## bunsanweb

"Imagine the world you can write networking scripts for yourself that can use only with opening them on your own browser, without any pre-registration, and without server preparations."

The "bunsanweb" is a collection of technologies for the concept: Web of Programs.

- An architecture of "endpoint-scripting" mixed client-side and server-side JavaScript features. It makes web processing programs directly hyperlinkable without preparing specialized intermediaries for each application.
- For decentralized network of the endpoint-scripting, a single universal stream of events and a model of endpoint-relative URI space are designed as alternatives of channels to specify and accounts on Web Services.

#### Site

https://bunsanweb.github.io/

## Main repository

https://github.com/bunsanweb/bunsanweb

# bunsanweb: topics

## Decentralizing the Web

- Our view of the Web
- · Web of something
- · Views toward decentralization
- Our view of decentralizing the Web

#### About "bunsanweb"

- What "bunsanweb" tackles
- What we've made
- bunsanweb: endpoint-scripting
- · bunsanweb: universal event stream
- bunsanweb: endpoint-relative hyperlinked space

### With bunsanweb

- Change with bunsanweb: open systems built on peer relations
- Connect to decentralized technologies

## bunsanweb: keywords

### We choose

- User-Agent makes Resources independent
  - not Web Servers for controlling Resources
- End-to-end principle
  - not gathered to middle
- Enhance from Endpoint
  - not from specific Intermediaries
- Web of (hyperlinked) Programs
  - not accessing data structures via RPC
- Endpoint-scripting
  - not separating client-side and server-side functionalities
- Universal event stream
  - not pre-registered channels
- Endpoint-relative hyperlinked space
  - o not data of accounts on global Web Services
- Scripting with JavaScript standard browser APIs
  - not specialized API objects for each functionality
- HTML as hyperlink container
  - not document formats without URL type (or just a string)
- Content-based events shared on universal stream
  - not temporal event data in channels