# **Common IoT Development Challenges**

Development cycles too long?
Access to devices and resources slowing you down?
Unable to test at scale before going into production?

Finally a solution to overcome these challenges and more!

# KnowThings.io





## The IoT Developer's shared dilemma:

- Physical Devices Hardware takes up space (ever try to develop on the go?)
- Testing Demands Do you have access to test at scale?
- Storage Costs Does your project have the resources to meet your expanding needs?

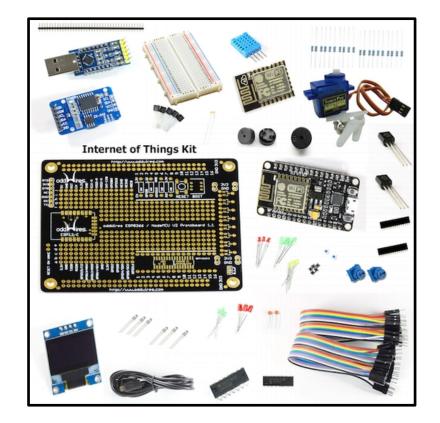
These challenges will continue to hinder quality development while the loT development continues to grow at an exponential rate!

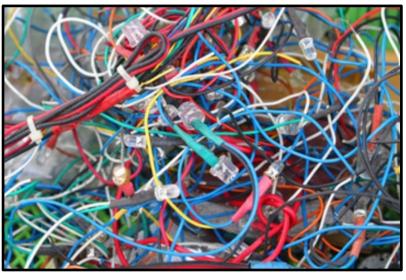
IHS forecasts that the IoT market will grow from an installed base of 15.4 billion devices in 2015 to 30.7 billion devices in 2020 and 75.4 billion in 2025\*





### I used to travel with this (have you?):







...just to do basic IoT coding and functional testing!

...NOT a lot of fun at the airport.





# Current state of IoT Development (Look familiar?):

Racks with 100,000+ devices

Set up costs (Human Capital)



















Storage costs





# Oh wait, then there's...tear down costs!



...and you still aren't testing at production scale!





#### The Problem

• Traditional simulation is highly front loaded, and requires specialty skill sets.

• Emulators are painful to work with and are intended to help with device specific functional tests.

Neither of these alternative begin to address integration testing.

# KnowThings.io helps you eliminate cost and clutter.





# The KnowThings Solution

 Our machine learning based adaptive virtual devices simulate your IoT environment.

 With KnowThings.io, Developers and QA have what they need when they need it at a fraction of the cost of devices.





# Closing thoughts...

 What happens when your device specs and implementation change midway through your project?

How do you properly test at scale without breaking the bank?

 How do you support development teams with hardware as middleware and cloud developers adopt agile methodologies and two week sprints?





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