



A New Year

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What is ACM?

*(Article was reprinted from last year's EOH special edition.
Larry Newman was UIUC ACM's Chairman last year -Ed.)*

At the international level, ACM is a vast scientific and educational organization renowned for its many conferences, seminars, journals, and other programs which promote greater interest in and knowledge of the diverse areas of Computer Science. A substantial portion of all research findings in the computer field are first published in ACM journals.

At the local level, the University of Illinois Student Chapter of the ACM serves as the official society of the University of Illinois Department of Computer Science. The local chapter strives to improve the environment for computer scientists at Illinois by holding regular meetings featuring expert speakers on technical topics, sponsoring frequent social events (which allow students and faculty to interact with each other outside the classroom), and helping its members to get involved in activities that interest them, both of technical and non-technical nature.

Among the activities undertaken each year by ACM are: running a state-wide programming contest, developing technical projects for Engineering Open House and other purposes, entering teams in campus or national competitions in athletics, debate, and programming, and sponsoring parties, picnics, hayrides, canoe trips, and many more interesting and enjoyable events.

- Larry Newman

Upcoming Meetings

Our second ACM meeting will be held on Thursday, October 4 at 4pm in room 269 of Electrical Engineering. Our speaker is Professor Sylvian Ray; his topic is "An Expert System applied to Sleep State Systems". Refreshments will be served!!

And mark your calendars for our October 25th meeting. Bill Osmer of Motorola Inc. will be speaking about "Computers in Manufacturing". This meeting will also be held in 269 EE. Mark your calendars now for both meetings!!

For Your Information

Free Cyber accounts - Any student not enrolled in a 100 level C.S. course may obtain free access to the Cyber 174. To get your account go to 1208 W. Springfield, a gray house one block east of D.C.L. Inside, to the left, is an office door displaying the sign "Free Accounts". Go inside ask for the free account forms. Be sure to bring your student I.D.

Cyber games - O.K. now that you have your account, what can you do with it? Well you can write programs, class papers, and of course play games. To play games signon to Cyber. At the "/" type:

GET,FUN/UN=3KKSHTN To get a list of available games and further instructions type:

FUN,LIST To play a game, say STARTREK, type:

FUN,STARTREK

Next issue well see how to have Cyber type your term paper.

- Carl Kadie

Let's be Sociable

Celebrate with the members of ACM:

HAPPY HOUR!

The place: Cochrane's Top Floor

The date: October 5

The time: 3 pm

HAYRIDE!

The place: R-K Corral in Arcola

The date: November 10

The time: to be announced

The details: to be provided at the next meeting

∞ Membership ∞

In order to become a member of U of I's ACM chapter, simply fill out an application form. The forms are located at the ACM board across from the DCL library (Room 260). Send the form, along with \$3.00 annual membership fee, to:

ACM
222 DCL
1304 W. Springfield
Urbana, IL 61801

☞ CRT-SHIRTS ☞

ACM can advance one's knowledge in software, firmware, and hardware. Now, your local ACM chapter introduces *LIVEWARE!* It is the latest item in engineering fashion and is available for only five dollars at the ACM office.

Datebusters

Interested in working on an "interesting" project? How about a computerized dating service? For more information, come to our next meeting!

Computer Science Open House

Attention all undergraduates! Anyone interested in becoming co-chairperson for CSOH, please contact Lisa Felice at one of our next two meetings, drop a note off in the ACM mailbox, or call Lisa at 344-0425.

Also, if you are interested in a technical project for CSOH, please talk to Lisa.

Puzzles and Games

How about a nice game of 5-dimensional tic-tac-toe? Too easy you say? O.K. then let's try it on a board of width 4, length 4, height 4, acmeth 4, and pagth 4. (As everyone knows acmeth and pagth are the words describing size in the fourth and fifth dimension.)

We join the game in progress. Eight move have already been played. O's lie at { (1, 4, 3, 4, 1), (2, 2, 3, 3, 2), (4, 1, 3, 1, 4), (4, 2, 3, 1, 4) }, while player X has moved into the hyper-hyper-cubes of { (1, 2, 1, 4, 3), (1, 4, 1, 4, 1), (4, 1, 4, 1, 4), (4, 2, 4, 4, 1, 3) }

The winner is the first to get 4 in a, sometimes multi-dimensional, row. So what is the next best move irregardless of whose turn it is? Sent your answers to me via cyber mail (Kadie C), unix mail (Kadie, or CMK261), or campus mail c/o ACM, D.C.L. I'll have the answer next issue.

Dwygano Yknjan

Can you decipher this phrase? Last semester no one submitted the correct answer so we're running it again. Hint: It is coded with a simple rule having to do with the letter's position in the alphabet. If you wish to use a computer try going through the 25 possible rules I may have used (hint, hint).

- Carl Kadie

ACM Office

ACM has a temporary office and phone in room 213 at the Woodshop (333-1622). We shall be moving in November; watch for further details.

And yes, there are now posted office hours so stop by. Check the ACM office or ACM bulletin board for more information.
