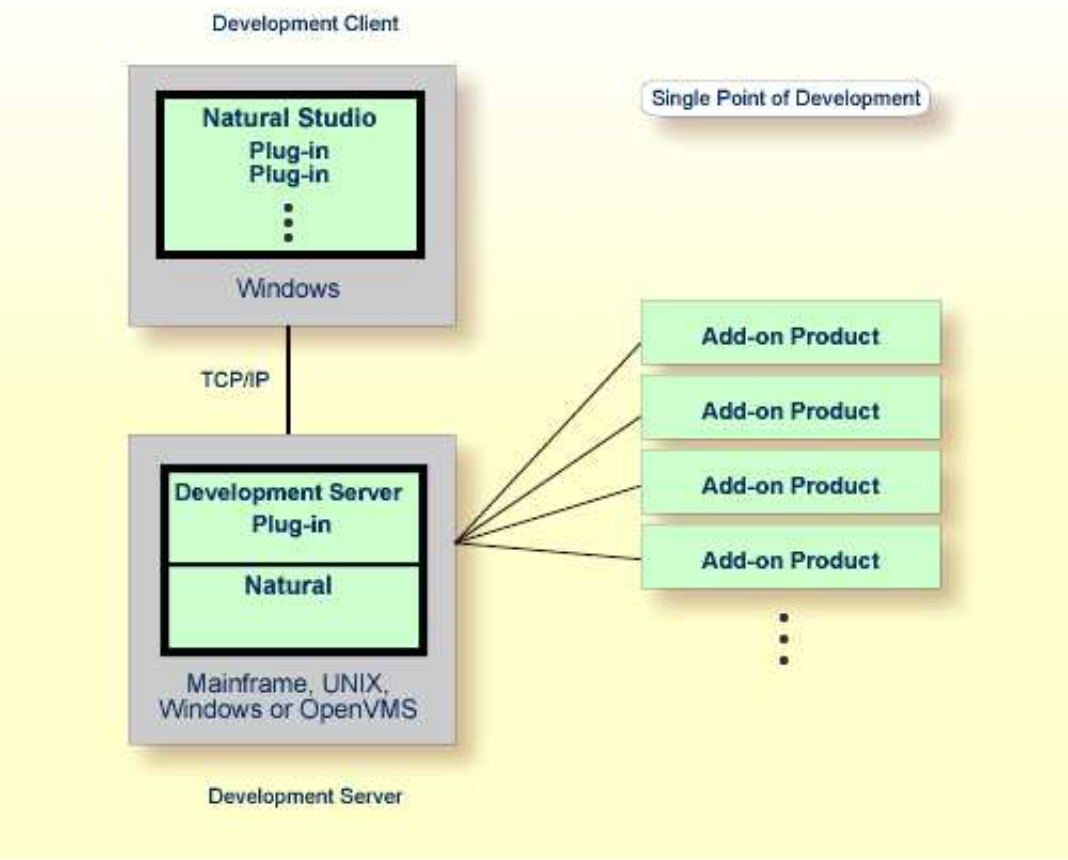
# Natural SPoD Architecture

This chapter describes the system architecture of Natural's Single Point of Development (SPoD).

- Development Client
- Development Server
- Add-on Product
- Security

SPoD allows centralized application development from a single Windows environment. You can use the features of the Natural Studio (provided with Natural for Windows) to develop and test Natural applications in a remote environment located on a mainframe, UNIX, OpenVMS or Windows platform.

SPoD is based on a client/server concept that allows one single remote development environment for all platforms. The graphic below illustrates this concept and the major components of the SPoD architecture:



# Development Client

Natural for Windows serves as the remote development desktop client for the target environment on a mainframe, UNIX, OpenVMS or Windows platform. The desktop client includes Natural Studio, which is the central workstation where users design applications. All Natural-related functions required for remote development can be performed from within Natural Studio.

# Development Server

Natural Development Server plug-in allows remote development for the Natural installation in the target environment on a mainframe, UNIX, OpenVMS or Windows platform. Natural on the target platform plus Natural Development Server plug-in constitute the development server.

# Add-on Product

Natural Studio provides plug-ins that can be used to integrate one or more Natural add-on products (for example, Predict) into a SPoD environment. The installation of the respective add-on product(s) in the development server environment is a prerequisite for Natural Studio plug-ins.

# Security

You can use Natural Security to protect the Natural Development Server environment, and Natural base applications and compound applications. For further information, refer to the *Natural Security* documentation.