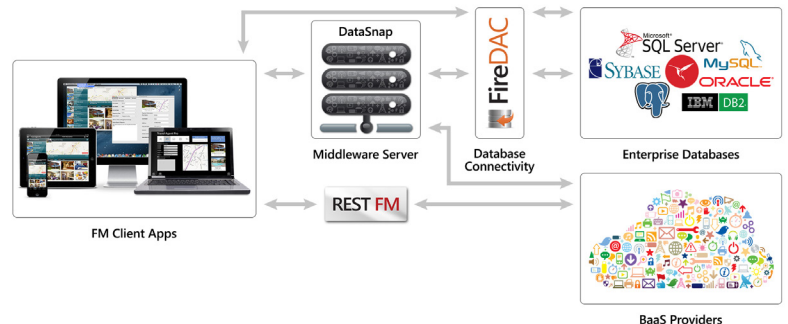
## C++11 Standards Compliance

C++Builder XE5 supports the latest C and C++ standards, including C++98, C++TR1, and now C++11 for 64-bit Windows and iOS as well as ANSI C, ISO C, C99, and C11 standards. Strong standards support helps you build, maintain, re-use and extend your code.

# Connects With

Microsoft® SQL Server®    IBM DB2.    MySQL®

SYBASE    powered by amazon web services    Informix SOFTWARE

| Features | Product Editions | | | | |
|---|---|---|---|---|---|
| | Architect | Ultimate | Enterprise | Pro | Starter |
| **MULTI-DEVICE APPLICATION DEVELOPMENT** | | | | | |
| High productivity integrated visual development environment (IDE) with UI designers, code editor, Code Insight, build and debugging tools | X | X | X | X | X |
| Develop true native apps for 32-bit Windows | X | X | X | X | X |
| Develop true native apps for 64-bit Windows and for OS X | X | X | X | X | |
| Develop true native apps for iOS | X | X | X | Optional | |
| **LIBRARIES AND COMPONENTS** | | | | | |
| FM Application Platform for Windows | X | X | X | X | X |
| OS X Lion and Mountain Lion deployment support including Retina and Mac AppStore | X | X | X | X | |
| Mobile app development for iOS with the FM Application Platform | X | X | X | Optional | |
| VCL framework with hundreds of visual components for creating user interfaces, database access and more (components vary by edition) | X | X | X | X | X |
| VCL source code to modify and customize the included components | X | X | X | X | |
| Dinkumware STL, Boost C++ libraries, TR1 support | X | X | X | X | |
| **MULTI-DEVICE APPLICATION PLATFORM** | | | | | |
| Cloud computing with Amazon Web Services and Microsoft Windows Azure | X | X | X | X | |
| Local database connectivity to InterBase, SQLite, MySQL and more | X | X | X | X | |
| Client/Server database connectivity for leading database servers including Microsoft SQL Server, Oracle, Sybase, DB2, Informix, InterBase, ODBC and more | X | X | X | Optional | |
| DataSnap n-tier middleware for building application and data services | X | X | X | | |
| Fast SQL database development, change management, SQL profiling and SQL tuning with DB PowerStudio® Developer Edition | | X | | | |
| Database modeling and design with ER/Studio Developer Edition | X | | | | |
| **LICENSING** | | | | | |
| Indie license for hobbyists and getting started | | | | | X |
| Full commercial development and deployment license | X | X | X | X | |
| Earlier version access to licenses for C++Builder 6 and 2007-XE4 | X | X | X | X | |

**C++Builder® System Requirements**

- 1 GB RAM (2 GB+ recommended)
- 3-24 GB free hard disk space depending on edition and configuration
- DVD-ROM drive (if installing from a Media Kit DVD)
- Basic GPU – Any vendor DirectX 9.0 class or better (Pixel Shader Level 2)
- 1024x768 or higher-resolution monitor

- Intel® Pentium® or compatible, 1.6 GHz minimum (2GHz+ recommended)
- Mouse or other pointing device
- Microsoft® Windows 8, Windows 7 SP1, Windows Vista™ SP2, Windows Server® 2008 (32-bit and 64-bit)
- PC running a 64-bit version of Windows required for developing 64-bit Windows apps

**For developing OS X apps**

PC running Windows connected with an Intel-based Mac, with 2 GB RAM or more, running OS X 10.8 or 10.7 over a local area network using a SSH, VNC or Windows file sharing solution

**For developing iOS apps**

PC running Windows connected with an Intel-based Mac, with 2 GB RAM or more, running OS X 10.8 or 10.7 over a local area network using a SSH, VNC or Windows file sharing solution with the latest version of Xcode that supports iOS 6.x. An Apple Developer account is required to deploy iOS apps to physical devices.

**Supported Deployment Platforms**

PCs and tablets with Intel/AMD processors running Windows XP or later. Macs running OS X 10.7 or later. iPhone 3GS or later, iPad, or iPod Touch 4th Generation or later running iOS 6.0 or later.

## Download a Free Trial Now! Visit embarcadero.com/trial

Or e-mail us at: sales@embarcadero.com