

# INFOSTROY

Information Systems Technologies Research Outsourcing for You

## Own Solutions

List of our ready to use solutions:

### Business in Internet

- Joomla based Platform for Travel Agencies web sites
- Infostroy PHP Framework

### Components for Software Development

- Graphics and HTML editors
- Software licensing system
- SDK for saving Macromedia Flash (SWF) files

### Pattern Recognition and Computer Graphics

- Character recognition system
- Interactive 3D scene modeling system

## Main features of our Solutions:

- Convenient rules for our clients regarding licensing of our components
- Significantly reduces the cost of software development and support
- High specification and quality of the completed software
- Ability to modify our source code
- Our products are implemented fast and easy
- Our solutions are already being used in different products



**INCREASE DEVELOPMENT SPEED  
DECREASE EXPENSES**

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## Business in Internet

### Joomla based Platform for Travel Agencies web sites

Many travel agencies nowadays are trying to take their businesses to the internet. All they need is a fast and effective solution for web site development. To solve this task we have developed special modules for Joomla system, that allow developing web site for a travel agency with all the necessary functionality in only 3 or 4 weeks including content and personal web site design. The system developed by us is multifunctional and as we use a free source code, a wide range of companies can afford the cost of such system implementation.

### Infostroy PHP Framework

The advantage of our platform is the ability to reduce the development time of various web shops and e-commerce applications to a third or fifth in comparison with other similar platforms. The uniqueness of the system is in its ability to customize databases, object-centric model, business model and user interface through XML files.

## Components for Software Development

### Graphics and HTML editors

During our work we have developed many graphics editors with additional functions and capabilities, which are much larger than the usual vector or raster editor. These editors contain functions from vector editors, such as drawing lines, rectangles and circles with different fill styles including gradients, adding fields to the images, which are to be filled with information or images from database. For these editors we have developed specialized image processing algorithms.

Such editors can be widely implemented in various design and modeling systems. In our portfolio we also have a very powerful WYSIWYG HTML editor, which can successfully be used in different application, where it is necessary to create and edit HTML pages.

### SDK for saving Macromedia Flash (SWF) files

Today Macromedia Flash SWF format is the most popular format for delivering users multimedia content on different platforms through internet. In our company we have created special SDK which allows writing data into SWF files. Our SDK supports all the abilities of the SWF data format including writing video (AVI, ASF, WMV and MPEG formats) and audio data (MP3 and WAV formats), Sprites and basic graphic primitives like lines, rectangles, ellipses, and also some action tags and texts which can be imported and edited in Macromedia Flash.

### Software licensing system

Very often while developing different systems, it is necessary to protect them from unauthorized use and copying. It results in the necessity of providing the control mechanism that manages different software licenses and copyright. Our designed system is a complex solution to protect products and manage their licenses.

## Pattern Recognition and Computer Graphics

### Character recognition system

To solve the tasks of characters recognition we have developed the optical characters recognition system on basis of neural networks. The developed system consists of subsystem of raster image preprocessing and actually of recognition subsystem. Subsystem of raster image preprocessing allows improving the quality of recognition. Algorithm of recognition uses multilayer neural network to recognize a symbol. The advantages of the developed system include rather high stability against image defects, high processing speed of input data and ability to learn. We are currently working on the development of the improved algorithm of recognition system based on representation of each class of symbols as a set of some unique elements and as a relation between these elements.

### Interactive 3D scene modeling system

The following features are implemented in our system:

- Works on Windows XP and Vista OS
- Scene editor with the Scene construction functions
- Scripting language and editor for s
- Physical platform with all necessary functionality for modeling mechanic processes and objects interaction
- Ability to broaden the system by adding modules designed by other developers
- Models import from .X format files and graphic format files
- Parameters setting for surface using altitude map
- Ability to record and reproduce student's actions on the scene
- Notifications about mistakes and mistakes calculation while working by the scene
- Set of predefined scenes and variants of their combination in a new scene
- Easy to use system