

1. Quantum Teleporter



Q-Teleportation has been successful on smaller objects according to a Study. "We were able to perform a quantum teleportation experiment for the first time ever outside a university laboratory," said Rupert Ursin, a researcher at the Institute for Experimental Physics at the University of Vienna in Austria. In q-Teleportation it is the quantum states of the objects that are destroyed and recreated, and not

the objects themselves. Therefore, The **ZCam™** is a video camera q-Teleportation cannot teleport that can capture depth animate or inanimate matter (or information (which is used to build the 3D model) along with energy) in its physical entirety. The device thus creates a replica of an original thing at a new position and the original thing ceased to exist once the replicas were created.

2. 360° 3-D Holographic Displays



The **ZCam™** is a video camera that can capture depth animate or inanimate matter (or information (which is used to build the 3D model) along with energy) in its physical entirety. The device thus creates a replica of an original thing at a new position and the original thing ceased to exist once the replicas were created. The technology is based on the **Time of Flight** principle. In this technique, 3D depth data is generated by sending pulses of infra-red light into the scene and detecting the light reflected from the surfaces of objects in the scene. Using the time taken for a light pulse to travel to the target and back, the distance can be calculated and used to build up 3D depth information for all objects in the scene.

-VISHAL RAO (SE EXTC)

Sixth Sense

'**SixthSense**' is a wearable gestural interface that augments the physical world around us with digital information and lets us use natural hand gestures to interact with that information.



We've evolved over millions of years to sense the world around us. When we encounter something, someone or some place, we use our five natural senses to perceive information about it; that information helps us make decisions and chose the right actions to take. But arguably the most useful information that can help us make the right decision is not naturally perceivable with our five senses, namely the data, information and knowledge that mankind has accumulated about everything and which is increasingly all available online. Although the miniaturization of computing devices allows us to carry computers in our pockets, keeping us continually connected to the digital world, there is no link between our digital devices and our interactions with the physical world. Information is confined traditionally on paper or digitally on a screen. SixthSense bridges this gap, bringing intangible, digital information out into the tangible world, and allowing us to interact with this information via natural hand gestures. 'SixthSense' frees information from its confines by seamlessly integrating it with reality, and thus making the entire world your computer...!!



The SixthSense prototype is comprised of a pocket projector, a mirror and a camera. The hardware components are coupled in a pendant like mobile wearable device. Both the projector and the camera are connected to the mobile computing device in the user's pocket. The projector projects visual information enabling surfaces, walls and physical objects around us to be used as interfaces; while the camera recognizes and tracks user's hand gestures and physical objects using computer-vision based techniques. The software program processes the video stream data captured by the camera and tracks the locations of the colored markers (visual tracking fiducials) at the tip of the user's fingers using simple computer-vision techniques. The movements and arrangements of these fiducials are interpreted into gestures that act as interaction instructions for the projected application interfaces. The maximum number of tracked fingers is only constrained by the number of unique fiducials, thus

SixthSense also supports multi-touch and multi-user interaction. The SixthSense prototype implements several applications that demonstrate the usefulness, viability and flexibility of the system. The map application lets the user navigate a map displayed on a nearby surface using hand gestures, similar to gestures supported by Multi-Touch based systems, letting the user zoom in, zoom out or pan using intuitive hand movements. The drawing application lets the user draw on any surface by tracking the fingertip movements of the user's index finger. SixthSense also recognizes user's freehand gestures (postures). For example, the SixthSense system implements a gestural camera that takes photos of the scene the user is looking at by detecting the 'framing' gesture. The user can stop by any surface or wall and flick through the photos he/she has taken. SixthSense also lets the user draw icons or symbols in the air using the movement of the index finger and recognizes those symbols as interaction instructions. For example, drawing a magnifying glass symbol takes the user to the map application or drawing an '@' symbol lets the user check his mail. The SixthSense system also augments physical objects the user is interacting with by projecting more information about these objects projected on them. For example, a newspaper can show live video news or dynamic information can be provided on a regular piece of paper. The gesture of drawing a circle on the user's wrist projects an analog watch.

-DARSHAK SANGHAVI (TE EXTC)

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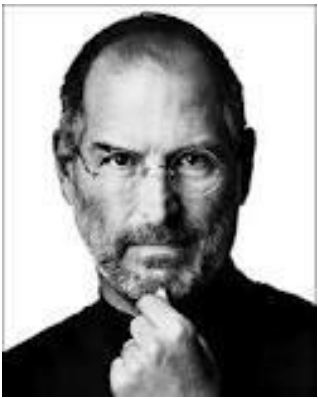
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He knew what we wanted in technology better than we knew ourselves.

How will JOBS be remembered?

For nearly two weeks, the apple.com home page has been a single black and white image of their late founder Steve Jobs. Not a day has gone by since his Oct. 5 death that a new tribute or article hasn't been written on the man delving into his life and debating his legacy. So I ask when this picture comes down and the company moves on, how will our generation — the generation that has arguably been shaped by him the most — remember him? He was a programmer, not Mother Teresa; a computer nerd, not Gandhi. He was a product of the '60s counterculture and more like many of our own parents — with his own successes and failures — rather than Leonardo da Vinci. And it was with this human connection that he was able to tap into what we need from technology.

In 1984 during Super Bowl XVII, Apple ran what has been hailed as one of the greatest commercials of all time. It showed a dystopian society in which a woman in white uses a hammer to destroy a "Big Brother" figure speaking to a drone-like audience. At the end of the commercial, words appear which read, "On January 24th, Apple Computer will introduce Macintosh. And you'll see why 1984 won't be like '1984.'" In a fashion we have come to expect from Jobs, Apple promised to bring us the future. But, a year

following this message, Jobs was fired as Apple CEO, and what followed was a series of ups and downs for the company, resulting in its eventual bailout by Microsoft. It wasn't until 1997 that Jobs returned to Apple and made good on this promise to destroy our preconceptions of technology. Since 1997, Jobs led Apple in the creation of iTunes, the iPod, the iPad and the iPhone — all of which have become the basis for our iGeneration.

Glorifying a corporation sounds wrong, but in terms of functionality and design, Jobs has propelled us technologically into places only dreamed of in science fiction. He knew what we wanted in technology better than we knew ourselves. The clean, attractive design Jobs envisioned enabled Apple products to become deeply entwined into our culture today. Like they promised in 1984, Jobs and Apple brought us a future of touch screens and tablets. I, along with much of my generation, have been raised on iTunes and iPods — we are the iGeneration. But Jobs also had his failures: He dropped out of college, he was fired as Apple's CEO, he made Apple Lisa and the Power Mac G4 Cube and that shows he was human. But still his these words at the Stanford commencement speech will always act as a

source of inspiration for people who would like to break away and follow their heart "Your time is limited, so don't waste it living someone else's life. Don't be trapped by dogma - which is living with the results of other people's thinking. Don't let the noise of others' opinions drown out your own inner voice. And most importantly, have the courage to follow your heart and intuition. They somehow already know what you truly want to become. Everything else is secondary."

When that picture of Jobs comes down from apple.com, it's hard to say how he will be remembered: as a genius, an inventor, a philosopher or a guy who was good at getting us to buy things. Maybe someday we will tell our kids about where we were when Jobs died. Or maybe without Jobs, Apple won't have the innovation it has become known for. So when our kids don't know who the heck he is we will tell them about the man who gave our generation everything we wanted. We will remember him as the father of what our iGeneration is today — earbuds in every ear. And if the Apple and Jobs legacy does not continue to subsequent generations, someone else will build on his ideas and continue to innovate.

What we do know is without him, 2011 wouldn't be like 2011.

-RISHABH JHUNJHUNWALA (TE IT)

iPhone 4S : A closer look at Siri



The biggest selling point of the iPhone 4S is, without a doubt, Siri. A faster processor or a better camera is great, but talking to your phone and having it do most of the things you tell it, makes this the future phone. What started out as an interesting application has turned into your best bet for a digital assistant. It understands you. You talk; it does. It can do all sorts of things. It can be explained like this:

Siri is your virtual assistant. Built on the foundation of artificial intelligence technology developed from the CALO project, Siri takes natural language and turns it into action. It can do things like place phone calls, create reminders (that are possibly location sensitive), schedule events on your calendar, send emails or text messages and answer some general questions. In case you

can't figure out some of the types of things you can say, hit the "i" button for an example list.

If all of this sounds too good to be true, then maybe you need to remind yourself that the iPhone in your pocket is becoming a very powerful computing device. Siri will be the reason a lot of people will love — and not just like — the new iPhone. In two years, when they're ready to buy a new phone, they're going to get an iPhone because Siri has changed how they fundamentally perceive their phones. In practice, success rate with Siri is very high. It really does a great job of understanding what you want. Another thing you have to worry about for now is that in order for Siri to work, it needs to send a recording of your voice to the internet for processing (this is the same for the voice recognition feature on the

keyboard). This works wonderfully, as long as the server isn't being hammered (like it was on launch day). It is actually kind of surprising that Apple didn't choose to build voice recognition in to the iPhone 4S. You'd think the new A5 processor could handle that. Maybe iPhone 5...

Siri is still in beta; so not everything is going to work flawlessly. What is most impressive is what Siri can do at the current time and how well it does it. Just think what Siri will be able to do in the future!

Hopefully, it will be able to "Facebook" soon. What do you wish Siri could do now?

-PRACHI MARATHE (SE EXTC)

Clash of Titans- GOOGLE+ Vs FACEBOOK

On the 28th July, 2011, Google surprised the world when it unveiled Google+, understandably the search giant's answer to Facebook. It was a day that opened a new chapter in the social networking arena. Though it was initially released in a testing, 'invite only' phase, it did generate a sense of frenzy and curiosity among internet addicts all across the globe within hours of its launch. However on a planet where nearly one in every ten people is an active user of Facebook, the two internet giants are poised to battle it out in out in the social media space. But do we really need another social networking website? How different is Google+ from Facebook? How do the companies stack up head to head? Let's take a look.

Facebook, of course, has a huge head start, but there are good reasons for people to seriously consider dumping Facebook for Google+. The most talked about feature of Google+ plus is its 'Circles' concept. It is more similar to the way we make friends in real life. We have many different kinds of friends, and we interact with them and communicate with them at different levels. The Circles feature lets us neatly organize our friends in specific buckets, allowing us to share certain things with only a certain sections of our friends with whom we wish to

share it. It allows us to sort our friends to work, family, friends and other such circles, thus providing better privacy. Facebook has come under the scanner quite a few times for its privacy policies. On the other hand, Google+ definitely gets a thumbs up for privacy. Another noteworthy feature of Google+ is 'Hangouts', a new group chat feature. Instead of directly asking a friend to join a group chat, users instead click "start a hangout" and they're instantly in a video chatroom alone. At the same time, a message goes out to their social circles, letting them know that their friend is "hanging out." Friends can then join the hangout as long as they have been placed in a circle that was invited by the person who created the Hangout. In comparison, the Facebook group chat is boring has nothing new to offer.

Google+ is integrated into the navigation bar at the top of almost all Google products (not including Blogger and YouTube). That way one can always keep tabs on the latest notifications from Google+. If they do include YouTube on the navigation bar, it will turn out to be a killer application and definitely something to watch out for!

All said and done, Google+ definitely seems to be a promising thing and something that could prove to be a worthy

substitute of Facebook. But there is still a long road ahead for Google+ as Facebook has its 700 million users as its main asset. One cannot categorically state as to who will win this social media war, but one thing holds true: internet users are the ultimate winners as the two rivals continue to improve their products in this cut-throat competition. Till then, its advantage Facebook!

-GARGI BARANIA (SE EXTC)



Mission Submission

"Its more about winning the battles than winning the war."

Ask any engineering student and he will tell you that getting out of an engineering college is tougher than getting into one. The entire struggle is as good as fighting a war. The war of engineering is filled with many battles fought over the stretch of four years and one of the biggest battle which an engineer fights in that war is that of the submissions. This battle is one of the most dreaded battles which an engineer takes on during his topsy turvy journey.

The battle of submissions is the only battle which is fought from the beginning of the semester and continues till the end of it, fought in all the eight semesters. And like every battle this battle too is considered insignificant by its warriors on both the sides(the students and the professors in this case). The warriors fight only due to the whims and fancies of the higher authorities (the University in this case), not always

understanding why they are fighting and what good will it bring?

In the 'Mahabharata' the war was stopped temporarily after the sun-set and the warriors were not allowed to fight after the dusk but in the battle of submissions , the battle continues late into the night even carrying forward to the next morning in some extreme scenarios. And like every battle this battle too leaves some casualties. Some are forced to quit(drops) while many need to take a sabbatical after the the battle in order to recuperate themselves from the rigorous exercise. May be that is the reason why some holidays are given to the student warriors called the Preparatory Leave(PL).

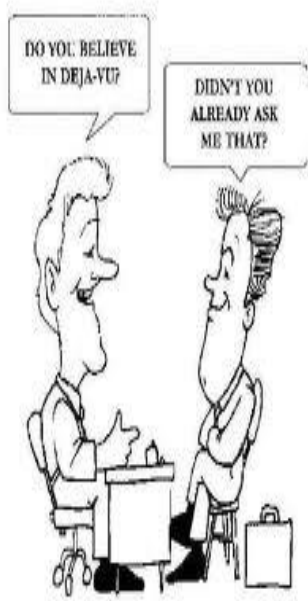
In every battle there is a commander, a chief, a leader of the pack and here too there are some people who stand-out from the rest and guide their fellow student warriors. These are the people who have their practicals and journals complete almost a week before the battle begins. They believe in the phrase "Pre-warned is Pre-armed". These leaders in many cases are the CR's of the class.

They lead their group providing the most important thing needed to take part in the war of submissions. This battle brings together each and every member of the clan(class). Anyone asking for help ranging from completion of a graph or a diagram to a stapler or a punching machine is never returned empty handed. People whose name you would not even remember help you without asking you a thing. This is the time when the true spirit of engineer's is seen and this is what real engineering is all about.

So the next time the duty comes calling don't crib about it ,just pick up your pen and fight the war because as the saying goes "A pen is mightier than a sword".

-YATHARTH SHARMA (SE EXTC)

Déjà - vu



The events would be stored into memory before the conscious part of the brain even receives the information and processes it.

Have you ever experienced a feeling wherein you are in a situation and suddenly you feel like you have been here before!! The feeling is not just about what you looking at but about everything you experience. The company you are in, the position you sit in, the exact distances between yourself and everything around you. In those few fleeting moments, you have a distinct feeling of déjà vu, a sensation that psychologists once considered too unpredictable and ephemeral to be studied in any systematic way.

Many people and psychologists relate the phenomenon of déjà vu to psychological or neurological disorders. The most likely explanation of déjà vu isn't that it is an act of "precognition" or "prophecy", but rather that it is an anomaly of memory, giving the false impression that an experience is "being recalled". This explanation is supported by the fact that the sense of "recollection" at the time is strong in most cases, but that the circumstances of the "previous" experience are quite uncertain or believed to be impossible. Likewise, as time passes, subjects can exhibit a strong recollection of having the

"unsettling" experience of déjà vu itself, but little or no recollection of the specifics of the event or circumstance they were "remembering" when they had the déjà vu experience. In particular, this may result from an overlap between the neurological systems responsible for short-term memory and those responsible for long-term memory (events which are perceived as being in the past). The events would be stored into memory before the conscious part of the brain even receives the information and processes it.

Another hypothesis being explored is that of vision. The hypothesis suggests that one eye may record what is seen fractionally faster than the other, creating the "strong recollection" sensation upon the "same" scene being viewed milliseconds later by the opposite eye. However, this hypothesis fails to explain the phenomenon when other sensory inputs are involved, such as hearing or touch. If one, for instance, experiences déjà vu of someone slapping the fingers on

his left hand, then the déjà vu feeling is certainly not due to his right hand experiencing the same sensation later than his left hand since his right hand would never receive the same sensory input. The global nature of the phenomenon can therefore at least in certain cases be narrowed down to the brain itself (i.e., one hemisphere being late compared to the other one). However we cannot narrow down the causes of déjà vu. The brain is a vast store of memories and we never know when there will be a memory which will come flashing before our eyes. All we can do is surrender to the feeling of being in the same place again and experiencing the same events again. After all some memories in our lives are precious and if we do get a chance to relive them, then there is nothing better than it!!

So, are you ready to experience DÉJÀ VU ??

-BANAFSHA SHAIKH (TE ETRX)

Venture Mentors Vs Philanthropists

What start-ups need the most are greater access to mentors. Yes, they need money, contacts, customers, and knowledge, but often the best way to get almost all of these is through help and advice from experienced mentors.

There were lots of good ideas: large companies could second redundant managers, technicians, and professionals to act as mentors for local start-ups. Professional associations could team up with incubators.

Entrepreneurs could organize and join meet up groups to share experiences, and they could invite potential mentors to speak to their groups.

But, in the end, even though the investors were there to help, it was clear that there is a fundamental mismatch in the real world. Venture capitalists try to pick winners and help them; philanthropists try to help more people become winners. Venture capitalists want to fund the next Facebook, while philanthropists want to use Facebook to support good causes.

Looking for winners, venture capitalists use what signals they can to weed people out. When they get e-mails from would-be entrepreneurs, they can dismiss them easily if they spell my name wrong – or, indeed, if they spell anything wrong. If they can't be bothered to get the details

right, why should they waste my time with them?

If entrepreneurs have an unclear marketing plan or lack relevant experience in their target market, they can save themselves time and move on to the next opportunity. Other VCs focus almost exclusively on Stanford and Harvard graduates, not because they believe that only people from those elite campuses can succeed, but because they already have too many opportunities and want to limit their "search costs."

A philanthropist has a different approach. How much does it really matter if an entrepreneur can't spell, as long as she can hire a copywriter who can? If there is no marketing plan, perhaps the philanthropist can help the founder develop one, or suggest a particular approach to follow or an expert to hire. If the entrepreneur is focused on a small but needy market, the venture capitalist will suggest shifting focus, whereas the philanthropist will help him figure out how to serve that market effectively.

Of course, these two approaches are not fundamentally incompatible – and a

good economy needs both. But it does help to understand the dynamics underlying each approach, and to make trade-offs explicitly rather than blindly. Venture capitalists would argue, correctly, that companies such as Google and eBay make life more efficient and convenient for everyone. And philanthropists would reply, correctly, that in order to prosper, large companies need a healthy economy and a fair income distribution, not just a few winners. Each side needs the other – and needs to keep the other side in check.

Both groups often make the mistake of short-term thinking: venture capitalists behave too much like stock traders, and philanthropists often give money to strangers instead of donating time (as a mentor!) to make a charity more effective. Venture capitalists trying to build world-scale companies don't focus much on the environment around them, but angel investors, even finance-oriented angels, tend to invest in a particular community and understand that the health of their business ultimately depends on the health of the schools and the economy around them. Venture capitalists who fancy themselves global thinkers should likewise think long-term about the health of the world around them.

-DEVANSH DOSHI (TE EXTC)

Touch screen- *The world at your fingertips*

Most of us use touch screen devices. Touch screens are an integral part of almost all the gadgets that we use daily. Mobile phones, tablet computers, monitor screens as well as our handheld game consoles, all use touch screens. Ever wondered how does a touch screen work? Rocket science... is it? No! It is one of the simplest technologies with countless applications.

A touch screen is a 2 dimensional sensing device that is constructed of 2 sheets of material separated slightly by spacers. A common construction is a sheet of glass providing a stable bottom layer and a sheet of polyethylene (PET) as a flexible top layer. There are three basic systems that are used to recognize a person's touch:

- Resistive
- Capacitive
- Surface acoustic wave

Resistive touch screens

In a resistive touch screen the two sheets are coated with a resistive substance, usually a metal compound called Indium Tin Oxide (ITO). The ITO is thinly and uniformly sputtered onto both the glass and the PET layer. When the PET film is pressed down, the two resistive surfaces meet.

An electrical current runs through the two layers while the touch screen device is operational. When a user touches the screen, the two layers make contact in that exact spot. The change in the electrical field is noted and the position of this meeting (a touch) can be read by a touch screen controller circuit.

Coordinates of this point of contact are calculated by the controller by using a certain algorithm. Once the coordinates are known, a special

driver translates the touch into something that the operating system can understand, much as a computer mouse driver translates a mouse's movements into a click or a drag. Resistive touch screens can be four wire, five wire or eight wire screens depending upon the application.

Capacitive touch screens

In the capacitive system, a layer that stores electrical charge is placed on the glass panel of the screen. When a user touches the screen with his or her finger, some of the charge is transferred to the user, so the charge on the capacitive layer decreases. This decrease is measured in circuits located at each corner of the screen. The controller calculates, from the relative differences in charge at each corner, exactly where the touch event took place and then relays that information to the touch-screen driver software.

Surface acoustic wave touch screens

On the screen of a surface acoustic wave system, two transducers (one receiving and one sending) are placed along the x and y axes of the monitor's glass plate. Also placed on the glass are reflectors that reflect an electrical signal sent from one transducer to the other. The receiving transducer is able to tell if the wave has been disturbed by a touch event at any instant, and can locate it accordingly. **Multi-touch technology** allows a touch screen to sense input from two or more points of contact at the

same time. This allows you to use multiple finger gestures to do things like pinch the screen to zoom in, or spread the screen to zoom out.

Timeline

1965 – 1967-The first touch screen (a capacitive touch screen) invented by E.A. Johnson at the Royal Radar Establishment, Malvern, UK.

1977- Siemens Corporation financed an effort by Elographics to produce the first curved glass touch sensor interface, which became the first device to have the name "touch screen" attached to it.

1983-Computer manufacturing company, Hewlett-Packard introduced the HP-150, a home computer with touch screen technology.

1990s-Companies like IBM and Apple advance into touch screen technology.

Today's innovative technologies are countless. After the introduction of touch screens in the technology era, it has replaced the conventional methods of screen displays and controls. Touch screens, or touch screen panels are display overlays which have the ability to display and receive information on the same screen. The effect of such overlays allows a display to be used as an input device, removing the keyboard and/or the mouse as the primary input device for interacting with the display's content. In simply, the screens control is by touching the menus or buttons on the screen to input or display the required output. Apart from gadgets this technology has also been used in signature capturing, handwriting recognition, remote controls as well as in applications of Graphical user interface (GUI) and entering data.

-RONAK CHOKSY (TE ETRX)



WiTricity – Wireless Electricity

Our forefathers marveled at the invention of glowing light bulbs by **Thomas Edison** in 1879. However, to us 21st centurions, the **light bulb** is nothing out of the ordinary. When computers, cellphones, laptops, iPods, etc. were invented our antennas tweaked. Now this is what you call invention! However, as time's progressing we are getting used to these devices. In fact, charging all these appliances has become so very cumbersome and this plight has been heard by doctor 'WiTricity'.

WiTricity is nothing but wireless **electricity**. Transmission of electrical energy from one object to another without the use of wires is called as WiTricity. WiTricity will ensure that the cellphones, laptops, iPods and other power hungry devices get charged on their own, eliminating the need of plugging them in. Even better, because of WiTricity some of the devices won't require batteries to operate. The electric power from the power source causes the copper coil connected to it to start oscillating at a

particular (MHz) frequency. Subsequently, the space around the copper coil gets filled with nonmagnetic radiations. This generated magnetic field further transfers the power to the other copper coil connected to the receiver. Since this coil is also of the same frequency, it starts oscillating at the same frequency as the first coil. This is known as 'coupled resonance' and is the principle behind WiTricity.

Prof. Marin Soljagic from Massachusetts Institute of Technology (MIT), is the one who has proved that magnetic coupled resonance can be utilized in order to transfer energy without wires. He remembered Michael Faraday's discovery of electromagnetic induction (1831) and used it to come up with WiTricity.

In 2007, Marin Soljagic led a five member team of researchers at MIT and experimentally demonstrated transfer of electricity without the use of wires. These researchers were able to light a 60W bulb

from a source placed seven feet away, with absolutely no physical contact between the bulb and the power source.

The concept of wireless electricity is not new. In fact it dates back to the 19th century, when Nikola Tesla used conduction-based systems instead of resonance magnetic fields to transfer wireless power. Further, in 2005, Dave Gerding coined the term WiTricity which is being used by the MIT researchers today.

Moreover, we all are aware of the use of **electromagnetic radiation** which is quite well known for wireless transfer of information. In addition, lasers have also been used to transmit **energy** without wires. In the case of lasers, apart from requirement of uninterrupted line of sight (obstacles hinders the transmission process), it is also very dangerous.

-DIPEN SHAH (SE EXTC)

FUN PAGE!!!

SUDOKU:

			5	2	3		
5			4				
	4	8		9	7		2
4						7	6
	5					4	
1	6						5
	3		7	2		4	1
					4		8
		4	9	3			

Solution:

<http://www.dailysudoku.com/sudoku/today.shtml>

CONUNDRUMS:



The Chompem Cannibals of Drybone Island have the annoying habit of eating each other. In fact, Grandpa Chompem went missing only last week, and it was thought he'd lost his way home until his bits and pieces were found on the beach. One evening, the Chompems threw a dinner party, one of those bring-a-friend get-togethers. Six cannibals turned up and they decided to eat each other in turn. So someone was selected for everyone to eat (except the victim!), and when he had been eaten, someone else was selected, and so on. If it took one cannibal two hours on his own to devour one person, how long was it before just one consumer remained?

Hint:

It takes five cannibals 2/5 hours to eat the first victim.

Solution:

<http://barryispuzzled.com/zsolcannibal>

CAREERS:

Find and circle all of the Careers that are hidden in the grid.
The words may be hidden in any direction.

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

ACCOUNTANT	LAWYER	PHARMACIST
ARCHITECT	LIBRARIAN	PILOT
CHEF	MAIL CARRIER	POLICE OFFICER
DENTIST	MECHANIC	REPORTER
DOCTOR	NURSE	SECRETARY
FIRE FIGHTER	OPTOMETRIST	TEACHER

DID YOU KNOW!!!

- Tom Sawyer was the first novel ever written on a typewriter.
- The total combined weight of the world's ant population is heavier than the weight of the human population.
- Astronauts get two or three inches taller out in space.
- Antarctica is 98% ice and 12% barren rock. The average thickness of the ice sheet is 7200 feet. If the ice cap were to melt, the sea level would rise by an average of 230 feet.
- Antarctica is the only continent without reptiles or snakes.
- The strongest muscle in the human body is the tongue.
- Honey is the only food that does not spoil.
- Dolphins sleep with one eye open.
- A cow's only sweat glands are in its nose.
- Cockroaches were one of the first animals to appear on the earth and were here long before the dinosaur put in an appearance.

(Source: Young Explorer)

Tech myths

Magic Cables: The whole wires and cables myth has been around for years. It's most prevalent in the sound sphere (you need very, very expensive speaker cable to get pure sound); but it's now very widespread in the display field too. Selling HDMI cables has become a big racket. You buy a new TV, and immediately the perfectly packaged Rs 5,000 HDMI cable is thrust into your hands. You are made to believe that the only way you're going to get that perfect picture is through the magic of this incredible cable. Hogwash! HDMI ports emit a purely digital signal. Just zeros and ones are transmitted. They are not going to lose anything to interference or signal loss. Either you'll get a picture on the other side or not. Unless you're running a very long HDMI cable, you're perfectly fine with a standard Rs399 HDMI one. Spend the money you've saved to buy a bigger TV.

Deadly switch off: Switching off your computer (any kind – laptop, desktop, netbook) – will kill either the hard drive or the whole computer. This is now called the grandfather debate as it's a question that has been around for years. The answer is – it will not. At the time of the switch off if you have unsaved data – that may get lost (most applications will still try to retrieve it) – but that's the extent of damage it may cause. Chances of errors on the hard drive or some component inside going phat are near impossible. Don't make it a habit, don't do this as a rule, but if your computer's frozen or not responsive – then go ahead and switch it off. It's not going to implode on itself.

Size zero doesn't work here: Conventional wisdom said that you must drain your battery to zero before you recharge. This was true earlier as the underlying battery technology at that time was Nickel-Metal Hydride (NiMH), which had a notorious memory effect. Modern equipment, including laptops, phones and tablets, use lithium ion batteries and they do the exact opposite. They can actually lose maximum battery charge if you take them down to zero as the batteries develop a chemical resistance to recharging, which can kill their lifespan. Recharging often and every day is a more idiot-proof and safer option.

The 750 Million Dollar question: A myth that rears up every few months. Facebook is going to start charging for its services. On the face (!!) of it, it makes a lot of sense. At about 750 million users, each charged just a dollar a month – Facebook could generate an incredible sum of money. The probability is nil. Facebook makes embarrassingly ugly sums of money from advertising and selling off data (and keeps finding new ways to do it). The whole business is based on getting more and more people there. A subscription model would kill that phenomenal growth within seconds. And now with Google+ giving it a few shudders

(25 million and growing); the chances of you paying for Facebook are as much as Bill Gates giving you free money which conveniently brings us to the next big myth.

He's not that rich: Bill Gates is conducting an experiment. Forward the test email (tracked by them) and for every person you forward the message to, Microsoft will pay you hundreds of dollars. And for Bill Gates it's no problem as he will just write it off as a small marketing expense. Be truthful. How many times have you got this mail and how many times have you frantically mailed it to everyone you know? And the cheque still hasn't come. It never will. It's an old practical joke. Nobody is going to ever pay you to forward a mail; even Bill Gates isn't that rich! (And while we're at it, no Nigerian uncle of yours has left you a fortune and no bank in London has suddenly found a secret account opened in your name by an admirer.

The Serial Blaster: Using a mobile phone while getting your vehicle refuelled can cause a spark as the EMF Field, static electricity and the current passed by the battery is enough to blast the fuel station to bits. Super crap. Your phone doesn't have the kind of energy to actually emit a blazing spark. All this comes from an email hoax from the '90s. In fact, the things that can cause an accident are smoking, lighting a match and most importantly, your car itself. Loose wiring and a faulty fuel pipe can do some major damage. It's still advisable that you get off your phone while at a petrol pump – to make sure you get the amount of fuel you're paying for. Getting ripped off at petrol pumps is NOT a myth!

SuperShield to the rescue: Of course your mobile phone emits radiation and of course long term exposure can turn out to be harmful. Thus anything you can do to reduce that exposure is a good thing. Thus you now have some fantastic new inventions like shielded cases, bufferpads, antenna covers, absorber chips and radiation armour. Sound good, seem to make sense, are nice and expensive and useless as hell. All that this is going to do is heat up your phone more, increase its transmission power and reduce battery life. Anything that 'shields' your phone means that the phone will struggle to catch a signal and reduce its operational efficiency. You don't want a phone encased in some silly metal jacket that is sweating its pants off. Leave your phone be and switch to a bluetooth headset, reduce the number and length of calls and try and use the phone in areas of good reception. It will save your life and your phone's too.

The Magic Key: The number of people who actually claim they've done this and that it works is quite amazing. In fact, in

the last one week just on Twitter, I've heard about 20 people say they do it all the time. The claim is this: if you've locked yourself out and have an extra remote key for your car at home, call and ask someone to hit the open button while keeping the remote next to their mobile phone and voila, your mobile phone kept close to the car door will grant your entry. There is no way that can ever work as your remote works on radio frequency and not sound! You can hold your mobile phone next to your car for a million years and it's still not going to open the door. Stop fooling around, take a taxi, go home and get your extra RF remote.

Bringing the beast down: It's the first thing they ask you to switch off as soon as you are about to take off. Can a puny little mobile phone really interfere with all that amazing million dollar high-tech machinery inside an aircraft? It's highly debatable and unproven till now. After all, how many people leave their active phones in their stowed away carry-on bag and how many put them in the front pocket of their seat and forget about it? No aeroplanes have come down yet due to these forgetful ninnies. And now that they have onboard WiFi and mobile phone calls on some airlines (at ugly prices), it all seems like a myth that got stuck in urban legend land. Still, switch it off anyway. Save some battery life and concentrate on those safety instructions.

The Critical Patient killer: This one is quite a mystery. All the hospitals have these big signs outside ICUs that forbid any mobile phone usage. And yet all the doctors seem to use their cellphones in and out of the ICU and all the nurses carry cordless phones which are more high powered. Are those special phones for special doctors and nurses? Not at all. The idea may well be that a hospital environment doesn't need the clatter of a thousand people shouting down their mobile phones. A blanket ban on mobile phones may then be a better idea – rather than making us feel guilty that our one-minute call killed three patients.

The Secret battery: And now for the big daddy, and the most persistent myth for years. Even if your phone dies, has nada battery life, all you have to do is press a secret code and your phone will spring to life as it activates a secret battery hidden deep in the recesses of your phone. While it's a great idea, it is unfortunately going to get filed once again in the category of pure crap. The idea originates from some old phones where pressing *3370# or some other code enhanced or decreased voice quality and thus battery life went up or down. It has nothing to do with a dead phone. Once it's dead, you can pound away at the keyboard with as many codes, prayers and chants as you want – it's not going to 'rise from the ashes'.

- was taken from brunch (Hindustan times)

-ADITI SARVAIYA (SE EXTC)