

The QS!X - „expedition“

litzkendorf.net

A tensional and successpromising researchtrip into the lands of the blooming digital „orangetrees“

Content:

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...the wingbeat of a butterfly!

I tell you a secret: We will have future...

The commercially important items are marked with a green 👍 thumb

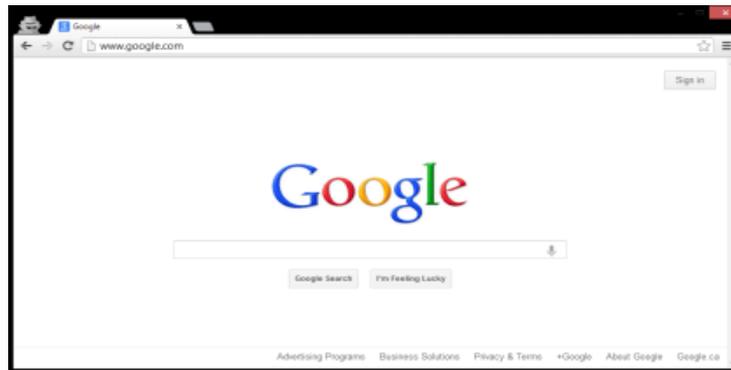
The more IT-related and commercially less important texts are marked with a yellow ? question mark



Uwe Litzkendorf

Bestsellerauthor and BASIC-guru with much experience and praxis from 40 years even in industrial software-development and 130.000 sold IT-books in entire Europe!

↑ A) QS!X is... 🍷 living AGI (Artificial General Intelligence)



Sometimes it just only needs a handfull of Dollars and a wingbeat of a butterfly to start a revolution...

Microsoft started with about 50.000 Dollar that Bill Gates borrowed from Steve Jobs to buy a **BASIC** or 100.000 Dollar that Brin and Page borrowed from Andy Bechtolsheim for a **BASIC**-Algorithm to start **Google!** Or the **BASIC** „ABAP“, that **SAP** was initiated through.

So: we need more BASICs again!

BASIC is simply the ingenious stuff, which success-stories are made of!

And it begins all over again! The artificial intelligence needs a handle to hold it: „QSIX“!

Giving the digitally speechless a clear and easily learnable voice...

QS!X (pretty modern as „NFT“)

We make all BASIC-fans on the entire planet with this gratis Open Source-software active and fit again. With newest and quickest multimedia online-techniques and procedural BASIC they are worldwide on every standardbrowser

suddenly highly modern in the play again!

Guaranteed and simply just so...

Why was the Google webpage simple and clear right from the start? Without the slightest bells and whistles?? Why does it remain so since now more than 20 years? And why did it become the most successful company in the world?

Quite simply: because it guarantees extreme **usability** with the greatest possible **simplicity** and **velocity** with the highest possible **transparency!**

Google had an idea that no one else had: Fast efficiency in the uncomplicated provision of the most important information possible completely, worldwide, quickly and free of charge!

There are a few other important facts, but these would go too far and would not lead to much more important insights (crawlers, robots, ratings, etc.) !!

This new **multimedia Web-BASIC "QS!X(c)"** (pronounced "kjoosix") **for fullfunctional, extensible and responsive WebApps** follows the same scheme!



QS!X reacts on textcommands and on mouse- or touchsteering

- [EDIT] - starts the programm-edition
- [RUN] - starts the current programm
- [MENU] - starts the handlingmenu
- [COM] - starts a commandlisting
- [HELP] - starts an help-service with demos



Windows-PC – there can parallely connected PCs/monitors or beamer as much as wanted



Apple PC

Raspberry Pi

LINUX-PC

Imagine, your computer can be started (similar to Google call) simply visually empty with the word "**QS!X**"!

PCs of any kind can easily be configured so, that it is started immediately with an empty browser window and the QS!X-interface and you can press the [ESC] key (top left) or on touch systems with a simple touch in the upper left corner of the screen you can switch back and forth between the normal PC surface and the QS!X window.

Even if the computer is started normally (see above on the right), the keyboard or touch control can be set so, that the [ESC] key or a left-hand touch switches to the QS!X browser window and, if necessary. vice versa! You can also toggle between the currently active Windows processes with [Alt-Tab].

So that you always have complete control over the desired work location and your own PC via the [ESC] key or a simple left-above-touch.

If you are now in the QS!X window, all of the wonderful QS!X capabilities are immediately available to you there. Similar to the C64, you are landing without further ado in the BASIC level (QS!X) and can (almost) do everything you want or what your heart desires. Just modern, multimedia, fast and useful!

Endeffectly you just need only a simpel Raspberry-Pi for round 50 Dollar with a standard-HTML5/canvas-browser to run OpenSource-"QS!X" fully!

By simply entering <**EDIT**>, e.g. the QS!X edition-environment or with a simple <**RUN**> the current QS!X-program is executed! With <**MENU**> the entire SAA menu (SAA = global standard menu navigation) from QS!X is immediately available to you! <**LIST**> lists the current QS!X programlisting in the window, <**HELP**> provides comprehensive program help including demos and <**COM**> shows a complete command list with the typical inputs and outputs!

With pressing **[ESC]** or a left-top touch, you can switch directly to the "normal" computer interface without complications and can operate your computer there as you are used to, while your QS!X environment is backed up safely and at any time can be called up spontaneously as described!

With QS!X as a computer owner you won't get more and more sheep-like and dependent, but through this healthy „Digitization“ you have the clear feeling again that the computer “belongs” to you personally - and obeys - and that no ominous things happen which you have no influence over! And even without having to accept defenseless and constantly any intrusive, unappealing and dangerous cookies!

From this point on, it is important to know that most of the following information is almost exclusively intended and written for insiders. They are only really interesting if the reader wants to receive specialist information. For purely commercial oriented IT- and software-amateurs, it would be mostly tiring and quite boring from here!

But there is also a very simple **solution** here: Simply invest **spontaneously** without having to question everything. **Simply trust** and let things run their own way! \$ 75,000 is not a big thing, and for some it is really nothing more than a "coffee-cashbox"!

That is why the important IT key terms used are marked with numbers for the purpose of reading fluidly and finally the terms are explained in more detail below in a glossary according to these numbers!

The walk through the amazing wonderland of pretty software begins right here and now:

QS!X is Usability: Means a uniquely high density of extremely useful functions (eg. GPS) and strong commands (eg. online-metasearching) in a "**4GL logic**" **[01]**.

QS!X is Simplicity: Means as close as possible to the most popular and at the same time the simplest and most transparent programming language in the world: the "**procedural standard BASIC**" **[02]**! Simplest application of even highly complex and/or also scientific or technical functionality with as few, strictly process-oriented power commands as possible.

QS!X is Velocity: Principles of "**agile software development**" **[03]** are applied.

QS!X is Transparency: Here we mean “throughviewability”! The best functions and skills are of little or no use if you can't use them! Who doesn't know that now? I want to use software, but it is so complicated or unknown to me that I cannot get the benefit from it. Sometimes I have to spend hours and days (or even weeks) to learn how to use the software. Nowadays everyone who has a computer and / or is on the Internet has this experience! There are no “**traditions**” **[04]** or “premonitions” because everything is always new and different.

QS!X is Efficiency: A system is only really efficient if it can easily move and connect as many people / employees as possible to usable performance! Gigantic **"overhead systems" [05]** are of little use or run empty if the user is unable to work quickly and efficiently due to sheer complexity or has to accumulate exorbitant and complex (and also expensive) specialist knowledge and specialist training! -> **Simplify!**

But apparently there are still many developers who "renovate" their old basic knowledge, since the predominant absolute dominance of **"object-oriented programming" [06]** with its overwhelming complexity and abstraction apparently not for every "hobbyist" (and also not for every semi-professional) is simple and quick to use without relevant IT training.

But you should not underestimate the incredible creativity and efficiency of the so-called "hobbyists" and self-taught! As a "basic guru" I know exactly what I'm talking about, because 130,000 **GFA-Basic [07]** books sold in Europe (**ebook.pixas.de**) speak their own language! I know my "people" well!

So „QS!X“ comes up with very modern **"basic features" [08]** and for example even with **„auto-funnels“ and easily implemented funnel-templates for salesprocesses!**

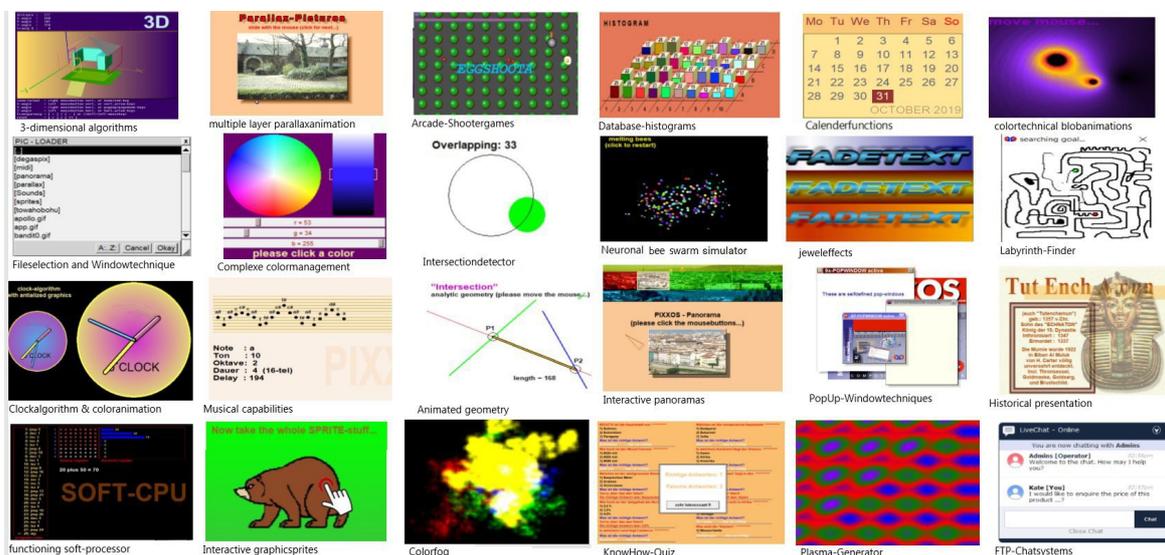
As well as with a quantum **"QASM" [09]** interface (hence the "Q" in the name) and with free, permalink-based cloud modules called **"Chains" [10]!**

The "X" in the name stands for "eXtensionable" and the extravagant exclamation mark stands for the "intuitive" 4GL programming! The "S", on the other hand, is only a romantic homage to the Ba"S"ic spelling.

QS!X will essentially come up as a **"permalink library" [11]**, based on the most widespread (and also the most widespread) **OS-independent cross cloud platform [12]** that exists: in **"Javascript" [13]** on the worldwide freely available W3C standard browsers with **"HTML5/Canvas" [14]** (Edge, Chrome, Safari, Firefox etc.)!

For the school area in the lower classes there will also be **"Logo" [15]** and **"Goto" [16]** programming.

Here are some screenshots of multimedia-programming with specific algorithms, which – and much more - will be feasible with QS!X as well.

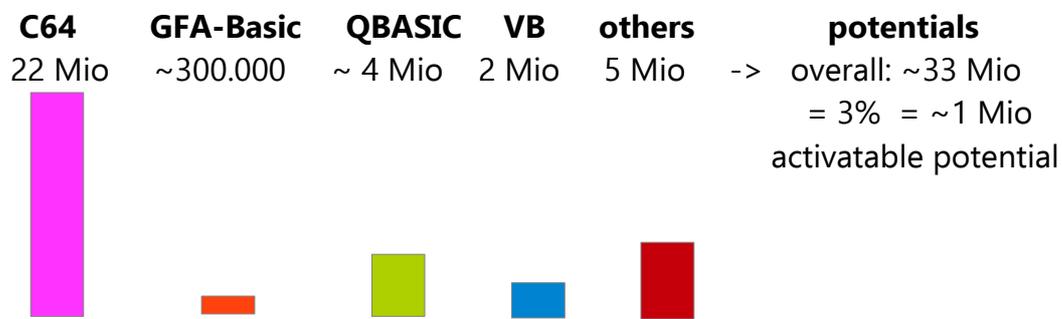


The complex knowledge - also from the "**PIXXOS**" development [17], from many GFA basic books and almost forty years of praxis with all important **certificates** [18] - is very helpful to us!

We see QS!X as neutral. QS!X is not "political". It's like a knife. Everyone can own it, but what they do with it is in their personal stars. One operates and heals other people with it, the other smears a bun with it and the next uses it for bad things. So you could abuse EVERYTHING! The knife manufacturer cannot control this effectively!

Here, too, a further description for non-developers would clearly go too far! Interested system developers are welcome to question everything! We have a coherent and professional answer to everything!

B) The market...



One can only make estimates here since there are no reliable and representative analyzes on this topic. Commodore is known to have sold a total of 22 million units of its C64 home PC! Since every C64 owner automatically came into contact with the integrated inevitable BASIC, there are at least 22 million people who are not completely unfamiliar with the BASIC syntax.

Some may think that the C64-BASIC is irrelevant, but the former C64-User are today between the age of 50 to 60 yeras old and so now in the important positions of decisionmakers! Kind of similar it is with GFA-BASIC. Especially in this group one will find convinced and aware former BASIC-Users, who are today sitting in important IT-positions.

But that's not the really important factor. Rather, all kinds of procedural BASIC dialects are used at all IT training places worldwide (Qbasic, QuickBasic, VisualBasic). A concrete number of potential interested parties and inclined users could only be estimated blindly.

In the German-speaking countries (G/A/CH) alone I have sold about 50,000 books from a single edition on the subject of GFA-BASIC. I estimate that there were at least twice the number of GFA-BASIC programmers in Germany. Based on my experience and private surveys, this number can be multiplied by a factor of 10 in relation to the world market.

But since QS!X will be available immediately and free of charge as an OpenSource with any browser worldwide without any installation effort, I would optimistically double this number.

This would potentially result in a number of around **2 million possible QS!X users** worldwide (but very likely very much more).

Because "**QS!X**" is **free OpenSource-software**, you cannot make any profit out of it!
However, as with all open LINUX versions, the need for manuals and commercial projects will be very high.

C) The competition...

There are several different BASIC dialects. However, I am not aware of any variant that, like QS!X, would be available free of charge worldwide as an open source system and is also based on the browser-internal canvas technology.

There are also many capable canvas developers on the net and thus also many freely available individual algorithms, but nobody seems to have had that complex knowledge, the extensive experience, the immense amounts of demos and algorithms and also the "world-changing" ambitions under one roof to want to (or be able to) combine this potential, which has been laboriously collected over decades, into a powerful programming language like QS!X!

So at the moment it looks serious that QS!X actually has the potential and skills to become the market-leading world champion among the new Canvas BASICS! My enthusiasm and my "visionary" know-how will contribute to it effectively!

D) The qualification...

Special experiences

IHK Hildesheim :	"Retail salesman"	(grade B)
Self	"Specialistbook"-author „GFA-Basic“ -bestseller&marketleader (130.000 books sold)	
ComputerMediaDesign	"CEO" since january 1993	(debt-free)
ComputerMediaDesign	"PIXXOS-co-developer", manual-author + 200 demos	(220.000 downloads)
Oracle OCP :	"Oracle Certified Professional" - database-administrator	(grade A+)
Oracle OCA :	"Oracle Certified Associate" - database-developer	(grade A)
Microsoft MCP:	"Microsoft Certified Professional" database-developer	(grade A+)
IHK Hannover:	„Certified Software-Engineer & Webdeveloper" ,	(grade A)
GMC-Developer:	"Certified PrintNet/PrintNetA-Specialist"	(grade A)
SAP-Consultant:	"SAP-certified Business Intelligence'-Consultant"	(grade B)
SwissPost:	„Automation- and robotics-developer", data-manager	(work grade: B+)
AFT:	"Academy Of Financial Trading, Dublin/London	(grade: excellent)

E) The costs...

I estimate a total cost over the first 6 months of \$ 75,000 either immediately or 6 times securely \$12,500 with 12 highly educated Indian developers to the first fully usable alpha version. Then I expect a further need of USD 25,000 for the complete "finishing touches" including demo material, public relations, editing, first printing costs etc.

However, after six months with a functional "self-explanatory" alpha version, another investment acquisition or "replenishment" should be considerably easier. A courageous total investment of approx. USD 100,000 from the beginning would of course considerably simplify implementation and "finishing".

I will do the development in Bengaluru (India) with 12 handpicked developers myself. To do this, I work intensively with the well-known software company LOGIDOTS. They will coordinate the development process together with me and help me with the organization (rooms, press work, marketing, accommodation, catering, etc.) free of charge!

Journeycosts UL (Flight forth and back etc.)		1.500 USD	
Salary UL *):	6 months	1.200 USD = 7.200 USD	
Salary 12 indian developers	6 months	700 USD = 50.400 USD	
Lodging UL & dev. in India	6 months	600 USD = 3.600 USD	
Roomcosts	--	6 months 300 USD = 1.800 USD	
Catering	--	6 months 800 USD = 4.800 USD	
Energy	--	6 months 100 USD = 600 USD	
Material	--	300 USD	
Devices	--	2.400 USD	
Other administrative or organisational costs		1.400 USD	
Reserve		1.000 USD	

		75.000 USD	
		=====	

*) the UL-salary is higher because of his european maintenance-costs

I have a very strong interest in securing the financing of further work and the life of my developers afterwards through further profits from project orders and merchandising!

F) The profit...

Since QS!X is a free OpenSource BASIC, profits from this software cannot be expected directly.

However, it is all the more the task of intelligent and creative management to profitably use and utilize the diverse opportunities that result from the wide-ranging contacts and other relationships with QS!X users (email addresses, online networking and merchandising etc.) .

According to the usual marketing criteria, in the case of somewhat offensive advertising, around 3 percent of the 2 million users identified under B) will also order a manual (online as a PDF or hardcover book). Accordingly, 3% of them are

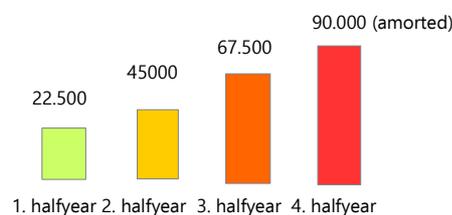
60.000 handbookbuyer á 12,00 USD min. selling price

With a netprofit of roughly approximated

3 USD per copy

would result a netprofit out of these books of

ca. **180.000 USD.**



So that means a

gross profit of approx. 80% of the investment sum (\$80.000) over two years.

The focus on pure profit generation should not be overestimated here, since at its core it is more of a social and charitable **“public domain”** initiative. It would be nice, if the investor(s) shared this kind of social view!

In my opinion, these numbers are still very carefully and conservatively estimated, especially since many additional sales such as tools or other merchandising can easily generate a lot of additional sales.

With an investment size of **100,000 US dollars** (approx. 90,000 euros), a **ROI** would so be in my opinion for professional managers easily feasible in the course of one year!

Cross-selling could also generate additional (but difficult to estimate) profits, for example from tool sales and project business. In any case, a work base of approximately 2 million (but probably considerably more) QS!X-users should definitely not be underestimated!

In combination and mutual consolidation with my other projects (round 87 pages)

[„litzkendorf.net/investor-presentation_d.pdf“](https://litzkendorf.net/investor-presentation_d.pdf)

or Engl.

[„litzkendorf.net/investor-presentation_e.pdf“](https://litzkendorf.net/investor-presentation_e.pdf))

I think the entire project is very interesting with other (even commercially oriented) promising fields of work!

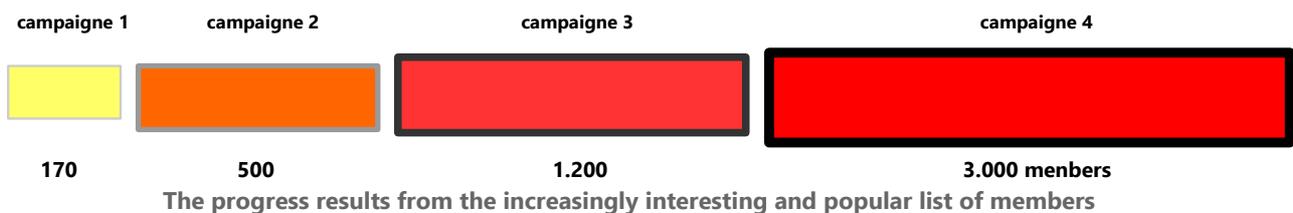
G) The network...

The mighty „LITZKENDORF.NET“ - network

see German
or English

[„litzkendorf.net/invitation_info_d.pdf“](https://litzkendorf.net/invitation_info_d.pdf)
[„litzkendorf.net/invitation_info_e.pdf“](https://litzkendorf.net/invitation_info_e.pdf))

was created in the first form (May 2020) within a single month with approx. 170 (sometimes very popular) members.



As you can see, it mainly consists (also worldwide) of very famous, powerful and rich people with many prominent names! These are all **NO FAKES!** At the moment I have relatively little time for understandable reasons, but I am already planning the next - even more targeted and therefore more efficient – invitation campaign ...

Since some of them are very rich members, it is easy to derive crowd funding for later projects and concepts. The richest member of the network at the moment is a member of the US Forbes list and 550 million USD "heavy". However, there are also two ex-billionaires - former world-famous corporation leaders. The more successful the first projects are, the more likely wealthy members are probably willing to invest in new concepts with confidence.

Some may dismiss it as "named dropping", but the relationship to the member is genuine, qualified or easily qualifiable and constructively expandable. Mostly it's then only a simple question of human „chemistry“! It just only – like ever - depends on what the individual makes of it. Large parts of the member pool can be successively motivated and addressed in a meaningful way via communication automatisms and - also with each other - further networked synergistically! There are (almost) no limits!

In this way you – as a gladly oriented being - get to know many of the most famous, richest and most powerful people "just like that" from the near and thus have mental insights into a sphere - I like to call it "above the clouds" - which remain completely closed to every "normal" person in the long run! When you communicate with members e.g. such as Wladimir Klitschko or Russell Crowe, important world politicians or even the "sexiest woman alive" at same eye level, you will just notice how sympathetically simple and "useful" normal people (celebrities) are gifted. They like to be liked! For a non-profi an absolutely "amazing" new experience! ;O))

My unique - according to international law copy-protected - network technology is able to "crack" any markets sustainably in a very short time!

It **always** works, completely **independently** of opinions, fashions and concerns, under **all** conditions in **all** social networks worldwide in **all** industries and in **all** languages and **all** countries.

I simply rediscovered the knowledge of an ancient social "law" that is 100% effective among all humans (even all mammals) and only appears to have been lost. But it still works smoothly today without any expense and immediately! It is an unstoppable and brilliant marketing-"machine".

This "machine" has a specific name, has been scientifically researched, described and confirmed! It is a strategy that is hundreds of years old and anyone could actually use it - I just simply use it consistently and new in "social networking"!

I have also had this method tested by two manager-friends, and they all report phenomenal results, too! If you haven't experienced it yourself, you hardly think it is possible! But it actually works continuously and absolutely reliably! My network "yield" speaks a convincing and fascinating own language; O) And ... what is very important: it can be **scaled by QS!X automatically!**

Therefore, amazing synergetic and cybernetic functions of this unique network technology will also be directly and conveniently contained in QS!X as "social robots"!

H) The outlook...

Since I still have many useful ideas (see under "F"), the entire scope cannot be described here! In order to make it somewhat understandable for the IT-inexperienced reader (global topic "**digitization**"), I mainly focused here on the "QS!X" development.

I would just like to present three more ideas here:

1) „MediaGo“^(c)

This **OpenSource**-Franchisesystem is finished and ready to takeoff! It's based on the **OpenSource**-responsivity-distributor MediaLay and the modulare production-system MediaSet and enables each Website-Producer worldwide for free to serve website-customers with firstsclass-website-solutions for any thinkable purpose. The franchise-principle works on a monthly royalty of all brutto-profits made with this system.

2) „Permatic“^(c)

This is a live "software shuttle system" („FOS“=FreeOnlineService) for permanently online services (see „SaaS“) that offers a concrete service on every online computer free of charge without installation and preparation: intuitive, self-explanatory and convenient!

As a user, you spontaneously link to a web address, "push" an object to be processed onto or into the action window ("drag-and-drop") without loss of time (as I said: no time-consuming installation or process preparations needed) and receive immediately and intuitively "logical" the consistant and immediately usable result!

E.g. Image, animation, database, conversion- or text functions that everyone actually needs from time to time in the course of their activities or interests.

The processing functionality in all areas of interest works in the "**PPTP**" **[19]** IPO procedure ("I"nput, "P"rocessing and "O"utput" output) with constantly changing keys as "**VPN**" **[19]** = "virtual private networking" , so "fleeting", without any persistent data storage = 100% and fully DSGVO-conform confidentiality)

Musik/Sound-Arrangements, Datengenerierung, Grafikkonvertierung, Farbverarbeitung, Druckprozessing, Datenbank-Analyse und Business-Intelligence-Cubes und -Views, Animations- oder Cartoon-Renderings, Text- und Grafik-Kryptisierung, Textsuche, Textformatierung und und und...

3) "CheerDrops" (c)

Anyone who travels frequently on social networks will be painfully familiar with the situation that posts, even if they have just been created, disappear without a trace the next click - like a drop in the infinite data ocean - and can not be searched for (or only with great effort) are possibly found again.

You know that problem? You surely know this problem! ;O)

"CheerDrops", on the other hand, "celebrates", respects and forces every single drop in this gigantic ocean of data!

"CheerDrops" offers a central meta-level (higher-level network instance), which textually makes all posts for the individual networks editable - regardless of the respective network - and then automatically writes to the desired network (push "post"). The offered push and pull methods of the integrated networks are used intensively.

All created messages are then saved centrally within "CheerDrops" so that they can be searched, found and if necessary, neatly structured using "pulling" and can also be subsequently deleted and/or edited!

The eternal - sometimes unproductive - searching of the different network structures has come to an end!

We still have some more tensional solutions „in the pipeline“, but more about it later!

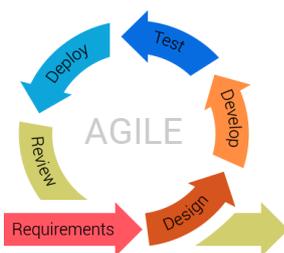


I) The glossary: ?

[01] 4GL-Logic: intuitive, instinctive programming. QSI!X "knows" or already senses the next necessary step and makes intelligent suggestions. The entire programming language is intuitively based on logical requirements and work steps. Thanks to the integrated smart structure, it provides the developer with exactly what he needs "on" or "under" his hand at the moment! If required, including sample sources and demo modules.

[02] procedural standard-BASIC: This is recognized as the most widely used programming method in the world. The first BASIC version was published in 1964. The term "BASIC" stands for "**B**eginner's **A**ll-purpose **S**ymbolic **I**nstruction **C**ode". The abbreviation „BASIC“ seen as a word also means "fundamental". This clearly shows the design goal: to create a simple programming language that is also suitable for beginners. However, BASIC has left this stage of a pure beginner language since a long time (at least since GFA-BASIC, 1984) and is still used by professionals in object-oriented form (e.g. as "Visual BASIC.Net") and is often used for highly professional applications. There are now even very specialized versions for different (including multimedia) purposes or for games (BlitzBasic, PureBasic).

[03] Agile software-development: means that, like Google, everything that is not really important and only represents comfortable "luxury" is left out from the start. No useless overhead, no ballast, no downward compatibility to "Ultimo", shortest ways, intelligent loops, multitasking, transient processes, controlled recursion, no overflows, no "fatal errors", smart automatisms, adjustable triggered loops with indicated lookups. There are also highly intelligent processes ("extreme programming", Scrum etc.) that strictly delegate the principles and processes used and make them effectively controllable.



[04] Tradition: We have to fight hard to maintain our traditions in the IT sector. Reliable and permanently effective environments must be created again, which in principle can be used by **everyone** - and remain!

And if the mouse doesn't come to the mountain, then the mountain moves to the mouse! QS!X is a huge package (the mountain) of integrated chances and possibilities, which - thanks to its worldwide new "availability" - enables the small programmer (the mouse) to be able to use his computer again in a modern way without any installation effort.

The more a software is based on well-known principles, the easier, more intuitive and faster - and therefore more useful - the person can use it! The circle number "PI" e.g. is almost 2,500 years old and still absolutely modern. All of our modern technology (including IT) is based on this "simple" number!

This is also the case with procedural BASIC! Knowledge of BASIC programming has been growing steadily in many developers' minds for over 50 years (see C64) and in principle is still up-to-date! There are millions and millions of people worldwide who have experiences with standard BASICs. However, the OOP "cut off" most of the "knowledgeable" from the applicability of their laboriously gathered know-how, making the "old knowledge" largely unusable. "QS!X" creates a new tradition with old roots, so to speak, which can grow again useful and strong.

[05] Overheadsystems: As indicated at the beginning, Google has consistently sworn off the overhead mentality by simply not offering the information and controls that are **not absolutely necessary** for the current functionality!



It is namely not uncommon in "modern" software systems to provide **all** conceivable and possibly useful functions under **all** circumstances, even if they are not actually needed for the execution of the current task.

The saving of these superfluous functions leads to a very efficient increase in speed and a great simplification of the operating effort.

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[06] Objectoriented programming (OOP): In contrast to the so-called "structured" or "procedural" development, OOP prevailed in the professional sector in the 1990/2000s. Through a special declaration design, so-called "object classes" with typical properties, parameters and methods and (this is the decisive technical difference) with their own memory (variables, fields) are first determined (declared). This fixed memory is "given" to the object if necessary, so that such an "object" can become independent and mobile in terms of storage technology. It is no longer dependent on its "parent" environment.

Thanks to the virtually networkable permalink logic and virtually unlimited cloud storage, many of these advantages can also be playfully and easily outweighed and provided by the procedural technology!

In my opinion, a considerably decisive aspect is no longer sufficiently taken into account by the modern OOP, even in its BASIC variant: the "B" in the name. The "B" stands for "**B**eginners"!

Object-oriented programming is by itself NOTHING anymore, which you can expect simple beginners with a clear conscience! It is like begging a 10 year old pupil to jump 1 meter high! It's simply ridiculous!

It is so complex and abstract in the philosophical approach due to the object references that a relatively "normal gifted" person can no longer understand these inherent associations conclusively, intuitively, logically and spontaneously! It simply does not correspond to the "natural" successive and causal thinking of a pupil in the lower grades.

This inevitably breaks the intuitive conceptual thread between teacher and pupil! The "small 1x1" must also be communicable in IT first. From the 10th grade at the earliest, the pupils are in my opinion concentrated and focused enough to be able to deal constructively with modern software development!

For example, the simplest form of an OOP-VisualBasic.NET program is like this:

```
Imports System
Module HelloWorld
  Sub Main()
    System.Console.WriteLine("Hello world!")
  End Sub
End Module
```

In contrast, the simplest variant of a procedural BASIC looks like this:

```
Print("Hello world!")
```

What a difference! In the OOP, a huge amount of code consists of implied declarations and procedures, the logical source of which is not necessarily obvious and must therefore be "known" - it is therefore difficult to communicate rationally and reasonably!

In procedural programming, on the other hand, there is a complete "runtime environment" (runtime interpreter) in the background, which already contains all the necessary declarations and functionalities as procedures and commands and contains all of them with their specific syntax.

This is clearly considerably more associative and the student only needs to know the command (here e.g. "Print") and its parameters and results. The interpreter has already included the entire version and typed provisions! The learner then has nothing directly to do with it!

A professional developer would always prefer OOP because of its portability for complex applications!

But for huge masses of self-taught hobby programming and also in many non-profit or charitable cases or for simple "IT home improvement" requirements, this portability and conformity is simply not necessary in the least!

You also have to know that, if BASICs are successful, even professional developers will use the simplicity of the language intensively for fast processes and easy handling.

Additionally in QS!X you are - through the offer of permanent cloud-chains - able to emulate a complete „object“- and functions-environment, so that the QS!X-user can implement complex chains within an own memory-space as well. Which giant possibilities of extensions are thinkable on this way, only experienced developers can estimate that properly!

[07] GFA-Basic was an extremely popular basic programming language across Europe on the ATARI ST, the Commodore AMIGA and later also on MSDOS. It completely replaced the in-house ATARI Basic with its simplicity, speed and ingenuity! GFA-BASIC formed the inevitable standard development system on both ATARI ST and AMIGA and was exemplary worldwide for its highly intelligent structure (one command per line). It has had a lasting and significant influence on the conception of all the basics that came afterwards.

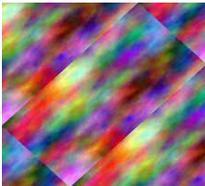
[08] QS!X-Features: such as 3D (OpenGL), video and sound streaming, FTP access, neural techniques, database connection (ODBC, CSV, (No) SQL), autoantialiasing, auto double buffering, sprites with animation mechanisms, MIDI, extremely fast matrix fields, raycasting functions, invisible background execution with TSR and multitasking, collision detection, gaming functions, sophisticated color palette technology, touch algorithms, „peer-to-peer“-net with private „OpenStego“-keys, GPS, online-metasearching, AI technology, BI cubes and views, data mining and ETL as well as trading- and marketing-algorithms, chart analysis and standard trading-indicators etc.

But also with readymade **funnel-systems!** That means, **fullautomated salesprocesses** don't have to be complicatedly constructed in HTML with website-linking, but that the **complete salespath up to the salesclosing incl. the paymentsystems** can be developed with „**QS!X**“ via simple BASIC-syntax, without being forced to leave the current website (**landingpage**) one single time! Who is a bit experienced in **online-marketing**, can easily estimate slightly, which unbelievable easements that means to every **salesway!**

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[09] QASM: Quantum computer interface. Processes that can be outsourced to a quantum computer as integrated assembler code are sometimes million(!!) times faster than conventional code. Due to the extremely complex application, you cannot run EVERYTHING on a quantum PC, so to speak, but only individual, narrowly defined functions that could easily be ported to this notation. For example, "outsource" certain rendering functions or easily reproducible analysis processes. In the long run, however, the goal is to successively delete as much of the "normal" basic functionality as possible into the cloud as a QASM process!



[10] Chains: These are autonomous, fully "compiled" modules that are equipped as object components with their own functionalities, defined input and output parameters and their own object memory. They can also be compiled as a "link resource" and compressed directly into the code. "**QS!X**" chains can be combined to form free, virtual function libraries in the cloud and thus bring the entire online world to life in concert as an "Open Component Model" (OCM)! The entire network connectivity is designed as a single AI link organism!



[11] Permalinks: These are links to further information (texts, images, videos, function modules, animations, etc.) that are "permanently" kept on certain servers. The constant and 100% availability of this linked resource is important. In this case, the caller (the calling program) ABSOLUTELY relies on the guaranteed availability of this module, without which the calling program would "get stuck". In order to prevent this in any case, such modules are duplicated and secured on corresponding (at least) RAID4 mirror servers.

[12] OS-independent cross-cloudplatform: This means that this software can be run on any standard browser "cross-compatible" regardless of the operating system (OS). Cross means "across" all operating systems, so that only the browser and its interface (the window) is decisive! No matter which operating system (Windows, Apple, Linux, Android etc.) this browser should be running on. Under all circumstances it has to correspond 100% to the W3C browser standards including HTML5 and canvas!



[13] Javascript: In addition to CSS, JavaScript also runs behind (almost) all websites. It is a programming language that is automatically included in the browser and can be used immediately on any website! There is also a specialized and strictly standardized form of this within HTML5 within the "canvas" environment. This means that many forms of useful software apps, multimedia applications, animations, music and video tools and games can be developed directly on the browser.

"QS!X" will be programmed in this Javascript with the help of PHP, CGI, AJAX and DOM, so that the canvas environment is reliably available in ALL cases on any standard browser worldwide.

[14] HTML5/canvas HTML5 and the integrated canvas are available now for around 10 years.



The APPLE-father Steve Jobs recognized many years ago that HTML5 and canvas made the need for "flash" almost unnecessary and at that time was the first to consistently decide to no longer support "flash" on Apple browsers (Safari). The playback of videos and sound streaming in particular was carried out exclusively by "Flash". However, since HTML5 itself is now also capable of video and sound output autonomously, "Flash" has become virtually superfluous in the most important points!

For the first few years, Microsoft intensely refused to recognize canvas and refused to support it. Only after Internet Explorer11 and the Edge browser did Microsoft give up the resistance and since then has also integrated canvas fully into its browser in accordance with W3C standards.

The last hurdle has now been cleared and ALL canvas programs now run 100% smoothly on ALL standard browsers worldwide and according to the same rules. Which means that reliable canvas execution is now at last guaranteed on ALL browsers!

[15] LOGO: This is a very simple and intuitive way to construct program sequences (algorithms) that even younger pupils in the first classes can easily understand and playfully comprehend. You control the behavior and movements of a small graphic turtle (the logo turtle) with appropriate simple commands! This means that even pupils in the first grades have the sense of achievement and the feeling that they can visibly influence the computer through their knowledge.



[16] GOTO: This is a programming method that is actually called "NoGo" by advanced users. In spite of all this, GOTOs can develop very complex processes. Although these are less controlled by original loops and conditions, for the "simple" way of thinking, this technique makes sense and can be very efficient! The learner can thus associate algorithms that would simply be too difficult as a condition form at the beginning. It is so easy to get to the more complex decision making (IF/THEN conditions) without breaking the terminology-thread!

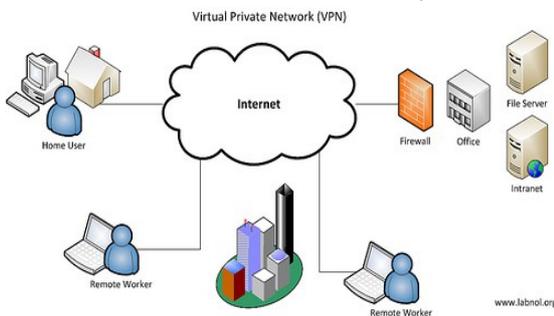
[17] PIXOS: It is a multimedia-compatible 4GL Pascal derivative developed by ComputerMediaDesign. With this free public domain software (220,000 downloads worldwide), many order projects were also implemented for well-known major customers (Telekom, Jungheinrich, VW, BMW, Stuttgarter Versicherung etc.) and over 200 very meaningful demos with important algorithms were made available for all purposes.



[18] certificates 

IHK Hildesheim :	"Retail salesman"	(grade B)
Oracle OCP :	"Oracle Certified Professional" - database-administrator	(grade A+)
Oracle OCA :	"Oracle Certified Associate" - database-developer	(grade A)
Microsoft MCP:	"Microsoft Certified Professional" database-developer	(grade A+)
IHK Hannover:	„Certified Software-Engineer & Webdeveloper" ,	(grade A)
GMC-Developer:	"Certified PrintNet/PrintNetA-Specialist"	(grade A)
SAP-Consultant:	"SAP-certified Business Intelligence'-Consultant"	(grade B)
SwissPost:	„Automation- and robotics-developer", data-manager	(work grade: B+)
AFT:	"Academy Of Financial Trading, Dublin/London	(grade: excellent)

[19] PPTP/VPN In order to save process time between client and server on the one hand and to be able to encrypt the data stream live on the other hand, the "PPTP" (peer-to-peer tunneling protocol) was invented in the 90s.



This makes it possible to make the over and over repeating, time-consuming (TTL) handshaking between the calling user and the executing server largely redundant by establishing a "quasi-permanent" connection between these two.

This connection can then be used as a "VPN" (Virtual Private Network) to exchange private, encrypted and secret messages without a third party (ideally no server or provider) being able to read or/and interpret this data.

Comprehensible data therefore only exist fleetingly, as long as the virtual connection exists, with changing automated keys. If the connection is closed, the data streams literally dissolve in a "real" free VPN in the data nirvana and are no longer visible, comprehensible or reconstructable for anyone.

For example, (Intimate) video conference streams within e.g. FaceBook or WhatsApp are using this procedure. It is easy to understand that authoritarian political systems, which do not necessarily follow open and democratic rules, fervently condemn such systems!

[20] „SCHOOLPOOL.NET" is intended as a school and pupil network, which will provide ideal learning and teaching material for programming with **QS!X** in abundance on the basis of QS!X.



It will contain open source extracts from my books specially prepared for teachers. So that the teachers don't have to keep reinventing the wheel over and over again...

There are already hundreds of demos that clearly illustrate the basic knowledge of your own software development. In addition, since it will be a BASIC, there are thousands and possibly millions of source codes worldwide of small programs, tools and games that can be ported to QS!X with little effort!

As a result, this new BASIC makes old programs and demos, which were believed to be lost, usable again on the latest computers in multimedia and online mode!

QS!X-Apps for all kinds of everything for everyone...

