

Bulletin Board Highlights

Stanley Burech (St. Clairsville, OH) was interested in a Logo procedure that would list all the permutations for a given set of inputs. That request found its way to the CLIME bulletin board. It was not long after that a solution was forthcoming. Lisa Haverty, a senior at Woburn High School, Woburn, MA, submitted a solution to Stanley's problem. Now Lisa is not a member of CLIME (eventhough she is now an honorary member), but her teacher, Al Cuoco, is and he uses the CLIME bulletin board as a vehicle for involving his students in problem solving. Anybody out there have a programming request for Al's Logo Class? Put it on the bulletin board! Lisa's solution will be included in Sandy Dawson's *MathWorlds* column in an upcoming issue of the Logo Exchange.

Getting on the Bulletin Board: 5 Easy Steps

- 1) Get an **account** for the main frame at Simon Fraser University. Contact Sandy Dawson (c/o Simon Fraser, Vancouver, B. C. V7G 1B9). His response will include a ID number and password.
- 2) Make sure you have a **modem** and **communications software**. If this is new to you, find a knowledgeable person to help you select these items.
- 3) Access the bulletin board (from within the United States) through a public telecommunication network. Three of these are Autonet, Tymnet, and Telenet. You need a **local** phone number to connect to this network. You can get the numbers from Sandy Dawson or contact the CLIME office.
- 4) Dial the local "net" number. Depending on which one you use, you will face different hurdles. For example, if you use a Telenet number, you will be prompted with "Terminal = ". D1 is usually the right response. Next you type: C0302066250057 and press return. You should then see the Simon Fraser MTS banner prompt: #. Type in: SIGNON *IDnumber* (return). You will be prompted by a password request. Type in your password and press return. If all goes well, you should be welcomed and prompted by a ?.
- 5) Once you're in, send mail to Sandy indicating your arrival and request further instructions. (Type SEND (return) at the prompt and write Sandy Dawson next to the TO prompt.)

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Reviews

Brian Silverman, **The Phantom Fish Tank - An Ecology of the Mind** (Logo Computer Systems Inc., 121 Mt. Vernon Street, Boston, MA 02108)

The LCSi catalogue describes *Fishtank* like this:

A creative take-off of John Conway's "Game of Life", *Fish Tank* offers a Logo microworld designed to let you explore the workings of Life, slowing it down, varying the rules, and saving interesting formulations. It is a micro-world inhabited by objects in the form of patterns on a computer screen and given life by a set of rules that govern how old patterns give rise to new patterns. You make up your set of rules, put some patterns on the screen and say "go". What happens irresistibly evokes biological images and metaphors.

A Review by Robert Berkman

For years I have been a great fan of the Computer Recreations column (and before that Martin Gardner's math column) in *Scientific American*, where I first learned about the game called "Life." However, because of my shallow background in computer programming, I have had to remain content marveling at the wonders presented by Messrs. Gardner and Dewdney each month. It was with great excitement that I had the opportunity to work with Brian Silverman's "Phantom Fishtank." The documentation accompanying the disk takes one step by step through the origin of "Life", from Fredkin's original game to Conway's variations. Then there is "Logic World" which allows one to construct machines in binary code. Again, the basic documentation is excellent. This is a fascinating activity for children and adults alike, and I can only make two criticisms; the first is that although the documentation leads one very carefully through the basics of each program, it leaves the reader hanging when it comes to going deeper into the workings. However, the curious will probably find their way through trial and error. My only other comment is that there is almost too much to work with here: a person could quickly become addicted to "Life" and its variations, thus losing all interest in, dare I say it, "real" life.

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