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HardCode

Project summary

Software and service development ecosystem
base on new general-purpose programming language



Worldwide software and service development analysis

Table 1. Worldwide IT Spending Forecast (Millions of U.S. Dollars)

	2020 Spending	2020 Growth (%)	2021 Spending	2021 Growth (%)	2022 Spending	2022 Growth (%)
Data Center Systems	178,836	2.5	196,142	9.7	207,440	5.8
Enterprise Software	529,028	9.1	600,895	13.6	669,819	11.5
Devices	696,990	-1.5	801,970	15.1	820,756	2.3
IT Services	1,071,281	1.7	1,191,347	11.2	1,293,857	8.6
Communications Services	1,396,334	-1.5	1,451,284	3.9	1,482,324	2.1
Overall IT	3,872,470	0.9	4,241,638	9.5	4,474,197	5.5

Source: Gartner (October 2021)

Total costs (CAPEX + OPEX) for software and service development according to Gartner estimate as \$2,000 billion with 8-11% annual growth rate.

HardCode project objectives

Project technical objectives:

Building ecosystem (service development platform, Extended IDE - Integrated Development Environment) for efficient service development used by programmers and software companies on top of new programming language HardCode which is highly superior to all currently existing languages.

The giant market (see Gartner estimation) still lacks efficient tools (languages and services)!!!

Significant IT company OPEX reduction due to increased service development and maintenance efficiency.

Currently programmer is the most demanded resource for any IT company.

Only companies capable of implementing the most efficient development and maintenance practices will be able to «consume» significant part of rapidly growing market.



Project business objectives:

Building «unicorn» company due to unique advantages on the huge and growing IT market described above.

The ecosystem is capable of providing unique features to programmers and software companies and will make money due to services and partnership!

Customer focus is the key to successful business.

Reaching TOP-5 of IT industry leaders in 4-5 years.

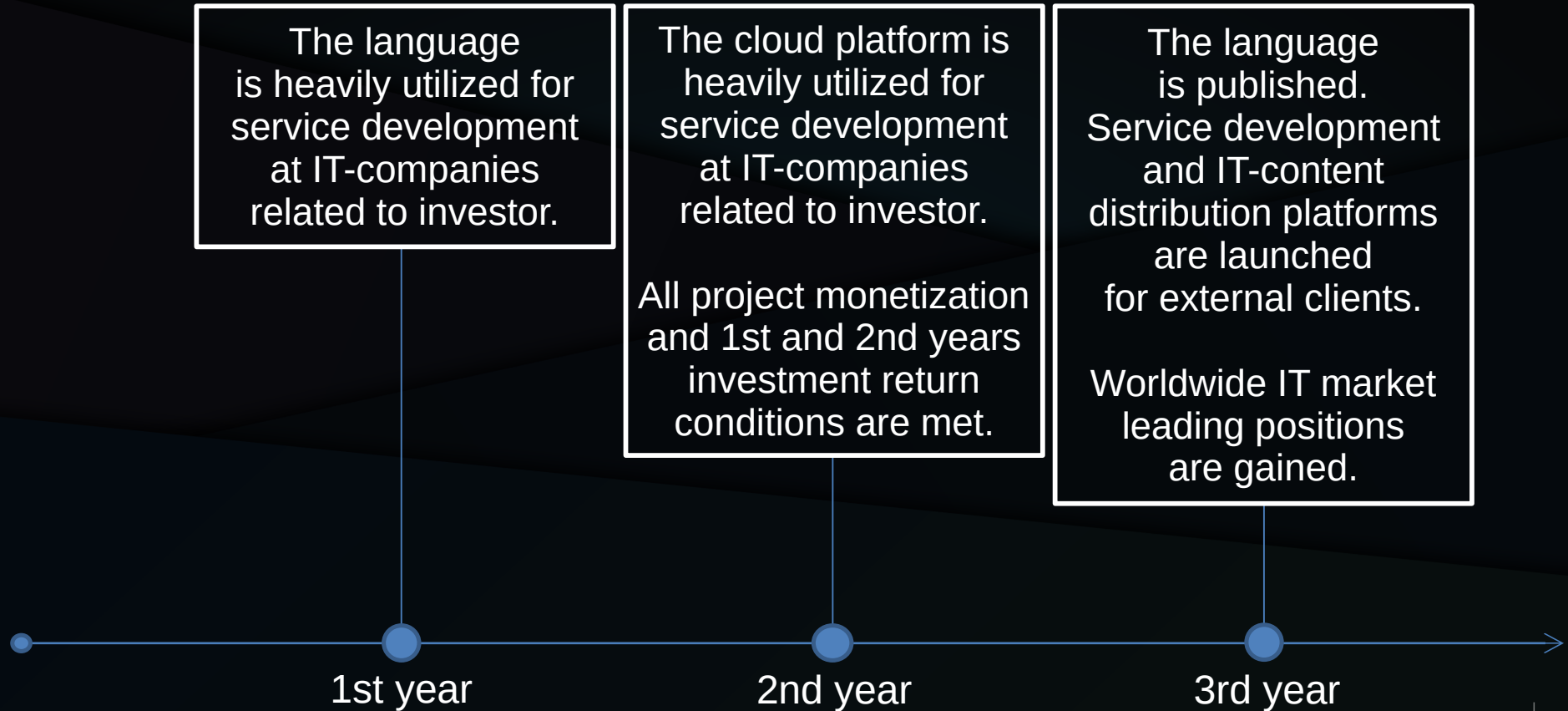
Current state

- Detailed HardCode programming language concept has been written
- Technical description with source code snippets in both current languages and the HardCode language has been written
- Innovative Garbage Collector playing key role in memory management has been designed and implemented
- Language-integrated version control and hot development system has been implemented and verified in production
- Detailed Service as a Service platform concept has been described
- IT-related content distribution concept has been developed
- Development and integration financing scheme has been described as well as roadmap and hiring list
- General monetization principles of the product have been defined based on top IT solutions of the market
- All the technical aspects have been reviewed by experts

What's the interest of investors and software companies?

- New powerful software development technology.
Worldwide business building capability on top of new fundamental designs
(HardCode language and Service as a Service platform)
 - way more resource efficient service development ✓
 - hugely reduced costs for service maintenance ✓
- Reliable services, quick customer issue handling
 - customer loyalty ✓
- Development, debug and testing optimization
 - fast product launch ✓
 - effective product development and maintenance ✓
- Cloud service platform as a product
 - low estimate ROI is at least 300-400% ✓
 - new partnership relations (no fear of lock-in) ✓
- HR-brand
 - highly skilled developers involvement ✓
 - reduced staff turnover ✓

Project roadmap (annual results)



Financial plan

	2022-2023	2023-2024	2024-2025	2025+
Expenses, \$'000,000	3.0	5.0	8.0	20.0
Revenue, \$'000,000	0	2.0	70.0	550.0

Approximate cost structure (1st year) – \$3,000,000

