Porting Legacy Software to Multiple Platforms

CS Colloquium

**Speaker:** Doug Park, Principal Software Architect, Chief Architect, Inc.

**Date & Time:** Nov 4, 2013, 3:30 – 4:20 PM

**Place:** Engineering Physics Building, EP 205

**Abstract**

In the days of mainframe software development portability of software from one platform to another was fairly important. At the point when Microsoft took over the market and personal computers started to become powerful enough much software started down the easy path of only supporting one platform. Today, we are again faced with a market where multiple platforms Windows, Mac, iOs, Android, etc. are now sharing the market. This makes the need to write portable software much more important. In this lecture we will explore some of the things that we at Chief Architect Software faced in porting our software to Mac.

**Bio**

I started writing software when I took FORTRAN as part of the pursuit of my Mechanical Engineering degree here at the U of I. After graduation I worked at Lockheed Missiles and Space Co., now Lockheed Martin in the Vibroacoustics group. In that group there were several in house software tools that were used. I fairly quickly migrated to working on those tools and eventually became the lead developer for two software products that we produced under a NASA contract. Some of this software is still in use today. From there I went on to a startup company writing software similar in nature to Matlab which was eventually acquired by National Instruments. In 1999 I moved to Coeur d'Alene to work for Chief Architect Software where I currently am the Principal Software Architect.