# iSoar
## Soar on the iPhone OS

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# Issues

- Hardware
  - 412/520/600MHz ARM CPU
  - 128/256MB RAM
- iPhone SDK
  - Objective-C
  - Mac OS
  - Static library compilation
  - Developer program for device access

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# Branch Status

- SCons modifications for static compile to simulator (Intel) or device (ARM)

- Sample Xcode project

- Member of UM iPhone Developer Program
  - Counting demo to 10k -> ~20x slower on iPod Touch 2G, as compared to iMac 2.8GHz Core 2, 4GB RAM

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# Simulation Demo

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# Evaluation

## Nuggets

- Soar on a mobile platform!

## Coal

- Lack of time/task for proper evaluation

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