

ACERO was developed as an n-tier client/server application on a platform of Microsoft technologies and open industry standards. By using a "heavier" 32-bit Windows client, ACERO features greater interactivity and performance than a web based client, providing a richer, more responsive experience for the end-user. The power and immediacy of response associated with the ACERO client contrasts very favorably with other product offerings that limit themselves to a strictly web based or terminal based interface.

The n-tier architecture was chosen in order to provide the greatest scalability and flexibility in defining a hardware configuration to match the expected application load. For heavy data processing environments, the hardware supporting the application server can be scaled out; for companies that require frequent reporting, a more robust database server can be chosen; and for less demanding enterprises, the application and database can be hosted on the same physical server.

ACERO was developed to run on a Microsoft platform because of the ubiquity of the Windows operating systems on the clients in medium sized businesses and the affordability and ease of management offered by the Microsoft Windows 2000 Server platform. By choosing Microsoft SQL Server 2000 over competitors Oracle and DB2, ACERO is able to lower the total cost of ownership associated with our application as compared to those products which utilize the other database technologies.

By developing the application using technologies such as Visual Basic, COM, T-SQL, and XML, customers are assured that they will not be dependent on one vendor to maintain proprietary technology. All of the technologies ACERO is based on are either open industry standards, or common development languages. Through an exposed, documented ACERO Application Programming Interface (API), third party developers can create and embed additions to the software without needing access to the underlying source code, using the same functions and capabilities that Acero Solutions' in-house developers have.

