

BioStar 2 Device SDK & G-SDK





Possible Integration Options

YJ JUNG 29 APRIL 2020

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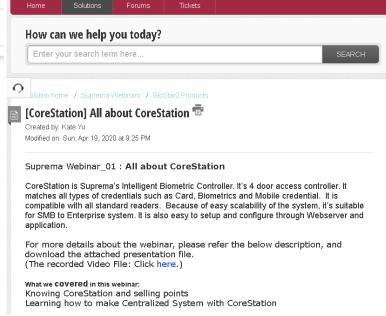
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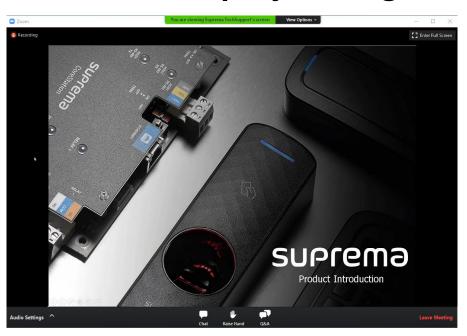
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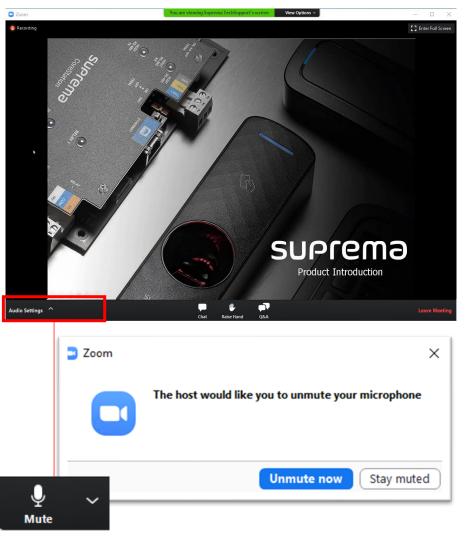




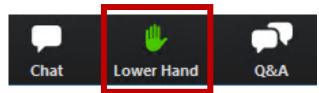
1) [Q&A] Box for leaving your question

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How I inquiry during Webinar session?



2) [Raise Hand] for Question Session



Please click on [Raise Hand] on the menu bar if you have any questions. The color will turn to Green.

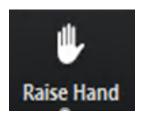
Host will allow to unmute your microphone and you will be able to unmute your microphone at the time.

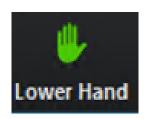
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How I inquiry during Webinar session?

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- ✓ You can leave your questions through QA box.
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- ✓ When you speak through a microphone, please introduce your name and question. We will answer one by one, so please kindly wait for your turn.







About this webinar

Target Audience

Pre-sales or Beginner level

- Objective
- 1. Comprehension of Suprema SDK solutions
- 2. Differences between Device SDK and G-SDK

Contents

- 1. What is API and SDK?
- 2. Why should I use SDK?
- 3. Overview
 - BioStar 2 Device SDK
 - G-SDK
 - Comparison

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What is API and SDK?

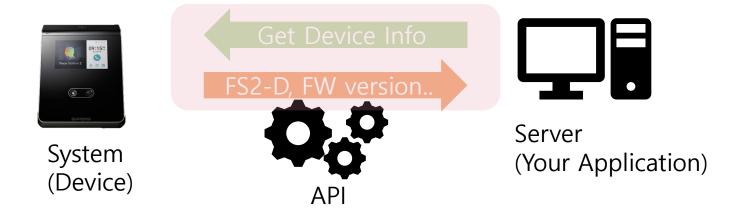
What is API and SDK?



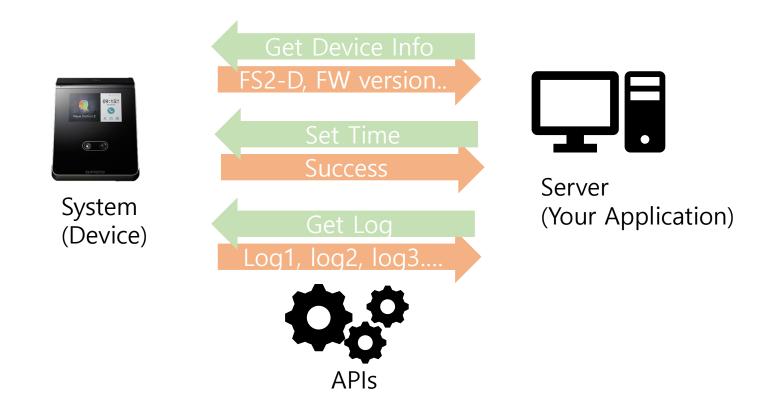
So confusing!



What is API?

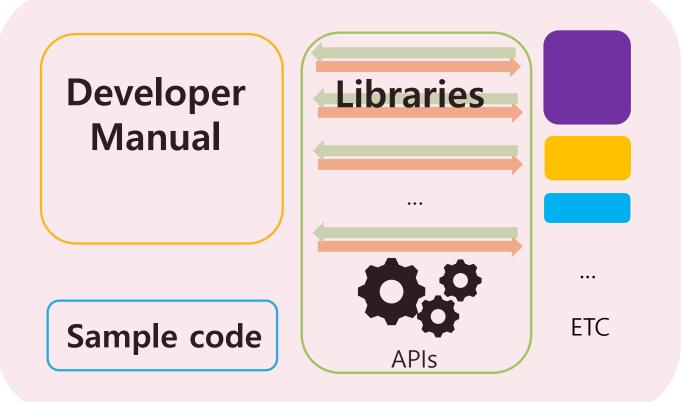






A lot of APIs are required for each purpose

What is SDK?



This package is called SDK(Software Development Kit)



Why should I use SDK?

Why should I use SDK?



All 2nd Generation devices are compatible



What integration solution should I choose to develop MY OWN SW or APPLICATION?





- 1. BioStar 2 Device SDK (C++ SDK solution)
- 2. G-SDK (gRPC server based solution)
- 3. SVP Android SDK (Android SDK solution)
- 4. BioStar 2 API (RESTful API solution)

Why should I use SDK?

BioStar 2 Device SDK Target

Users who would like to use

- C++, C# or similar environment
- Most features of Suprema device

G-SDK Target

Users who would like to use

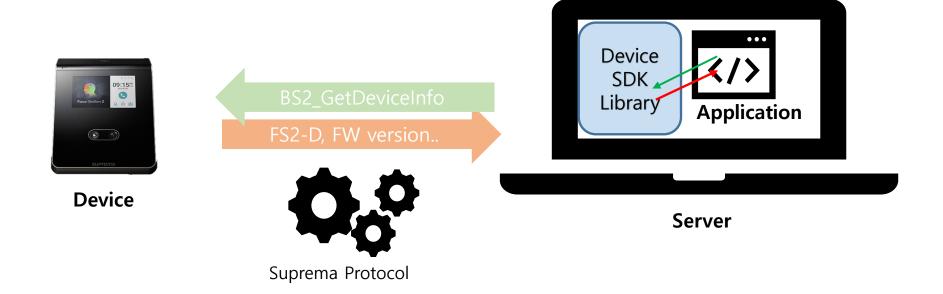
- Various types of client(C#, Java, Python etc)
- Simple basic features of Suprema device
- Cannot configure advanced features like RS485, Wiegand, Zone



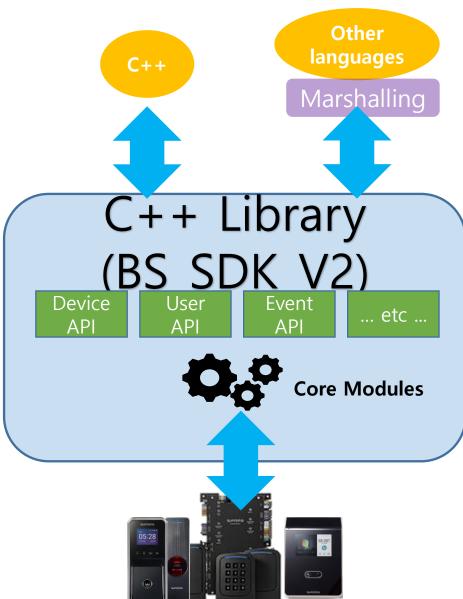
Overview – BioStar 2 Device SDK



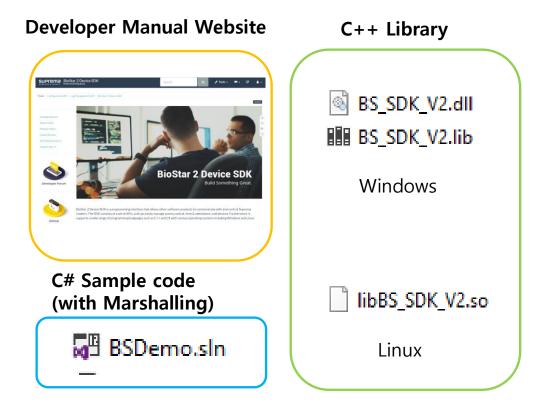
Overview – BioStar 2 Device SDK



Overview – BioStar 2 Device SDK



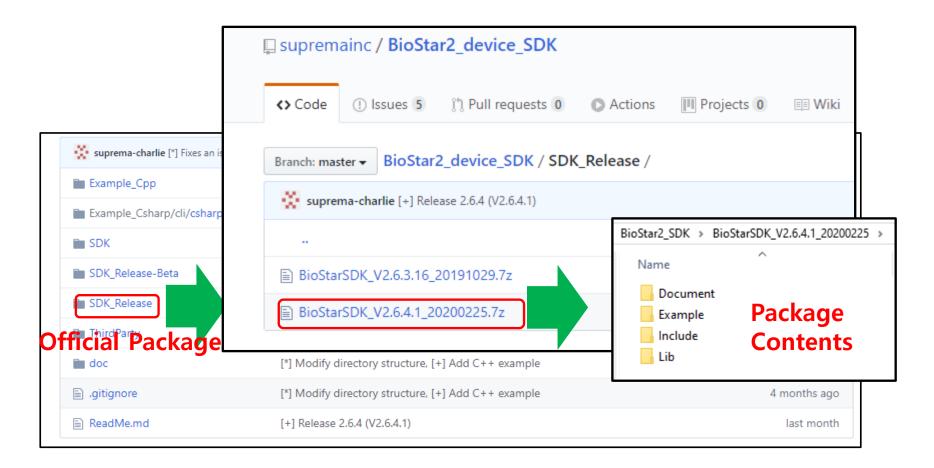
All the languages other than C++ need Marshalling process, the conversion between two different systems.



BioStar 2 Device SDK is provided as libraries with C# sample code

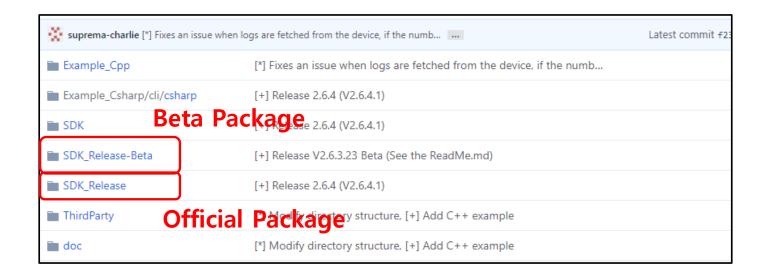
SDK Download – Github link

https://github.com/supremainc/BioStar2_device_SDK



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https://github.com/supremainc/BioStar2_device_SDK



Beta Package VS Official Package

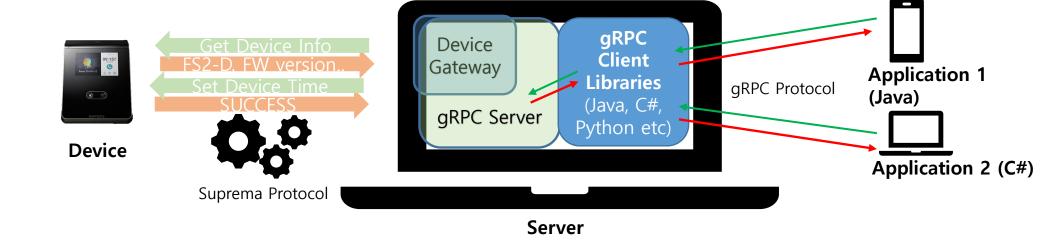
- Beta
 - It has been distributed including the latest bug fixes or features, but has not passed QA yet
- Official
 - The official product with registration completed after QA process

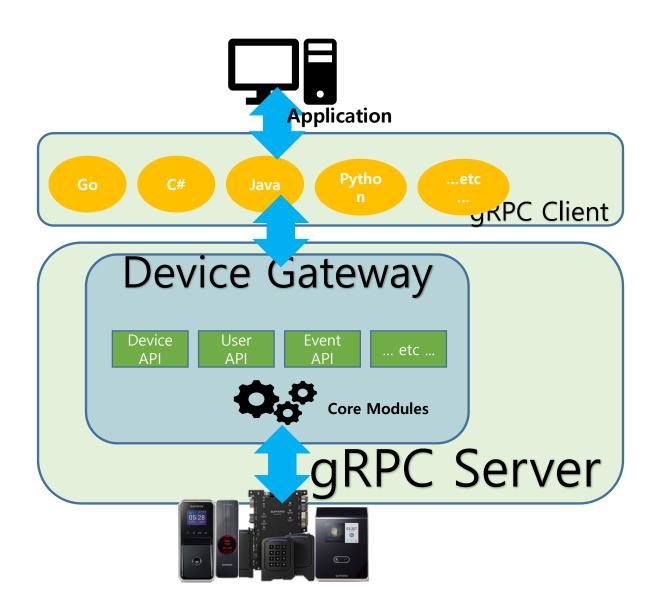


Overview – G-SDK



Overview – G-SDK





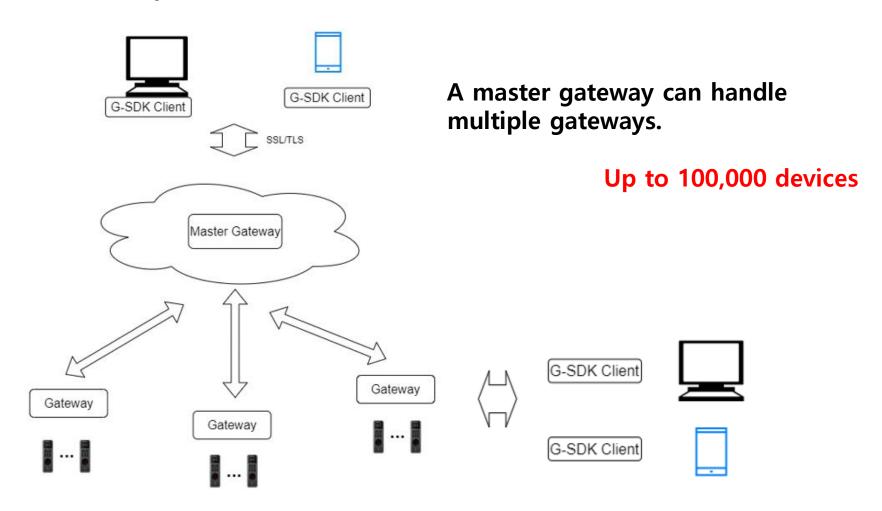


Overview – G-SDK

Future Release Plan

- 1. Master Gateway (Q2 2020)
- 2. Advanced AC API (Q3 2020)
- 3. More language support samples Android, iOS, Ruby etc (Q4 2020)

Master Gateway



Master Gateway

	Device Gateway	Master Gateway
Role	Manage devices	 Manage devices through gateways Manage gateways Provide additional services such as authentication, rate limit, user synchronization, etc.
Deployment	Single binary	Single binaryDocker
Target Applications	DesktopSingle site	MobileCloudMulti sites
Max. Devices	• 1,000	• 100,000
Design Goals	PerformanceStability	ScalabilityExtensibility

Overview – Comparison





Overview – Comparison

	BioStar 2 Device SDK	G-SDK
Deployment	Shared library	Client librariesDevice Gateway
Supported OS	WindowsX86 Linux	WindowsX86/Arm LinuxMac OS
Supported Language	C++C# sample	 C++, Java, Python, Go, Ruby, C#, Node.js, Android Java, Obj ective-C, PHP, Web C#, Java, Python, GO, node sa mples
Supported Features	 Most of features including RS 485, Wiegand, Zone etc 	Only simple featuresDo not support RS485, Wiega nd and Zone etc







Q & A