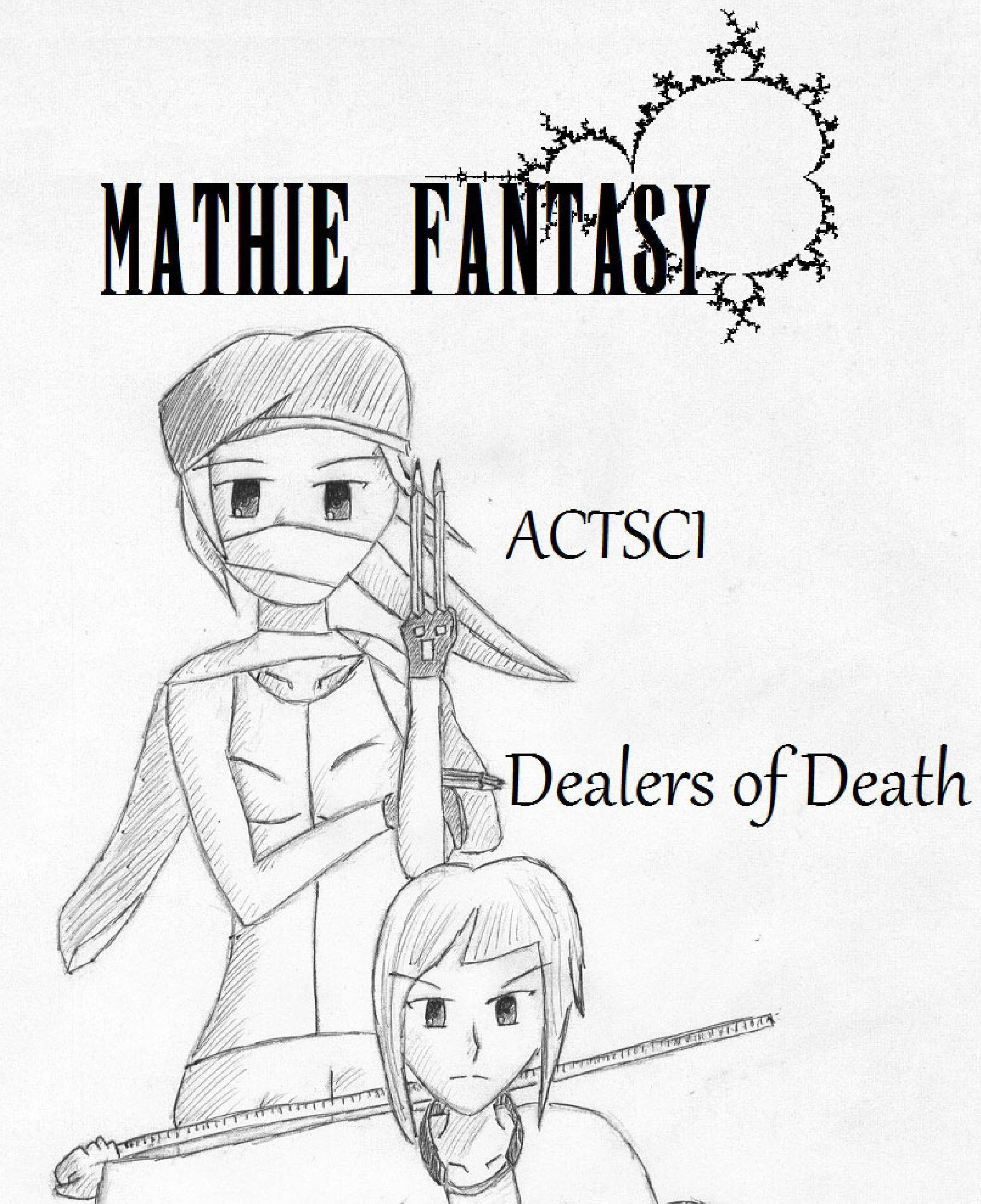
Volume 115, Issue 4 Friday, March 4, 2011

mathNEWS


MATHIE FANTASY
ACTSCI
Dealers of Death

BY NC ND

9 770705 041004

*look*AHEAD

***math*NEWS**	
March 4	Issue 4 tries to kill you
March 18	Cure the hangover by reading Issue 5

MathSoc	
Tuesdays	Games night
Thursdays	Movies/Karaoke night
March 14	Pi Day

Miscellaneous	
March 4	National Grammar Day
March 13	Daylight Savings Time Begins
March 17	St. Patrick's Day

VPA Sez

Hello Mathies,

Welcome back! I hope you all had a wonderful reading week.

I would like to remind you of our upcoming events: Networking Workshop, March 8th, 6-7pm at MC 2054; Speed Networking, March 9th, 6-8pm at DC Fish Bowl (Email your resume to `careerspeednetworking@gmail.com`). Employers from Manulife, Sunlife, GGY, Facebook, and other companies will be there to speak with you one-on-one.

It is kind of disappointing that the WaterlooWorks project was cancelled; it caught me by surprise, as it did to CECS staff. It sounds like an executive decision, following concerns of usability, scalability, and sustainability. It seems we are stuck with Jobmine for a while. As a university priding itself in being "risk-taking", "innovative", and "unconventional", it seems contradictory to give up on the system unless there were fairly severe problems holding it back. Alex HR (Engsoc VPEd) initiated an email to the executives asking for clarifications and explanations. We will see what we can do after we hear from them, either fighting to launch WaterlooWorks or proposing a list of desirable features to be added to Jobmine.

The final exam schedule was posted a couple of weeks ago. I hope yours is not too bad. We are planning to propose to the university that the final exam schedule be published at the beginning of the term, so students can book their vacations much earlier and make sure they don't have three pure math finals in one day.

What do you think?

Hellen Hou
Vice President Academic MathSoc Winter 2011

ISSN 0705—0410

*math*NEWS is normally a fortnightly publication funded by and responsible to the undergraduate math students of the University of Waterloo, as represented by the Mathematics Society of the University of Waterloo, hereafter referred to as MathSoc. *math*NEWS is editorially independent of MathSoc. Content is the responsibility of the *math*NEWS editors; however, any opinions expressed herein are those of the authors and not necessarily those of MathSoc or *math*NEWS. Current and back issues of *math*NEWS are available electronically via the World Wide Web at `http://www.mathnews.uwaterloo.ca/`. Send your correspondence to: *math*NEWS, MC3046, University of Waterloo, 200 University Ave. W., Waterloo, Ontario, Canada, N2L 3G1, or to userid `mathnews@student.math.uwaterloo.ca` on the Internet.

This work is licensed under the Creative Commons Attribution-Noncommercial-No Derivative Works 2.5 Canada License. To view a copy of this license, visit `http://creativecommons.org/licenses/by-nc-nd/2.5/ca/` or send a letter to Creative Commons, 559 Nathan Abbott Way, Stanford, California 94305, USA. Terms may be renegotiated by contacting the editor(s).

The editor(s): Will Hughes, Harrison Gross: Rambi and Engarde

*mast*HEAD

Midterms killed us. Finals will drag us back to life.

We're back again, after reading week. Most of you got the week off. Campus was lonely without you. It was nice and quiet. Relaxing, even. Please go back on vacation.

Either way, by now midterms and job searches are *mainly* done. For those who are still working on them, I feel pity for you. You could likely use a hero, or maybe even a villain, to take down your evil dastardly professors and the fiends at CECS. But, more than likely, such a villain would just want to screw with you, becoming your nemesis. We asked the writers: What are you looking for in an arch-nemesis?

¬perki ("A challenge."), TRK ("Balls"), RedMetal ("A hot bod"), snippet ("One whose dry cleaning bill is NOT four sweater vests."), theDreamer ("Magic. And a good evil laugh."), Algoweird ("Long walks on beaches and a romantic dinner"), theSMURF ("theGIANT"), Zethar ("Abstractability"), Tie Frosh ("A decent pension plan"), waldo@<3.LE-GASP.ca ("Comical minions"), ieatyourSANDVICH ("Patsies with clear plexiglass visors, not face-concealing ones."), Soviet Canadian ("An easily abused weakness"), FuzzyED ("A gentleman's agreement that sleep is sacred."), country convict ("Not zombie Jeff Bain"), Ice Nine ("Not a vowel."), MustardMath ("Hot female")

GroovyED
A regularly scheduled appointment.

PMAMC&OC Sez

Pure Math Corner

The PMC has some great events coming up.

Integration Bee

Think you can integrate? Not sure if you can, but want to watch other people try? Come out to the Annual Integration Bee hosted by the PMC!

Compete solo or in teams of two. In the first round, test your knowledge against Waterloo's brightest, including some of your favorite profs, and the top teams move onto the second round — head-to-head integrating on the blackboard!

As always, it promises to be a good time; dinner and snacks provided.

March 10, 2011
MC 2066
5pm - 9pm

SASMS

Short Attention Span Math Seminar is a series of talks given to students, by students. Come out and see what fellow Mathies have been up to lately. Dinner and snacks will be provided as well. Either sign up to give a talk on the PMC website, `pmclub.uwaterloo.ca`, or drop in to learn some math.

March 27
MC 5136
4 - 10 pm

Sarah Sun
President Pure Math Applied Math
Combinatorics & Optimization Club

UW Releases New Website

Almost as bad as mathNEWS site

The University of Waterloo released its new home page on Monday, receiving mixed reviews from students.

The site, released at 8:59 am on Monday morning, features a large shot of the Davis Centre with large text in the middle of the image. As it is a transitional page, there is a large box soliciting feedback on the page. A report from Twitter showed a screenshot of the feedback page being unavailable, possibly due to a flood of comments.

Student reaction to the new site has been mixed. Some students on Twitter have called the site "stunning" with "lots of promise", though the negative comments are often harsh. Some ask why the site is yelling at them, while others complain about an increased click distance to many of the university's popular sites (such as the library). One person even commented that "#uwaterloo needs a new branding team."

On the bright side, the site is still better than ours.

InsideR

WatSFiC Sez

Register for our D&D tournament!

Hey there Waterloo Mathies! the Waterloo Science Fiction Club is here to tell you about upcoming events.

First off is our upcoming D&D 3.5 tournament taking place on March 12th. It is run with pregenerated characters, and points are awarded for roleplaying. Prizes include gift certificates for local gaming stores and getting your name on a wicked sweet trophy with a dragon on top. We are accepting teams or individuals for registration, who will then be merged into teams. Registration closes March 5th which is tomorrow, so please register ASAP! You can register by sending an e-mail to `watsfic@gmail.com`, with information about the names of the player(s) as well as contact information. Registration is $30 for full teams, or $7.50 for individuals. Ideally, fees to be arranged by March 5th, although we will be accepting on the day of the tournament. Also check out the website for the tournament here: `http://www.watsfic.uwaterloo.ca/dnd/`.

Besides that, we're playing board games tomorrow, March 5th, at noon in the Comfy Lounge, MC 3001. Bring games, or play the ones we have. We are also having the second meeting of our Book Club for the term. We are reading up until the end of Section 8: Orithena in *Anathem* by Neal Stephenson. The Book Club meeting will be at Molly Bloom's Irish Pub in the University Plaza at 7 pm on Sunday March 6th. Show up, talk about book, eat, drink and be merry.

Finally, we're having our regular weekly meetings on Wednesdays in MC 2017 at 6 pm. Come out to talk about books, help decide what the club does, fun stuff like that. Waterloo by Night, Living Forgotten Realms, and Friday Night Magic are all associated with WatSFiC, so if you want to check those and all of this other stuff out, go to `http://www.watsfic.uwaterloo.ca/` for more information.

Harrison Gross
WatSFiC President W2011
`watsfic@gmail.com`

Rainbow Mathies will not be appearing this week. It will return in the next issue, discussing the dos and don'ts of coming out.

Thanks for your interest in the column!

(define this (not cool))

MEF Director Sez

Help me spend $25,000!

The Mathematics Endowment Fund is a fund to which math students donate to help fund various undergraduate projects. Every term, we fund a number of projects, proposed by students, staff, and faculty, that help to improve undergraduate student education in the Faculty of Math. We have funded course notes, MFCF hardware, club equipment, conferences, and much more!

This term, we have $25,000 of funding to give out to a number of worthy projects. If you think you have a project that is worth funding, fill out one of our proposal forms from our website, `http://www.mef.uwaterloo.ca`. Proposals are due to the MEF office (MC 3028) by Friday, March 11.

We're also looking for people to sit on the MEF Funding Council. It entails one meeting in late March, and involves helping us to decide how the $25,000 will be divided. There are two reps per program and three per year, and as of Monday, most positions still had at least one seat open. Nomination forms are available on the website, and are due by March 9 to MC 3028.

If you have any questions on anything to do with MEF, please send me an email, or come to my office in MC 3028.

Joe Collins
MEF Director W11
`mefcom@student.math.uwaterloo.ca`

Prez Sez

I'm President, Sorry.

Hello Fellow Mathies,

I hope everyone had a great reading week; I know I certainly did. First, I would like to apologize to anyone that was offended by my last address. I did not mean to be offensive; rather, I had recently watched *The Social Network* and was using a humorous quote from it. I also used something from *Anchorman,* but I didn't receive any complaints involving that.

Anyways, considering that last week was reading week, nothing much has happened since we've last talked. I went to a Faculty Council Meeting where we talked about first-year retention (doing a lot better this year) and application/enrollment numbers, and a FedS Committee of Presidents meeting where we talked about the Student Success office and what their plans are for the future.

In other news, March Break Open House is coming up soon. If you are interested in volunteering on March 15th, then come by the MathSoc Office and there is a signup sheet on the door. Volunteers get a T-shirt and food and get to meet and talk with prospective first-years. It should be loads of fun.

Well that's all I got for you now. Like always, feel free to stop by and say hi or email me with any concerns and questions you may have. We're all in this together.

Andre Gomes Magalhaes
`prez@mathsoc.uwaterloo.ca`

Breaking News: WaterlooWorks Doesn't Work

Next-Next-Gen Replacement Nearly Available

Some of you might have noticed that WaterlooWorks was canceled. Now, your first reaction to this was probably something along the lines of vomiting uncontrollably, suffering a severe asthma attack, and/or suffering a concussion.

However, this is not actually a bad thing, because the University has actually only cancelled WaterlooWorks because the development process on WaterlooWorks' replacement has been going very quickly, so that the new JobMineCraft will be available as soon as possible.

JobMineCraft, which was designed to ride on the success of the popular video game *Minecraft*, will have many improvements designed to ensure that co-op students can enjoy submitting applications for jobs they know they will never get.

These new features include:

- Resume paper of different filetypes. Most students will start off only being able to submit resumes in `.exe`, but with hard work or luck, they might unlock `.txt`, `.html` or even `.pdf`, although the latter is said to be so rare that it only becomes available to one student in any given term.

- Job rankings will occur as random spawns in dark places, such as the service tunnels and the seventh floor of MC. Students and employers must find a ranking token in one of these dark places, which they then submit in order to rank a job or prospective student. Once the ranking deadline has passed, each ranking token is unwrapped to see the random number inside, allowing participants to see what ranking it was they submitted.

- Unlike JobMine, JobMineCraft will not go to bed at night, as this would require students to stop using it. This feature of JobMine was considered to be counterproductive to JobMineCraft's goals of ensuring that students wanted to use it all the time, according to a consultant from Blizzard.

- The cubes that make the user interface will be displayed using text, after frequent complaints that JobMine and WaterlooWorks were far too easy to use.

The University hopes that all co-op students will continue to pay their fees, which they plan to increase "until the students notice".

Algoweird

Good Idea, Awful Idea

This time on: The MC

Good Idea: Carrying a compass whenever you have to go to the 6th floor of the MC, so that you can tell which exit you'll come out of when you go downstairs.

Awful Idea: Not carrying a compass, so you end up coming out of the diagonally-opposite exit you wanted. And then you go back up to the 6th floor, walk around to the other side of the building, go down the stairs, and somehow come out of the exact same exit again.

Good Idea: Trying to avoid going up to the 6th floor of the MC whenever possible.

Awful Idea: Not admitting that the 6th floor defies the rules of logic and hanging out there for years, eventually turning into a leprechaun (or, worse, a grad student).

Good Idea: Taking a quick nap in the Comfy Lounge between classes.

Awful Idea: Living in the Comfy Lounge 24/7. You could eat your meals at the C&D, and shower at the large sinks in the bathrooms. It's low rent, but I'm pretty sure it's not allowed.

Good Idea: Trying to find your class at the MC by consulting one of the maps that hang around at odd places.

Awful Idea: Trying to find your class at the MC by assuming rooms are organized in a logical manner, such as according to increasing room numbers. They are SO not.

Good Idea: Going to a computer lab when you need to work on an assignment.

Awful Idea: Going to the computer lab when you're bored and want to distract your friends who are trying to work on an assignment. Because if they're anything like my friends, they will hit you. If I had any friends.

Good Idea: Staying clear of the mysterious 7th floor of the MC.

Awful Idea: Investigating the 7th floor out of curiosity and never being heard from ever again. You've been warned.

Good Idea: Using your hand sanitizer after touching things like bathrooms, computers at the labs, or door handles at the MC.

Awful Idea: Eating at the DC Cafe or the C&D without washing your hands. No offense to cleaning people or anything, but with the amount of people at the MC every day, how clean do you think anything really is in here?

Good Idea: Stepping outside the MC every hour or two for some air.

Awful Idea: Staying in the MC for more than 6 hours straight. There are no windows, no air, the hallways look like a prison or a hospital, and the 6th floor is worse than any Zelda dungeon ever created by man; it will mess you up, man.

Good Idea: Designing a nice looking building with lots of space and bright colours and windows and stuff.

Awful Idea: The MC. It was just an awful idea from the very beginning. On the bright side, though, it's better than the Optometry Building.

And a reminder… please, please, please submit your own Good Idea, Awful Idea to the BLACK BOX or `orange.crush.uw@gmail.com`. Please. I'm lonely and no one else would talk to me. I need your submissions to the **Good Idea, Awful Idea Contest**! And you could win something and be published on *math*NEWS and stuff. It'll be awesome. Just, please, send something in, anything. Please.

Orange Crush

Menu for the Dining Cryptographers

A classic problem in the field of cryptography is the Dining Cryptographers' Problem. A group of cryptographers has gathered for dinner. They find out that their meal has been paid for, but it is not known whether one of the cryptographers paid or whether the National Security Agency (NSA) paid instead. The cryptographers would like to know which is the case, but want to respect the privacy of their peers. How can they decide whether one of them paid or whether the NSA paid without revealing which cryptographer paid? While most research papers have focused on how to solve this problem, we address a far more important question: what should they eat?

Salad

- Caesar cipher salad
- Garden salad, with lettuce-based encryption, onion-routing, pseudoradish, olive Euler, random seeds, and unbalanced oil and vinegar; add salt

Pasta

- Canneloni-Krawczyk model
- HMACaroni and cheese; add a nonce for freshness

Main course

- Twofish
- Prime rib field
- Blowfish

These three dishes together constitute a meat-in-the-middle attack.

Triple-DESsert

- Birthday attack cake
- Bread pudding protocols
- Key lime pie (a zero-calorie proof of knowledge!)

After dinner drinks and snacks

- TEA
- Orange CRUSH
- Abelian grape juice
- MACadamia nut cookies
- Cube root beer

Required cooking implements

- Number field sieve
- Pairing knives
- DES in ECB (Electronic Cookbook) mode
- Mix networks
- The forking lemma

By Douglas Stebila, Queensland University of Technology, Brisbane, Australia (with help from Colin Boyd). Douglas' highest honour in life was being President of MathSoc in 2002.

It's 2011, and my IDE still doesn't have a REPL!

The idea of a REPL (pronounced repple) or "Read-Evaluate-Print Loop" was developed in the 1960s at MIT for early Lisp systems, as a way of easily interacting with a programming language. Today, REPLs are sometimes called "shells" or "consoles", as in the "Python shell". Almost any Python, Ruby, or JavaScript programmer would tell you they couldn't live without one. It remains a mystery to me, then, why they haven't really caught on for mainstream programming languages like Java. Implementations do exist, but they're hardly popular. In this post, I intend to argue for wider adoption of this useful tool.

I believe that people go through a series of stages of REPL mastery. The first and most obvious use of the tool is to experiment with code, particularly with APIs. It's one thing to read documentation on how something is implemented, but it's quite another to be able to see how things work in action, to know that it will work for your case. For any remotely complex task, this is essential. I have no idea, for example, how Java programmers write even moderately complex regular expressions without going insane, since the complexity of the expression demands easy experimentation. Furthermore, there's a lot of code in the world without documentation, in which case experimenting with a REPL and reading the code may be your only choice.

Once you're playing with APIs interactively, the natural next step is to start developing your own code interactively. You can basically write a line at a time, and test things out as you go to make sure everything is working well. The lines that do the right thing, you copy into a text editor. Once you're comfortable doing that, well, you can move up to the next level. Does your language let you drop a breakpoint into some code and bring up a REPL at that point? It's difficult to overstate how useful this is for debugging and experimenting. All of the state of the program is set up for you properly. You can write complex code this way, just by setting a breakpoint where you want to write it. You can test everything out interactively as you code with real program values. It's great!

One objection that comes up from time to time in the discussion of interactive development is that it's tricky to usefully interact with a complex codebase, to instantiate the objects and so on that are required. This, however, leads to another benefit: unit testing. The fixtures and mock objects that you need to build to easily try out your code manually are precisely the same ones you'll need for unit testing later on. This leads to a very natural flow of development, where you interactively write a chunk of code, you manually test it out, and then you copy the working result into the code file and you copy the manual tests into your unit tests file. This is the most effective approach to unit testing that I've experienced, since testing flows so naturally from the experimental nature of interactive programming. I highly encourage everyone to at least try this approach to development!

Thor
`www.thurn.ca`

Answer to the "Encryption"

So... last fortnight we had a brilliantly-encrypted message describing our disappointment that midterms are always scheduled on production night. However, our new pet monkeys somehow got loose and danced all over our keyboard.

Yeah. Sorry about that.

The Marthsie Chronicles: New Revelations

Wait, are there are people actually studying there? LE GASP!

With the passing of reading week and final exams looming over the horizon, the study rooms began to get more and more crowded. Teeming with stress, the girl and her study group got into studying for their next (and for some of them, their last) midterms.

"UGH. Why is this so much memory work?" Alice groaned.

"Because uni wants to make your brain hurt more, I'd assume," Bob added.

"Just be glad you don't have any essays on your exams. I hated writing the ELPE, but all this writing is seriously going to cause my arms to fall off," said Eve as she slumped back into her chair.

Alice pondered the thought, "That IS what you get when you're in Arts. It's all write, write, write, think, think, think and then writing about what you're thinking. I'm glad I'm in Engineering; you actually do things OTHER than writing, but it's still kind of hard when you think about it."

"That's what SHE said."

"You're an ass, you know that Bob?"

"Can we PLEASE focus on studying, Alice? My midterm's before any of yours so I'd really like to at least do SOMETHING that'll help."

Bob scoffed at her remark, "Oh come on Eve, you know we hardly get any work done in OUR study groups anyway. Besides, you're in Arts! It should be easier for you than any of us. It's not like it's Math or Science. Now THAT stuff's hard. Whoever does BOTH of 'em HAS to be a little crazy."

"What about someone who does Arts and Math?"

For the first time since they started studying, the girl had spoken up. Her friends stared at her in disbelief.

"Who would want to do that?" Bob pondered.

"A better question is 'why?'. I mean, Arts can be all fun and creative but it's been nothing but writing and migraines so far. With Math added into the equation, you'll have even more migraines just thinking about all that number-crunching you'll have to do. Not to mention there's a lot more room for error. I suppose you could do both if you really liked both, but probably with one of them as like, a minor or something," said Eve as she flipped through her notes.

"Why do you ask, Cayley? Are YOU thinking of doing both?" Alice asked.

"No, but I have this guy's notebook and it's all Art and Math in it. It's got me thinking a lot about the two subjects lately."

Stunned, Bob exclaimed, "Whoa whoa whoa, a GUY?! I'd like to see this book."

Cayley pulled the sketchbook out of her bag and set it on the desk. There it all was: the doodles, and the theorems, all on the same pages. Only Bob spoke up.

"No way! A Mathie AND an Artsie?"

"Marthsie," Cayley said in a corrective tone.

Alice couldn't help but giggle. Eve was clearly not amused.

"Now THAT'S just dumb. Who would want to be known as a 'Marthsie'?"

"Did you come up with that word all by yourself?" Bob asked as Alice nudged him, giving a look that screamed *stop-being-such-an-ass*.

"Well, it may not be the best word, but that does describe what or who he is. I need to go find him though. He'll be needing his book back eventually, but I really don't—CRAP! I'm going to be late for class again!"

Cayley grabbed all her things in another flurry as she darted out the room, leaving the mysterious boy's book with her friends. Alice tried to catch up with her, but couldn't. She flipped through the pages of the book as she walked back into the study room.

"Why can she never remember to make enough time to get to class? It's getting ridiculous how she—"

Alice stopped dead in her tracks. Eve and Bob got up to see what Alice was staring at.

"What is it, Alice?" Bob asked in a concerned voice.

"Did you find something?" Eve asked.

"You HAVE to see this."

As they looked over Alice's shoulder, Bob and Eve saw it. It was right there in front of them. How they missed seeing it when Cayley first showed the book to them, they didn't really know. One thing was certain though; they had to get the message to her somehow and show her this almost encoded note.

waldo@<3.LE-GASP.ca

Good Idea, Bad Idea

Introspective Edition

Good Idea: Coming up with original, clever articles.
Bad Idea: Shamelessly ripping off other writers.

Good Idea: Watching and making references to Animaniacs.
Bad Idea: Quoting Animaniacs all the fucking time.

Good Idea: Using reading week to catch up on coursework and sleep.
Bad Idea: Using reading week to watch all of *Doctor Who* and play video games.

Good Idea: Watching a show on its own merits.
Bad Idea: Watching a show because it has David Tennant and he's damn hot.

Good Idea: Intelligent saving, and using your money for important things like food.
Bad Idea: Spending all your money on video games and *Magic* cards, then starving.

Good Idea: Writing good, entertaining articles for pizza.
Bad Idea: Writing cheap filler for pizza.

Not Orange Crush
theDreamer

A Rhyming Crime

A shrine to laziness

There once was a writer for *math*NEWS
His use of English was abuse
He thought it was novel
Though it really was awful
And his rhyming was skewed

RedMetal

Orange News

Because black-and-white just won't cut it

Dear Orange News readers,

Over the past several weeks you have had the distinct and unparalleled pleasure of reading the amazing Orange News column written by a star investigative journalist, who also happens to be very hot and awesome in every way. However, this particular Orange News edition will be different from everything you have experienced so far.

As a result of everyone running away from campus on an event that has been termed by experts as 'Reading-Week', with a combination of the winter blues, I can confidently say that over the past couple of weeks, there has been **no news**. Nothing newsworthy that is mathematics- or UW-related has happened, so Orange News has nothing of value to report.

Hence, our top story this issue is:

My socks are wet.

That's right. As a result of a combination of several factors, including the rapid overnight temperature fluctuation, which has caused the sidewalks to become full of groggy, filthy water, and the fact that I wear shoes instead of boots (Nike Air-Monarch III shoes, to be specific), my socks have become wet as I was walking down Albert Street on the way to class this morning and stepped in a particularly large and nasty puddle.

The wetness of my socks is somewhat variable. My right sock is completely drenched in muddy waters (literal muddy waters, not the famous blues musician Muddy Waters). However, my left sock is only covered in water on the very sole and the back of the foot. The sides and top are relatively dry. My socks currently feature a picture of Pluto, Mickey Mouse's dog, although that information might seem irrelevant to the story.

I went out and asked what YOU, the Math students of UW, think of this interesting development.

Geoff, a 1st year Math student, laughed at me.

Kelly, a 2B FARM student, said "Oh my god, my socks are wet too! Doesn't it suck? I hate winter. I should've worn my boots."

Diane, a 2B CS student, said some things I am not supposed to quote on *math*NEWS, since they are too vulgar. She also said "You stole my glove, you psycho! Give it back! And don't you ever come near me again, you creep! I won't go out with you even if you were the last guy on Earth." It is clear to this reporter that Diane wants me bad but just won't admit it, and you can trust Orange News to follow up with further development on that topic.

In conclusion to our main story, my socks are still wet from this morning, even though several hours have passed. I might have to go back to my apartment and change them before my group meeting this afternoon. Wet socks are not fun, and are likely a major issue that affects everyone in our community. Clearly, something is very much wrong with the world we live in today.

Join us next time, when hopefully we'll have some actual interesting news to report, right here, on Orange News.

Orange Crush

Omegle Interview

Hey everyone, so for today I figured I would do something interesting. I would try to interview random people on Omegle. I, unfortunately, lost the best transcript that I had available. So instead you get the second-best transcript I can come up with. "You", in this case, is *math*NEWS, and "Stranger" is, well... a "stranger".

You: Hey I'm writing for a university student publication, do you mind if I interview you?

Stranger: Sure go ahead

You: Do you think that student newspapers filling space by printing interviews with random strangers is an appropriate use of student money?

Stranger: Hmm

Stranger: If there's nothing else to fill the pagess

Stranger: With then yes

Stranger: but money can be used for many other things, it all depends on if u have it already

You: We completely agree here (and yes we have it already)

You: Moving on, what is your favorite emoticon?

Stranger: Hmm

Stranger: Either :P or :)

You: and why?

Stranger: Because the :P one can be quite versatile, it can be used to poke fun at someone, be cheeky, lighten a statement, and sometimes is even sexual xD

You: If you could be anyone other than yourself who would you be?

Stranger: Hmm

Stranger: I would stay myself because it's all i know, everyone has times where they hate their life but it's all we have

Stranger: One shot

Stranger: So make it your best and dont waste it on wishing you were someone else

You: Respectable, what is your favorite number?

Stranger: 7

Stranger: The cliched lucky # 7

You: Lastly, what do you think about the recent changes to the CS cirriculum?

Stranger: now is this survery about interviewing uni students, or just a survey done by uni students?

Stranger: The CS curriculum?

You: this is just done by uni students, just for fun

You: and yes the CS curriculum

Stranger: I dont know what that is sorry

You: thats fine

You: thank you for your time it was most enjoyable talking to you

Stranger: Likewise

Stranger: Have a good one you guys

You: Have a nice evening

DaFink and Omegle

Rabble and Babble

Today's Topic: Predicting the Future

Do you ever find yourself thinking, "Hey, where's my flying car? I thought this was supposed to be the future! Where's my laser gun and hovercraft?" Well, this article started out rather innocently, with a similar enough conversation. Except this conversation happened between two mathNEWS *writers. And so we sat down to think and talk, a little more seriously, about what kind of changes we think the next 50 years will witness, and then to publish them in this glorious paper of news (you know, in case there's a lawsuit where we need to prove that we thought of it first, and it just so conveniently happens that the Canadian Archives keep copies of* mathNEWS *from years past). Here's basically a word-for-word transcript of what ensued.*

Nadz: So what have you thought of?

DaFink: Where do you want to start?

N: We've already started.

D: Ok. First thought - in 50 years, I think countries will turn into corporations.

N: ...

D: We already have huge corporations that contract out to governments for military protection, like Halliburton. So how far away are we from the idea that every multinational corporation would have a private army. Then, if corporations piss off each other... well, you get the picture. Also, large corporations will want to do everything, including providing housing and stuff, and employees will be "shareholders," and there will be a "board of directors" to make important decisions, and "shareholders" will have "votes" to elect people onto the "board of directors", so we can still have democracy. Some companies will choose to provide basic needs to all its employees, and then we'll have communism. So surprisingly little will change.

N: Ok, let's consider more of a personal level. I think the idea of ownership will slowly disappear. With increased pirating of just about everything digital, and with 3D printers on the horizon, it will be difficult for anyone to "own" anything without allowing everyone else to also "own" it if they choose. Like if your entire computer and house are automatically shared on DC++ or something.

D: So we'll have replicators?

N: Yup.

D: So what will happen to people's privacy?

N: I think people will become more cautious with what they can still hold on to, mostly what's in their heads.

D: Yea. Right now, there's a culture that everyone is entitled to everything you're doing and thinking and where you are and so on, and I think that will take a very sharp turn.

N: So what will happen to these over-sharing tools, like Facebook and Foursquare?

D: The tools will become more private inherently, there will be more privacy built in from the start because that's what people will demand. It's like a phone, you need to know someone's phone number to call them, you can't just look at a list of phone numbers of your friend's friends. So for all the other tools, you'll have to know a person and their identifier or something in order to add them.

N: On that note, I think that non-instant messages of communication will be phased out and become archaic. We'll have IM and telecommunication be able to handle everything that email does, and people will look at e-mail the way they do at snail-mail now.

D: So then checking your phone every 5 minutes for new IMs will be the standard?

N: How is this different from right now? Although overall I think it'll be a lifestyle choice.

D: A side-effect may be that we'll have anti-technology cults. Not like the Amish now, but serious cults that will think of the Internet as a manifestation of Satan.

N: I think that non-technological methods of communication will be viewed as significantly different than online communication. Chatting online won't be viewed as hanging out with your friends anymore.

D: We already have that, most people believe that "online friends are not real friends".

N: Yes but what about the pre-teens of today. Well, overall I think it'll be a U-turn, we'll have to go a little deeper into online communication before we come out the other end. Anyways, what else was on your list?

D: So in 50 years, we'll be like 70. What will be the thing we just don't get about the new world? Like how now old folk just don't get computers? We've grown up with computers, so what's going to be our thing?

N: I think this question is a lot deeper than you intended. We've seen the baby technology, we were around to see the Internet before search engines and stuff. And we've shaped this technology as it's been growing up, and I think we'll continue to do so for about another 20 years. You know, until we get old. Wow, that's depressing... So, I don't think we'll lose touch with technology in any way. But the entertainment industry, I think that's what we just won't get. Entertainment will get much more "Ow, my ball!". Things we'll think are just downright stupid.

D: So Idiocracy style?

N: Well, at least the entertainment part. On that note, I think the stupid-smart gap will grow significantly (at least in the developed world). People who are really interested in learning will be able to learn a lot more a lot faster - think of what you'd know now if you had Wikipedia when you were 10...

D: I'd be a fucking genius!

N: ... Exactly. And stupid people will have all kind of cushiony reasons not to learn: lazy kids will have parental advocacy groups, social support, and so on, and they'll think that it's overall ok not to learn.

D: But why doesn't that happen already? In our society now, there are some people who just don't aspire to be anything better than they already are, but for some reason we hold lack of knowledge as some social stigma.

N: Yea but it'll be easier to go on with your life and survive comfortably without getting much smarter.

D: So we'll have social programs to support these kinds of people? And the social stigma will be gone?

N: Think of it as a universal communism that will provide just the basic needs for everybody. Then, if you want anything more, the system will be more like... what is it that we have now? Consumerism?

D: Capitalism.

N: Right, capitalism. For anything greater than the basic needs, it'll be like capitalism. The social stigma won't be gone everywhere, but just in that layer of society that thinks it's ok not to aspire any further.

More Rabbling!

D: All right, let's talk Healthcare. The obvious question is, will we have the (albeit expensive) ability to live forever?

N: Not in a human body. But as a brain in a jar, yes. Maybe with a few senses, like sight. But I think that most people won't find this kind of lifestyle appealing.

D: I agree, but this kind of thing would be useful for leaders or researchers.

N: Oh yes, all the great scientists will become immoral. I mean... immortal. Also, I think some rich people will try this, but will get bored pretty quickly. You know, no "earthly pleasures."

D: What about curing diseases? AIDS? Cancer?

N: 50 years is a short time. I think we'll gain the medical ability to cure all kinds of things with statistical significance, but it won't be a widespread or cheap practice.

D: Totally, I don't think we'll have the means to go widespread yet. It'll be possible but expensive to cure everything.

N: So what do you think about space travel?

D: Comparing to the advances we've made in the past 50 years, I think everything that we have in space will be more awesome. Bigger and better telescopes to look at stuff. Mars will be a playground for robots, but I don't think we'll have had a human on Mars yet. There's nothing a human can do that robots can't do on Mars.

N: I think the Moon will become a vacation spot for millionaires. They'll put up some kind of dome, all-inclusive hotel and stuff to keep people occupied.

D: So the Moon will be the Dubai of 2060?

N: Pretty much. Without the bums in the slums. But I think you're wrong about the Mars thing. Interplanetary travel will still be a dick waving contest between countries. Or corporations, if you like.

D: I think "country" and "corporation" will just be two interchangeable ideas.

N: Maybe. But I'll be one of those old geezers who'll never admit it. So anyways, Mars will be humanified. Mercury also.

D: So we'll burn?

N: Maybe... the dark side of Mercury?

D: So we'll freeze?

N: Something like that. And we'll be on the brink of going to Jupiter's moons.

D: That'd be really cool.

N: See. Dickwaving.

D: So what about the required-for-space-travel oil problem? Do you think we'll still be a petrol based world?

N: We'll try to find some underwater oil reserves...?

D: Like in the Arctic?

N: Well, underwater. Is anyone looking under the oceans?

D: So will we still be trying to live off the petrol, or will we move on to something else?

N: We like burning things. But instead of mining, I think we'll come up something chemically similar and just use that instead.

D: Like a lab-grown oil substitute?

N: Yes. So I think about half of the needed energy will still come from burning things. I just hope that whoever discovers thing chemically similar stuff will publish it internationally right away, and not try to make money off of it.

D: Ok, your turn for a question.

N: What's going to happen to the population problem?

D: Uuughhh... I think China, India, and the rest of Asia will get developed quickly, and their massive expansion will disappear. They'll quickly become industrialized societies. Africa... I know it sounds horrible, but I don't see it going anywhere without massive intervention from the rest of the world. Problem is, we don't want anything from Africa. The middle east is developing faster because the developed countries want its oil, so we're always intervening in their business. But overall, it's more likely that the Earth will be under-populated than over.

N: Well I think all the underdeveloped countries will either hit a development boom or everyone will just leave. They'll know from the media what life is like in developed countries, and underpopulated countries will be happily accepting immigrants.

D: Not all of them "happily."

N: Yea, but still accepting. Then, the developed countries will start to move their facilities and people to places with milder climates and lower facility and housing costs, so they'll move into these empty countries and things will balance out.

D: So an overall population transplant?

N: Kinda. It will balance things out.

D: Move technologically apt groups to non-technologically apt places. Makes sense. But I still think Africa is screwed.

N: I'd live there if my company and my friends were there.

D: Ok, last question. What about obesity?

N: My turn to go "uuughhh...". It's like the smart-stupid think, I think the gap will get wider. Literally.

D: Bazinga.

N: Well, I think we'll have "obesity drugs," but they won't be available at the drug store. They'll only be doctor-prescribed when the doctor decides that you've already made a lifestyle change. So if you want to be healthy, it will be easier. But the people who are fat and not even trying in the slightest, they'll just die. Natural selection.

D: I think that's all the time we have for today.

D: *We'll take comments/questions at* `mathnews@student.uwaterloo.ca` *, or the* ***BLACK BOX*** *on the 3rd floor of MC if it's still on the wall there. And if there's enough demand and you've got better ideas for us to do another Rabble and Babble, it shall be so. And with that, we're off!*

DaFink and Nadz

Pi Day

In the most festive manner we, as mathematicians, will soon be reveling for one day due to a mathematical oddity — the fact that how we write the date which represents the day coincides with how one would represent a well-known number. Why do we celebrate something based on its mundane representation, especially with a homonymous foodstuff? Perhaps we should let pi shine in its glory as a mathematical construct, and not dwell on the superficial popular image of the number. Do we not respect its use and those who in the Renaissance toiled for months to calculate this mystical number accurately?

On the other hand, it's an excuse for everyone to get together and party, which we apparently need to since we don't have any time to do so regularly, so why not?

Zethar

Marvel vs Capcom 3

A Review

OH MY GOD SPIDER-MAN!

Ahem. Sorry. *Marvel vs Capcom 3: Fate of Two Worlds*. It's a fighting game for the Xbox 360 and PS3. I don't own a PS3, so this may not be entirely relevant to you sony fans, but the game *is* the same for both systems, so, here we go.

MvC3 plays just like you'd expect: you pick three members for your team out of 32 possible characters (some are hidden), split between Marvel heroes and villains, and Capcom characters. You then face an opponent in a one-on-one battle. Well, three-on-three, but that's only because there are three members per team.

This isn't *Street Fighter*: don't expect serious gameplay. It's a joke, and that's why it's fun. Each character has their own unique combos and crazy hyper attacks that output massive damage.

And don't worry if you've never played a fighting game before; the game boasts a "simple mode" which drastically simplifies gameplay, letting even the most novice actually compare to the most master player.

The characters are portrayed accurately, saying exactly what you'd expect, and making references to each other. Wolverine and Phoenix have a nice heart-to-heart before combat, and Akuma and Ryu challenge each other to the death. The sound in general is nice, changing background music depending on who is fighting (I personally love Wesker's theme).

The graphics are nice, too. This is the first time they've moved from two-dimensional sprites to cel-shaded three dimensional models (all combating in 2D). The backgrounds are nice excerpts from various gameworlds, including Spider-Man's New York with the Daily Bugle in the background and an Umbrella Factory with zombies crawling behind you.

Single-player mode is lackluster: five difficulties, but all it is is a few fights, one after another, followed by combating Galactus, the Big Bad (and no, you can't play as him). You fight Wesker and Dr. Doom at the same time, then fight Galactus himself, all in one fight. I haven't beaten it, though I haven't played "Very Easy" yet. Each character is supposed to have their own ending, but, like I said, I haven't seen any.

The main point is multiplayer, and I've only played with my roommate, since I don't have Xbox Live. Sadly.

Also, playing with the digital stick is terrible: dashing and the "forward, down, angle" stick waggle is near impossible to replicate. I'd suggest getting an arcade stick, but that's one hundred dollars or more.

Bottom line, this game is damn fun, but probably not for you if you don't have people to play with. Rent it, I guess.

I seriously love Spider-Man,
theDreamer

Mathie Apps

Terrible ideas for apps that might be useful for UW Mathies. Didn't someone already write this article once?

- The 'MC 6th floor' navigational map app, including locations of all secret passageways and special items.

- The 'Assignment submission reminder' app, with a drop-box locator and a snooze button.

- The 'DC-Cafeteria menu' app. Now you can cut in line by ordering your combo #2 with your phone.

- The 'Angry prof game' app. It's just like Angry Birds, but with your prof instead of the bird. And that annoying student who keeps asking questions as the pig.

- The 'Is it bigger than 9000?' app. It gives you an expression and you have to determine whether it's bigger than 9000 or not. Then it gets you kicked out of the Math Faculty if you score poorly.

- The 'Integration test' app. It gives you an expression you need to integrate. However, your answer will always be marked as wrong because everybody knows that no one above first year still remembers how to integrate anything.

- The 'UW-Ace' app that looks like UW-Ace but doesn't actually work. Just like the real UW-Ace, but on your cell phone!

- The 'How pink is your tie?' app. It's pretty pink, all right.

- The 'Rhino' app, which will try to get you to vote for things. Unsuccessfully.

- The 'mathNEWS' app. I don't know exactly what it might do yet, because if I suggest anything they might actually try and do it. But it will probably allow you to read *math*NEWS on your cell-phone. And it'll give you beer, because it'd be awesome.

Orange Crush

Ask Gully

In this day and age, we are surrounded by a number of wondrous and incredible machines that we use in our day-to-day life. Most of use, however, don't know how most of these things work. In this issue, I will explain the simple way in which magnets attract and repel each other.

Every magnet has two ends. Most people think of them as "north" and "south", but in reality they are "clean" and "dirty". The names "north" and "south" actually come from a widely-held, but completely unfounded, belief that the northern hemisphere uses more industrial cleaners in comparison with the amount of dirt and grime produced than the southern hemisphere.

As you expect, the clean sides are actually clean, while the dirty sides contain all sorts of dirt and bacteria. Also, as I'm sure you already know, when you put two magnets together with the same sides facing each other, then repel with a fairly powerful force. The reason for this is different for each side. The dirty sides repel because if they were to come in contact, that woul be really gross, whereas if the clean sides were to come in contact, the cleaners used to make them clean might react in a bad way (since, as we all know, you NEVER mix cleaners; it can be very dangerous).

Gull E. Bull

The N Things I Probably Shouldn't Have Done Before/During/After Exams

Oh boy is this bad

Hello wonderful reader of *math*NEWS! You probably noticed that I didn't submit an article for the last issue and are wondering why. Or you didn't notice, and don't really care about me, which makes me sad, so I'm going to join Amumu in his corner and cry. Anyways, the reason was that I missed production night for a midterm and forgot to write an article before. Sad times. But this week, I remembered.

Speaking of midterms, and because original ideas are hard to come up with, and because my usual source of plagiarism is no longer available, I have decided to write yet another sequel: some things that you shouldn't do before/during/after your exams. Now, unlike the previous articles, which were mostly bullshit, everything in this article is 100% true, and I have done these things at some point during my time here at university. Don't believe me? Ask around MathSoc. It's a wonder I made it through 1A (both academically, and not dead).

Before:

- **Playing games** before your exams is usually a bad idea. As you can probably tell by the references, I like to play LoL (League of Legends). Sadly, my amazing last hitting skills do not help me with my exams. I usually play a game or two when I'm at home, and if not, I go on Kongregate and burn the last few hours before my exams playing Flash games. Launching turtles out of cannons never gets old.

- **Not knowing where your exam is** 15 minutes before the exam is usually a bad thing, and even worse when you don't have access to a computer at the time to check. This was my situation during the MATH137 finals last term, where I spent the 15 minutes prior to the start of the exam running through RCH trying to find what room I was in. Luckily, someone had a laptop and pointed me to the right direction... MC.

- **Writing a kick-ass article for *math*NEWS** before your exam is probably not the best idea either. In fact, that's what I am doing right now, with a CS midterm in about 3 hours.

During:

- **Making terrible puns** should be avoided on exams. During the first CS135 midterm, I wrote a function, (ce x y) to replace and shorten the check-expect function required for testing. I said, in comments, that this was a very sexy function. The TA facepalmed.

- **Trolling the markers** is probably a bad thing. I recall making insane assumptions on previous CS midterms, ie. "if we assume this given number is not an integer since it was not specifically stated, then this function will never terminate", and writing messages such as "Congrats, you finished marking my exam! Only a couple thousand left!". I kinda feel bad for writing the second one, and wish to thank whoever marked that final for not failing me out of spite.

- **Writing "GLORY TO THE HYPNO-RHINO"** down an entire page of the midterm will confuse the crap out of your markers, since even they don't care about the FedS election. I did this recently on a math midterm, and received a very confusing "?" on the page.

After:

- **Bragging about how well you did** is usually a bad thing, especially in the presence of others less fortunate. I have received several "death threats" and "I'M GOING TO SET YOU ON FIRE" messages from some of my friends. In other news, I am renting a house together with them in the fall term.

- **Writing a kick-ass article for *math*NEWS** after your exam about how easy it was will also get you plenty of nasty looks and threats. For the proof of this one, go find my article in one of the issues from the past term. People weren't very happy with that.

So there you have it. Another list of things you should avoid doing, but this time, I have actually done them myself. Now if you'll excuse me, I have a midterm to write.

ON FIRE,
theSMURF

Please Write for *math*NEWS!

Hey *math*NEWS readers, we are experiencing a lack of writing staff lately due to midterms and other things. So I encourage you to come and write for us. We will be meeting at about 6:20 in MathSoc (MC 3038) on the following dates this term, and then shall proceed down to a lab to write. The dates are March 14th and March 28th.

Another way you can write articles for us is by submitting them to the *math*NEWS BLACK BOX, located in the 3rd floor hallway outside of the Comfy Lounge. Yet another way you can write them is by submitting them to `mathnews@gmail.com`. The deadlines for getting articles in to *math*NEWS are 11:59 PM on the production nights listed above. If you know how, please send your articles in plain text in the *math*NEWS markup language with "article" in the subject line, without quotations. You can find a summary of the markup language here: `http://www.student.math.uwaterloo.ca/~mathnews/mNmL/`.

We are looking for articles of various natures. Satire is a boon; trying to emulate the Onion or other things like Stephen Colbert is appreciated. You can also write factual articles, opinion pieces, letters to the editors, or anything else that takes your fancy. We aren't too picky, but try not to be **too** offensive or your stuff won't get in.

Finally, we will be producing a special issue this term. In the past we have released spoofs of magazines and newspapers, and this year we intend to do the same again. This time we plan on doing a mock of Cosmopolitan magazine. If you are interested in writing, taking photos, helping to design CosMATHpolitan or anything else, please drop us a line at `mathnews@gmail.com`.

GroovyED

*prof*QUOTES

Student: It sounded smarter in my head before I said it.
Prof: You're learning to be a prof!

Godsil, MATH 249

Raise your hand if you don't know what I mean by splicing...
[No hands go up]
Liars.

Zorzitto, MATH 148

There are some details missing, but I'm going to skip every last one of 'em.

Zorzitto, MATH 148

You show analytic functions almost the same contempt you show polynomials.

Zorzitto, PMATH 352

And you slog through and you eventually get the answer, or, if you're like me, you do it three times and take a vote.

Godsil, MATH 249

If you're French, these diagrams are upside-down.

Godsil, MATH 249

If I reflect about any axis, I don't get a new diagram unless I'm turning an English one into a French one.

Zorzitto, MATH 148

This is called the Fibonacci Sequence. Named after a guy called "Fibonacci Sequence."

Andre, MATH 138

String decomposition! We all learn that in grade two, right?

Vasiga, CS 241

Take CS360 - you can learn about the pumping lemma. Trust me, it's a lot less erotic than it sounds.

Vasiga, CS 241

Deterministic infinite automata do exist! And yes, you do need to be on drugs to understand them.

Vasiga, CS 241

I like to do what I want but I want to think you want me to do it.

Smith, ECON 102

Look at my cheap Chinese... whatever that thing is.

Smith, ECON 102

[talking about maximizing functions] It may get uglier and uglier as we get older... just like life!

Banerjee, STAT 231

The problem is, my IQ is converging to my age. I'm still in my 30s, so that's not a good thing at all.

Banerjee, STAT 443

Submit your *prof*QUOTES to the *math*NEWS BLACK BOX in the hallway outside of the Comfy Lounge (MC 3001)

The answer's not that simple. That's the answer.

Banerjee, STAT 443

You know what professors mean when they say "Great question"? It means they know the answer. What's 2+2? Great question!

Banerjee, STAT 443

Ten years ago in a survey, they said, whenever you smoke a cigarette, you lose 7 minutes of your life. Clearly that's an absurd statement, otherwise I should have died last Tuesday or something.

Banerjee, STAT 443

The take-home message is that physics instructors are liars.

Taylor, PHYS 275

Here's a set of important terms. I've underlined them and put stars next to them.

Taylor, PHYS 275

If you learn nothing else in this course... that's a dangerous statement.

Taylor, PHYS 275

Organic compounds... there's a problem: chemists think everything with carbon in it is alive. Don't blame me, blame a chemist.

Taylor, PHYS 275

This is naturally occurring steel which comes from the sky and drops through the hood of your car.

Taylor, PHYS 275

Heads Up

Approximately one fortnight from now, it will be March 17, on which is celebrated the traditional holiday of St. Patrick's Day. Please note that it is customary to pinch people who do not wear green on St. Patrick's Day. This tradition dates back to the Massachusetts colony in the 1700s, when it was well understood that wearing green made one invisible to leprechauns, who would go around pinching everyone in sight; therefore, one pinches to remind those who do not wear green of the dangers of small, magical Irishmen in silly hats.

For those of you who were not previously aware of the powers of the colour green with respect to leprechauns, we print here the following reading, adapted from the Book of Shillelaghs, Chapter 3, verse 17:

"...then shalt thou wear green, no redder, no bluer. Green shall be the colour thou shalt wear, and the colour to be worn shall be green. Taupe shalt thou not wear, neither wear thou indigo, excepting that thou then red-shift down the visible spectrum to green. Mahogany is right out..."

SGI workstations are currently running simulations to determine how leprechauns who wear green (for instance, the gentleman on the front of the Lucky Charms box) are able to shave despite their clear inability to see themselves in the mirror.

Please note as well that pink ties are not now, nor have ever been, green.

This public service announcement brought to you by
ieatyourSANDVICH

Exotic Meal Time

Do you find your meals too boring? Do you find no joy in preparing and consuming your meals? Do you find your meals too … mundane? Then you have come to the right article! Exotic Meal Time will give out interesting, amazing and completely unique recipes that have never been seen before.

This week, we have something very very special for you guys: deep fried wings. “Wait a second,” you say, “that’s not exotic at all!” Keep reading.

Ingredients

- Oil
- 1 cup flour
- 4 tablespoons garlic powder
- 3 cups crushed cornflake crumbs
- 24 dragon wings (more instructions on how to obtain this later)

To obtain the dragon wings, you must first slay a dozen dragons, but of course not all at the same time. Obviously, this is not a simple task and should not be attempted by anyone below level 10. It is recommended that you take a balanced party that covers all of the archetypes: tank, melee dps, ranged dps and healer/support when venturing into the dungeon. Also, you should train and level up certain attributes, skills, and feats to ensure that you are powerful enough to defeat said dragon. Finally, the party should also obtain some magical gear to make themselves more powerful.

An alternate method, as seen employed by Robert Brockway, is to repeatedly kick the dragon in the testicles until it is defeated. One should know that this method is not approved by all parties, and may not work under all circumstances.

Okay, now go kill some dragons, and don’t forget to cut off the wings when you are done. I’ll wait right here.

Back? Great. Now that you have slain enough dragons, you can start cooking!

Instructions

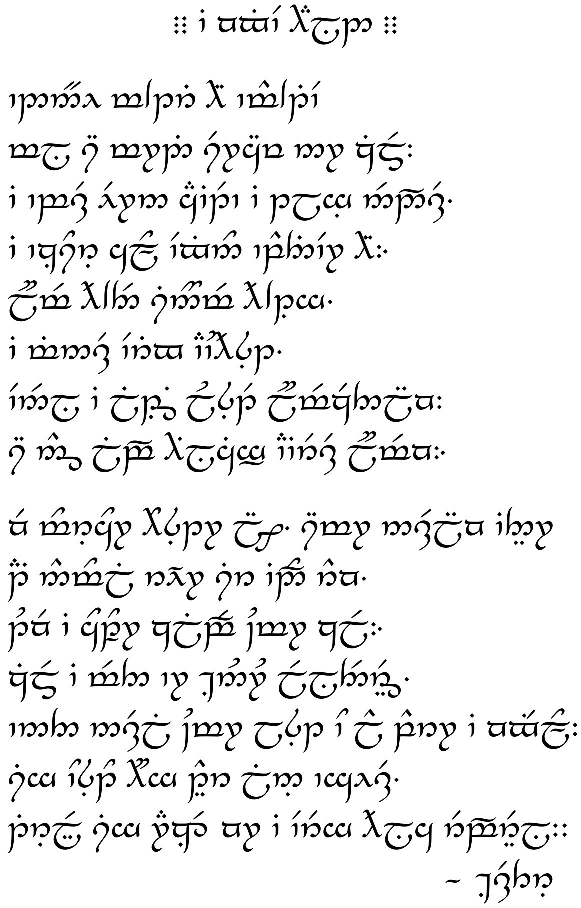
1. Heat up the oil in a fryer.
2. Mix up all that flour, garlic powder, and cornflake crumbs.
3. Dip each wing into the mix, then drop it into the fryer for about 10 minutes.

Voila! Now you have fried dragon wings!

omnomnom,
theDWARF

A Quenya Composition

Originating from a zany conversation, as many fertile ideas are wont to, this composition is a poem (for some definition of “poem”) written in Quenya, better known as Elvish. The script it is written in is known as Tengwar, which was devised by the late J.R.R. Tolkien to write the Elvish languages, and through the hard work and dedication of the editors, we have managed to present this to the readers of *math*NEWS to enjoy. For those who are pedantic, you should be aware that a few artistic liberties were taken in the writing and rendering of the poem, so there are a few deviations from the commonly-accepted way of writing in Tengwar. Any comments, corrections, and/or guesses as to the meaning of the composition can be submitted to the BLACK BOX, and perhaps the most memorable ones will be published in the following edition. Without further ado:



Plagiarist Files Trademark Complaint

Proclaims himself Minister of Temporal Defence

In a shocking statement last night, shamed ex-Minister of Defence for Germany, Karl-Theodor zu Guttenberg, filed trademark violations against the Gutenberg Bible, claiming, “Time heals all wounds, and time is cyclical; thus he is using a variant of my name improperly.”

Immediately after this, he proclaimed himself Minister of Temporal Defence and swore to fend off the bloody time police from the 29th Century, saying he would not let them cause the Eugenics Wars. A beam of tachyons was then received by the Bundestag saying “Thanks for the help, the future is bright.” The note was signed from Dr. Noonian Soong. The press were baffled by these remarks, untill they noticed a bunch of nerds fleeing the scene. When asked what they were frightened of, they would only reply, “Datalore.”

When Joseph Guttenberg found out about these events, after being ressurected cenuries in the future, he promply apologized to cyborg-Guttenburg for having ever sullied his name by being associated with a mere printing press. Cyber-Guttenburg then removed all paper from human history, ending this terrible unstable time loop and returning things to normal.

Ice Nine

March Break Open House

Your help is needed

On Tuesday, March 15 (aka Pi+1=Pizza Day), approximately 7,000 visitors will arrive for March Break Open House. We'll see as many as 1,000 visitors in the Davis Centre — our base of operations for the day.

This event is for all applicants and their families to see what campus is like. Though these students are very interested, they still may need:

- More information? — a glimpse of life on campus?
- To talk with you — a student in the program they've applied to?
- An experience on campus that "seals the deal" before they commit to enrolling at Waterloo (or elsewhere)!

We need volunteers to help with:

- Set up from 7-9 am: tables, chairs, booths, and balloons.
- Welcome visitors all day: direct to sessions, answer questions, and provide tours.
- Clean up 3-4 pm: take down signs, stack tables and chairs, and pick up pizza boxes.

Training, pink t-shirt, and lots of food and beverages provided

- An information and training session will take place on Wednesday, March 9 from 4:30 - 5:30, in MC 5158.
- Email `ggoodfellow@math.uwaterloo.ca` to sign up now and to get more information.
- Please put MBOH volunteer in the subject line.

Why get involved?

- Help students who want to be where you are
- Give back to Waterloo! It shows good spirit!
- Because your friends are getting involved!
- It's a great experience; you can add it to your resume!
- The students' impression of campus life is incomplete without your participation!

I look forward to working with you. See you at training!

Thank you,
Gayle Goodfellow
Coordinator
`ggoodfellow@math.uwaterloo.ca`
Publications & Liaison Services
MC 5105

VPAS Sez

Hello lovely people of the Math Faculty!

Welcome back from reading week!! Hope it was relaxing and you're all geared up for the last month of school!! March is a PRETTY IMPORTANT month for mathies… In case you haven't heard, Pi Day is on March 14th! As per tradition, we will be serving some DELICIOUS pie starting at 1:59pm to celebrate! Our Dean Ian Goulden will also be there to serve some "Pi". Only 10 days left!

This weekend (Sunday) is also our Ski/Snowboard Trip to Blue Mountain. If you are still looking to buy a ticket, we will be on the third floor of MC between 10:30 and 4:30 today (that's Friday the 4th!). Tickets are $50 for mathies and $55 for non-mathies!

We are also continuing to hold Games Nights every Tuesday in the MathSoc Comfy. Next week is Oscar nominated movie night. Alice in Wonderland and the Social Network will be shown in the Comfy at 7pm on Thursday Night. Remember that Movie nights and Karaoke nights alternate every Thursday.

Pints with Profs is in the process of being planned, and invitations will be available soon. So start thinking about any professors you want to invite!

As always, email me at `vpas@mathsoc.uwaterloo.ca` if you have any questions/comments! Have a wonderful couple of weeks.

Anna Merkoulovitch
`vpas@mathsoc.uwaterloo.ca`

WATSFIC & FEDERATION OF STUDENTS PRESENTS
DUNGEONS & DRAGONS
TOURNAMENT
WATSFIC
Club
FEDERATION OF STUDENTS
JOIN OUR MAILING LIST!

Dungeons and Dragons 3.5E Tournament

While experience is helpful, the tournament is primarily scored on role-playing so it is not necessary. Teams of 5 or individual sign up.

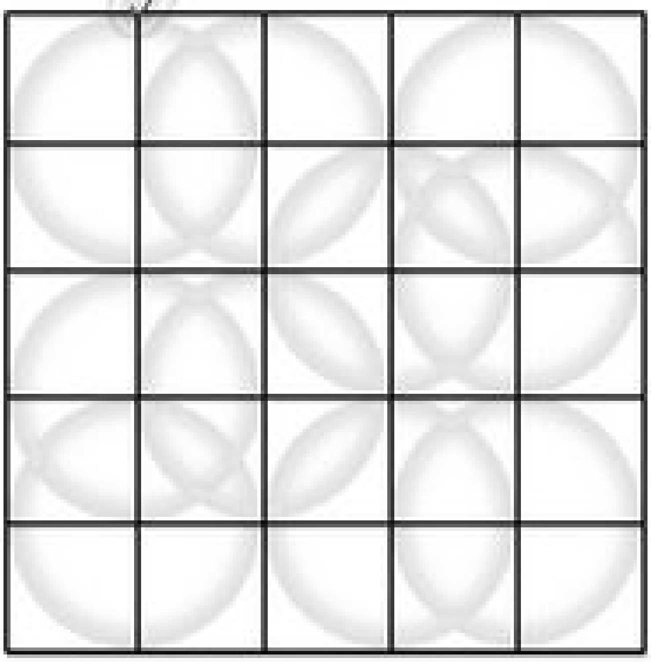
Tournament occurs on Saturday, March 12, 2011; Registration closes March 5th, 2011.

For more info or to register, visit www.watsfic.uwaterloo.ca/dnd/ or contact watsfic.dnd.tournament@gmail.com.

watsfic.uwaterloo.ca
watsfic@gmail.com
Location of events will be posted online and in our mailing list.

We levy a membership fee of $4 per term or $10 per year; most of our events are open to non-members although we ask that people join if they participate in the club frequently.

umbrellas



Place the following 10 squares on the 10 circles so that the overlapping numbers match up.

6	5	5	1	7	1	3	2
0	2	2	3	2	0	2	4
2	0	5	5	5	2	5	4
4	3	5	4	4	5	2	9
5	1	1	2				
6	5	5	5				

Puzzles courtesy of euri.ca

Drywaller

"Listen up. Our client isn't picky, as long as each square has the right number of walls surrounding it. Sounds a little tricky, but we didn't get to be the #3 drywall outfit in town by being lazy."

Also:

- There's a wall around the outside
- They want exactly 16 rooms

2	1	2	2	1	1	2	4	4	4
1	1	2	2	1	1	2	3	3	4
3	2	1	2	3	2	2	2	2	3
3	2	1	2	2	1	1	1	1	2
2	2	2	3	1	0	0	0	0	1
3	2	2	2	1	0	0	0	0	1
3	2	1	1	1	0	0	0	0	1
3	2	2	2	1	0	0	0	0	1
3	1	1	2	2	1	1	1	1	2
3	2	1	1	2	2	3	3	2	3

GRIDWORD

Quick Clues

Across

1. Pickle herbs
4. Rope bed
10. Essence of a person
11. Pay a fine
12. More keen
13. Droops
15. Refines
17. Plant often mistaken for liquorice
20. Reward
21. Siblings' daughters
22. Incompetent
23. Spice used to make bread people
24. Deleted
25. Organic compound responsible for fruit aromas
28. 1970s satirical federal party
31. Exclude
34. First herb
36. Spicy pepper
37. Aggrivate
38. Third herb
39. Smooth cotton fabric

Down

1. Arrears
2. Deceiving
3. Second herb
5. Baby oaks
6. Perfume once worth its weight in gold
7. Curry spice
8. Satisfies hunger
9. Godless heathen
14. Short-range high-spread gun
16. Wild marjoram
17. Burning
18. Unmoving
19. Cross the threshold
20. Rivet
26. More nimble
27. Mathematician responsible for the zeta function
28. Happen periodically
29. Wall-climbing plants
30. Poppy drug
32. Plants of the lamiaceae family
33. Fourth herb
35. Two-masted sailboat

Last Week's Answers

O	B	O	E	S	■	D	I	D	J	E	R	I	D	U
C	■	P	■	Y	■	I	■	A	■	V	■	R	■	N
A	F	T	■	M	A	R	I	M	B	A	■	I	■	H
R	■	I	■	P	■	E	■	■	■	D	I	S	C	O
I	N	C	O	H	E	R	E	N	C	E	■	E	■	L
N	■	A	■	O	■	■	■	I	■	S	I	S	S	Y
A	L	L	■	N	■	B	O	G	■	■	L	■	O	■
■	U	■	L	Y	R	E	■	H	A	W	K	■	L	■
■	T	■	O	■	■	F	I	T	■	E	■	P	O	T
L	E	D	G	E	■	O	■	■	■	R	■	L	■	E
E	■	R	■	L	E	G	E	R	D	E	M	A	I	N
V	I	O	L	A	■	■	■	O	■	W	■	T	■	A
I	■	V	■	P	I	C	C	O	L	O	■	E	B	B
E	■	E	■	S	■	U	■	S	■	L	■	A	■	L
D	A	R	N	E	D	E	S	T	■	F	L	U	T	E

1		2		3	■	■	4	5		6		7		8
	■		■		■	9	■		■		■		■	
10					■		■		■	11				
	■		■	12							■		■	
13			14	■	■		■		■	15	16			
■	■	■		■	17		18		19	■		■	■	■
20						■		■	21					
	■	■		■	22					■		■	■	
23						■		■	24					
■	■	■		■	25	26		27		■		■	■	■
28		29		30	■		■		■	■	31	32		33
	■		■	34						35	■		■	
36					■		■		■	37				
	■		■		■		■		■		■		■	
38								■	■	39				

*grid*COMMENTS

In Soviet Russia, grid*WORDs you!*

Greetings, comrades! Acclamations to winner of last issue's *grid*WORD, Lenny Morayniss. Strong Soviet question was "What is goodest thing Big Brother has done for you this week?"; Lenny's answer was "Big brother brushed my brown bear's burly back." Please report to MathSoc office to claim prize.

Current *grid*QUESTION is "What is biggest flaw with capitalist pig-dog economics?" Please submit all answers to BLACK BOX on third floor outside of Comfy lounge and C&D.

¬perki

GRIDWORD