



Skycoin

Introduction to Skycoin CX

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1. What is Skycoin CX?



- Skycoin CX is a blockchain programming language based on Golang
- CX is fully featured, deterministic and Turing-complete
 - Fully featured – can be used to create any type of application, game, smart contract etc.
 - Deterministic – output is always predictable regardless of the underlying hardware used
 - Turing-complete – can solve any solvable computational problem, given sufficient resources
- CX functions as both a compiled and interpreted language
 - Combines the speed/efficiency of a compiled language with the flexibility of an interpreted language
- CX includes many powerful features such as:
 - Genetic Programming
 - Machine Learning
 - Affordances
 - Garbage Collection
 - Object Explorer
 - Runtime Serialization and Stepping
 - Immutable Objects Library
 - Math and Graphics Libraries
 - Blockchain Integration (CX Chains)

2. CX Libraries



- Libraries are collections of pre-written code that can be called upon by developers to provide frequently needed functionality
- Libraries allow programmers to focus on creative design, rather than 'reinventing the wheel' each time they begin a new project
- Skycoin CX Libraries include:
 - CXO Immutable Objects – secure, distributed, peer-peer data storage and file-sharing
 - CXM Math Library – statistics, algebra, graphing, data visualization, vector and matrix math, symbolic math, Fourier analysis, random number generation
 - CXX Graphics/Gaming Engine – bump mapping, emissive mapping, occlusion mapping, and articulated animation playback
 - OpenGL and GLFW – drawing polygons, assigning colors to shapes, applying textures to polygons, zooming in and out, rotating objects, managing lighting effects, and creating atmosphere with smoke, haze or fog

3. CX Chains



- Fiber is Skycoin's flexible plug-and-play blockchain platform
- CX integrates with a type of Skycoin Fiber blockchain called CX Chains
- Each CX program creates its own dedicated blockchain on which the program code, program state, and associated data can be stored
- CX programs can store their own fungible currencies on the blockchain
- Non-fungible assets like digital artworks, video game characters and items, musical compositions, and other intellectual property can also be stored on immutable CX Chains
- Each CX program has full control over the configuration of its chain, including block size, block times, transactions per second, hardware, coin/token economics and consensus approach

4. CX for Application Development



- CX can create any type of application (database software, email packages, internet browsers, communications tools, business productivity suites etc.)
- CX is ideally suited for building applications that would benefit from the use of immutable objects and ledgers
- Examples include encrypted web storage, decentralized exchanges, private peer-to-peer file sharing systems, uncensorable social media platforms, and anonymous torrent services
- CX will be used to create distributed and uncensorable versions of YouTube, Wikipedia, Dropbox, BitTorrent, GitHub, Telegram, Twitter, Reddit, Facebook and other social sharing/networking platforms
- Unlike current social platforms, CX application users have full control over the privacy and non-commercialization of their own personal data
- CX applications can integrate payment systems using Skycoin, Coin Hours, or a dedicated coin/token created on the application's own blockchain

5. CX for Game Development



- Skycoin CX can revolutionize the video gaming industry
- Digital items can be stored permanently on an immutable ledger
- Players hold their own private keys to guarantee and prove ownership
- Non-fungible assets can be sold and traded on decentralized exchanges
- Proof-of-rarity can lead to increased value of scarce digital items
- Gamers can monetize their skills by crafting and selling goods or services
- Games can integrate payments in Skycoin, Coin Hours, or other coins
- Fast micro-transactions allow developers to more easily monetize games
- Characters and items can be used across multiple games and platforms

6. CX Labs



- CX Labs was launched in April 2019 to help promote and incentivize the development of CX games and applications
- Contributors are encouraged to create new desktop/mobile apps, games, websites, smart contracts, or any other useful piece of code using CX
- Rewards include \$2500 for the best program, \$1500 for second place, and \$300 for participation
- Additional rewards for games with well-commented code and high quality documentation (200 to 1000 Skycoin per game)
- Noteworthy contributors may also have the opportunity to engage with Skycoin's core developers regarding potential ongoing employment
- Visit t.me/CXLabs for more information

7. CX vs Solidity



• Skycoin CX

- ✓ Fully featured (create any type of program)
- ✓ Developer friendly (based on Golang)
- ✓ Designed for games, apps, smart contracts
- ✓ Includes graphics/gaming engine (CXFX)
- ✓ Compiled and interpreted
- ✓ Each game/app has its own blockchain
- ✓ 300 transactions per second per chain
- ✓ Zero transaction fees

• Ethereum Solidity

- X Limited functionality
- X Unfamiliar to most developers
- X Designed for smart contracts only
- X No graphics/gaming engine
- X Compiled only
- X All games and apps share one blockchain
- X 15 TPS maximum across entire network
- X ETH charged per transaction

8. CX Infographic

Skycoin CX Programming Language

- Turing complete, deterministic, fully featured
- Genetic programming, machine learning
- Affordances, garbage collection, object explorer
- Runtime serialization and stepping
- Supports both interpreted and compiled code



Skycoin CX Libraries

- CXO immutable objects system
- CXM advanced math library
- CFX graphics/gaming engine
- OpenGL for vector graphics
- GLFW multi-platform library

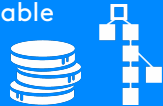


You can **EARN \$1000s** by building games, apps and smart contracts using CX, Skycoin's revolutionary new blockchain programming language. Submit your entries to Skycoin CXLabs.

To learn more, visit t.me/CXLabs today!

Skycoin Fiber Blockchain

- Games/apps can integrate with Fiber blockchains
- Each CX game/app gets its own blockchain
- Each CX game/app gets its own coin or token
- Fiber is lightning fast and infinitely scalable
- 300+ transactions per second per chain
- Millisecond block times



Skycoin Currency (\$SKY)



- Earn \$SKY by building CX games and apps
- Earn \$SKY through the Skycoin Rewards Program
- Earn \$SKY by running a Skywire node (Skyminer)
- Hold \$SKY to generate Coin Hours (\$CH)
- Earn 1 \$CH per hour for every \$SKY held
- Earn or spend \$SKY and \$CH via CX in-app purchases
- Trade your \$SKY and \$CH for fiat or cryptocurrencies

9. Further Information

- To learn more about CX and Skycoin, visit the following Telegram groups:
 - Skycoin: <https://t.me/Skycoin>
 - Skywire: <https://t.me/Skywire>
 - Sky Fiber: <https://t.me/Skyledger>
 - CX General: https://t.me/Skycoin_CX
 - CX Labs: <https://t.me/CXLabs>
 - CX Game Development: https://t.me/Skycoin_Game_Dev
 - Skycoin Rewards: <https://t.me/SkycoinRewards>
 - Price Discussion: <https://t.me/SkycoinTrading>