migration of tasks among the plurality of bases.

31. The distributed software system of claim 27, wherein the at least one agent further comprises a first subagent residing on a first base and a second subagent simultaneously residing on a second base, and wherein the at least one agent migrates in part to a third base, whereby the first subagent remains on the first base and the second subagent migrates to the third base.

32. The distributed software system of claim 27, wherein the at least one agent further comprises a first subagent residing on a first base and a second subagent simultaneously residing on a second base, and wherein the at least one agent migrates in whole to a third base, whereby both the first and second subagent merge and migrate to the third base as one subagent.

33. The distributed software system of claim 27, wherein the at least one agent resides on a first base, the distributed software system further comprising at least one anchored object, the at least one anchored object being instantiated on the first base from a base-dependent class and which is permanently unable to be moved from the first base to any other base, the at least one anchored object residing in the at least one agent, and wherein the at least one agent maybe instructed to migrate from the first base to a second base by a first migrate method, whereby the at least one anchored object remains on the first base while the remainder of the at least one agent migrates to the second base.

34. The distributed software system of claim 33, wherein the at least one agent may be instructed to migrate from the first base to the second base by a second migrate method, whereby the at least one anchored object on the first base is abandoned while the remainder of the at least one agent migrates to the second base.

35. The distributed software system of claim 27, wherein the at least one agent resides on a first base, the distributed software system further comprising at least one anchored object, the at least one anchored object being instantiated on the first base from a base-dependent class and which is permanently unable to be moved from the first base to any other base, the at least one anchored object residing in the at least one agent, and wherein the at least one agent may be instructed to migrate from the first base to a second base by a first migrate method, whereby the at least one anchored object is abandoned while the remainder of the at least one agent migrates to the second base.

36. The distributed software system of claim 27, wherein the at least one agent resides on a first base, the distributed software system further comprising at least one pinned object which is temporarily unable to be moved from the first base to any other base, the at least one pinned object residing in the at least one agent, and wherein the at least one agent may be instructed to migrate from the first base to a second base by a first migrate method, whereby the at least one pinned object remains on the first base while the remainder of the at least one agent migrates to the second base.

37. The distributed software system of claim 36, wherein the at least one agent may be instructed to migrate from the first base to the second base by a second migrate method, whereby the at least one pinned object on the first base is abandoned while the remainder of the at least one agent migrates to the second base.

38. The distributed software system of claim 27, wherein the at least one agent resides on a first base, the distributed software system further comprising at least one pinned object which is temporarily unable to be moved from the first base to any other base, the at least one pinned object residing in the at least one agent, and wherein the at least one agent may be instructed to migrate from the first base to a second base by a first migrate method, whereby the at least one pinned object on the first base is abandoned while the remainder of the at least one agent migrates to the second base.

39. The distributed software system of claim 36, wherein the at least one pinned object may be unpinned so as to permit the unpinned object to be moved from the first base to any other base, whereby the unpinned object on the first base may migrate to the second base when the at least one agent is instructed to migrate from the first base to the second base.

40. The distributed software system of claim 27, wherein a first agent residing on a first base possesses a reference to an object in a second agent residing on a second base, and wherein after the first agent migrates to a third base with the first agent reference, the first agent reference remains valid.

41. The distributed software system of claim 27, wherein a first agent residing on a first base possesses a reference to a first object in a second agent residing on a second base, wherein after the second agent migrates to a third base with the first object, a second object is created for permitting forwarding access from the first base to the actual