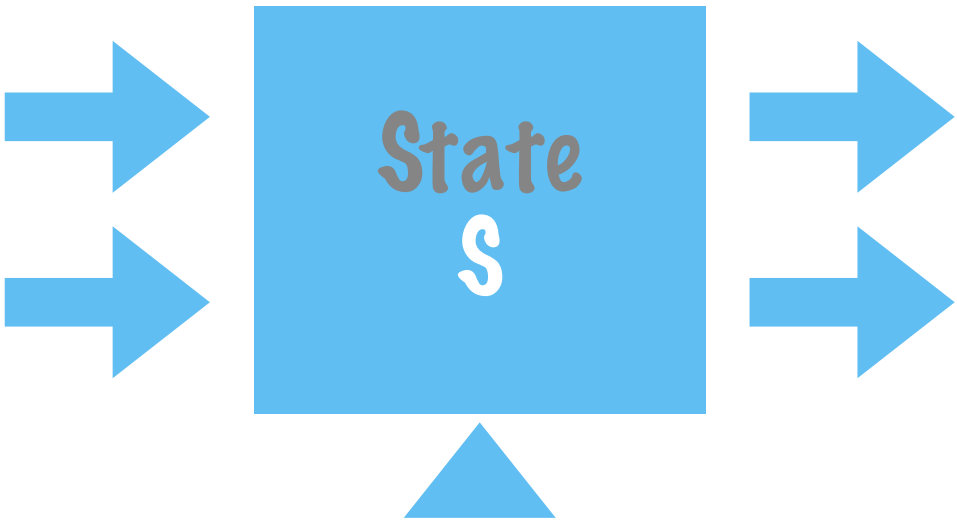
SCHEDULE A

Transferred Intellectual Property

The following are the core intellectual concepts underlying the work of The Swan Factory. As of this date they have not yet been patented or trademarked.

- **Hexons:** an alternative to Boolean logic and mathematical functions as the fundamental semantic of computation. Hexons are built around the concept of "stateful switches" (a la *Shannon*, 1937) , and thus explicitly take into account:
  - Non-boolean (0,1) values (i.e., the high-impedance "Z" of unused bus lines or disabled transistors)
  - The energy and time ("Action") consumed by its operation (thus making them non-transitive, except in trivial cases)
  - Multiple disjoint outputs, and thus parallelism and asynchrony



- **Golden Girls Architecture (GGA):** an alternative to the *von Neumann*[1] computer architecture that inverts the relationship between the processor and main memory in order to restore the symmetry between code and data. GGA aggregates hexons into three major subsystems, which interact by exchanging signals one cache line at a time, thus allowing explicit control of non-uniform memory architectures (NUMA):
  - ***Central Memory Unit*** (CMU), aka "Experience"
  - ***Central Priority Queue*** (CPQ), aka "Values"

[1] Because the opposite of *von neu mann* is *many old vomen.*

- ***Peripheral Processing Units*** (PPUs), aka "Capabilities"

- **Cached Cascading Callable Property Lists (C3PL):** a executable data structure – combining the roles of dictionary, array, function, and scope – that acts as a universal monad for programming. C3PL is effectively CSV + names + parametrization + inheritance + effect typing. Programs (or 'congrams') written in C3PL read like data but run like code.

- **Graphical Command Interace (GCI):** the visual counterpart of C3PL, GCI marries the discoverability/usability of modern graphical user interfaces (GUIs) with the programmability/ composability of old-fashioned command-line interfaces (CLIs) — e.g., Apple BASIC and the UNIX shell. Because C3PL is a simple hierarchical data structure, it is straightforward to represent and manipulate it as a graphical tree. GCI uses C3PL to treat onscreen controls as commands that fill an activity buffer, which can then be saved, replayed, editing, and collected as part of higher-order abstractions.

SCHEDULE B

"Business"

The Swan Factory, Inc. builds tools and games to help children of all ages, backgrounds, and experience levels express themselves while cultivating valuable programming skills.

SCHEDULE C

Transferred Materials

- @TheSwanFactory twitter account and associated tweets
- TheSwanFactory github account and gists
- The Swan Factory and Hour of Node Basecamp Projects
- Domains: theswanfactory.com hourofnode.com hourofnode.org and associated email accounts and hosting services
- Miscellaneous online services associated with the info@theswanfactory.com email address (e.g. ProtoShare, QuickMVP).
- The Swan Factory Logo