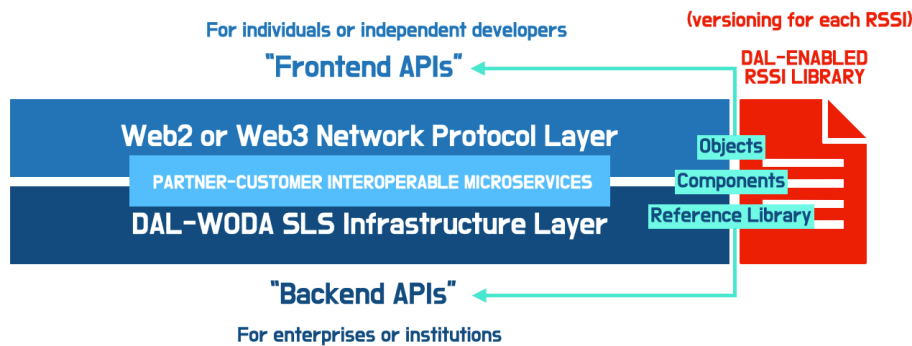


Microservices done right are the Future of the Global Economy

Microservices are intended to provide business or civic uses (utilities) that can be shared, redistributed & monetized by participating parties which have clear socioeconomic or ecological benefits. Most microservices today are developed with only the provider (an ISP or a platform) making a lionshare of the profits. A lot of this has to do with the fact that the Internet & Web are not designed to support distributive operations which would make microservices available in the manner mentioned up top. Nonetheless, we have the capability to “back into” the proper infrastructure which facilitates the distributive model in many modalities.

Put another way, microservices can become the operations of the Web in its entirety. This involves rewriting core programming functions at the web object level, then having web protocols only reflect the permissions granted by that web object & nothing else. In taking this approach, everything becomes lighter, faster, interoperable, secure & exponentially more profitable! Since security is the number one issue, the web objects themselves comprise the networked reference architecture for every direct interaction, thereby removing redundancies as well as recursions of bad or malicious code. It’s a much simpler & far more streamlined process!

A complete integration

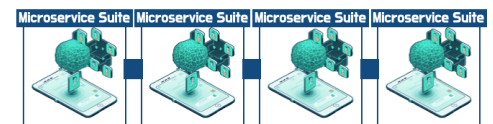


Turn (d)Apps into real Microservices!



SSIs, DIDs & dApps are just digestible bits of web protocols wrapped in (mis)directed code; they may allow native Web3 users to interact with one another, but they do not typically provide the ability to generate SECURE revenue in the real world from business cases — THIS IS WHY ENTERPRISES WON'T WORK WITH THEM!

WHAT'S POSSIBLE: a truly light & distributive infrastructure stack



Web2 or Web3 Partner

Microservice layer based on a real reference architecture built with interoperable components based on web objects not just web protocols!

DAL-WODA Object-Oriented Persistence Layer

