



Technology Area

DEFINITION			
<i>Name</i>	Platform Hardware		
<i>Description</i>	The Hardware Technology Area encompasses enterprise-class mainframe-servers to individual workstations. It does not include the Operating Systems that control these devices; operating systems are defined in the Platform Software Technology Area. These hardware "tiers" complement each other and maximize the operation and usefulness of various specialized platform devices to satisfy business requirements.		
<i>Rationale</i>	Hardware devices are utilized to deliver services requested by clients. They must be configured to integrate with other platform devices, and must adhere to open or pervasive industry standards. They provide the end-user interface to the business applications. In order to support essential business processes and mission-critical business operations, hardware devices must be operational and reliable.		
<i>Benefits</i>	Hardware devices support business operational and service capabilities and improve productivity, performance and public services.		
ASSOCIATED ARCHITECTURE LEVELS			
<i>Specify the Domain Name</i>	Infrastructure		
<i>Specify the Discipline Name</i>	Platform		
KEYWORDS			
<i>List Keywords</i>	Mainframe, Midrange, Laptop, Desktop, Workstation, Thin client, PC, PDA		
ASSOCIATED COMPLIANCE COMPONENTS			
<i>List the Compliance Component Names</i>	Server (mainframe, midrange, Intel/AMD) Laptop – Power User Laptop – Business User Desktop – Power User Desktop – Business User Workstation – Specialty High-End Functionality PDA's		
ASSOCIATED PRODUCT COMPONENTS			
<i>List the Product Component Names</i>	TBD		
CURRENT STATUS			
<i>Provide the Current Status</i>	<input type="checkbox"/> In Development <input type="checkbox"/> Under Review <input checked="" type="checkbox"/> Approved <input type="checkbox"/> Rejected		
AUDIT TRAIL			
<i>Creation Date</i>	March 22,2004	<i>Date Approved / Rejected</i>	May 11, 2004
<i>Reason for Rejection</i>			
<i>Last Date Reviewed</i>		<i>Last Date Updated</i>	

Reason for Update