Table of Contents

Letter from the Editor.

How many of you like computers? Well I love computers. I like to learn things about them and use them for my everyday life. I guess you don't know much about me… I'm a thirteen year old boy who has big dreams. I want to invent a few things some people are trying to make already— I sometimes think all I need is the materials to make the inventions reality. I also use my imagination to write books for fun. This magazine is on computers because as I said I love computers. So when we found out that we were making a magazine my first choice for my topic was computers. And look! I got the topic of my choice! This has been such a fun experience, other than the lack of writers to write, for me. The highlight for me was when I was working with the people doing my advertisements. This has been a really fun project- Zachary Matthews
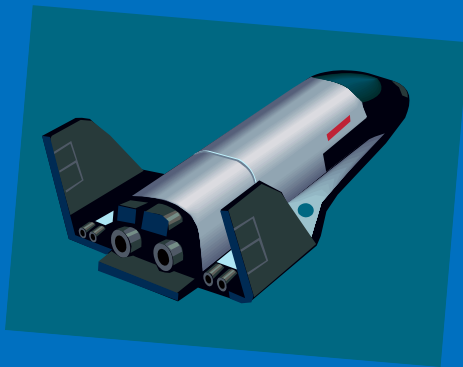
Letter to the Editor

Dear Editor,

I'm not a big computer geek or anything I just like what computers do for us and how they make life easier. Sometimes they make me frusterated when they crash or they have those popup blockers or how you have to learn to type a certin way. I know how they are good for you but when people ask me 'whats my favorite type of computer' or when my boss asks me to write a paper for him I can't because I don't have word on my computer. It's too exspensive. Do you know if there is a program that is cheap?

Sincerely,

Kathren

Appleton, WI

Dear Editor,

Hey I enjoyed the last edition of your magazine, but I noticed that when you reviewed the Lenovo ideapad S510p touch you stated that it had an Intel CORE i3 processor. Well the problem here is that I have Lenovo ideapad S510p touch, but mine has a CORE i5 and I couldn't change the processor due to the installed programing. I think that when you make a review on a laptop you should make sure you get the small details right. Other than that I found the review accurate and I wouldn't be discouraged about the mistake. I would still give the review a rating of:

★★★★★

-Caleb Derga-Prinz

The Pro's and Con's of Computers

By: Garett Paap

Owning a computer can be very helpful as well as detrimental to your health. Simple things like a pro is finding info will be easier than looking it up in a book or a documentary. So here is something's to consider when buy your device…

Pros of owning a computer

Cons of owing a computer

Computers can replace TV's since many websites have live news feeds without programs. Also video games are available for computers a few weeks after the release date.

Computers can render in 1080p while some of the best gaming systems can only render 720p or as little as 480p.

People can use computers to kick start ideas that can lead to objects such as new video games, new fashion designs, comics, films & Video, food, music, photography, technology and much much more.

These kick starters fund the many projects as previously mentioned. On the same note many people do charity streams. This is when people play video games or other things usually with friends to raise money as well as attention to charities that are in need.

Unfortunately there is always a bad to a good and so it go for this article. Technology will help us all "get connected" but this means less face to face contact. Most kids who have a computer or console do very little in sports or outside activates.

Also all that screen time can cause damage to your eyes that lead to glasses that cost hundreds of dollars a year.

Also if you were to have a typo while you were doing your taxes it could cost even more. This is also how fraud of personal or business can be compromised.

The risk of forgetting files or losing information is much larger if stored on a disk or hard drive.

Awesome key board

The letters glow in the dark

ജഇ

Only $50 dollars selling in any store!

ജഇ

Computers and the Business that Create them

By: Nolan Comparin

Personal computers have been with us since the Apple 1 was invented by Steve Jobs and it wasn't long before he started making new and more advanced PCs like the Macintosh and Mac along with a variety of laptops which today are called MacBook's. Some other businesses wanted some glory as well as Apple. Now today there are more laptop and PC engineering businesses than ever, these companies are known commonly as DELL, TOSHIBA, Alienware, ASUS, HP, Lenovo, Gateway and SAMSUNG. HP is highest in audio performance, using beats audio technology this is sure a piece of work.

Alienware is all in it for gaming with top of the line graphics, processors and hard drives, they are one of the best laptops out there, the downside to the laptops are that they are a lot heavier and harder to carry around although the desktops are very powerful The Alien Aurora is the most advanced pc of Alienware, They are also in development of the new Steam Machine.

All-in-one desktops are screen and desktops combine. They can touchscreen compatibility. A new gaming laptop business wasn't created too long ago named RAZER make high performance laptops and gaming tablets, they even set a record for thinnest gaming laptop thinner than a dime upright.

They are now in development of a gaming desktop called "Project Christine"

possibly one of the most advanced Desktops ever made. MacBook's and iMacs don't operate on windows they operate on their own OS called IOS, it is used on most apple products and devices.

An operating system is format of a device that helps with business and work. For example Windows is an operating system as well as Android and Steam, OS is simply short for operating system. The next generations of computers are now called IPad and Tablets, they function on touchscreen and have most of the abilities of a PC, with a variety of games and apps to use and play.

The most used Desktop are more commonly used due to how much memory and storage it uses, the common operating system for work desktops are Windows XP as well as Windows Vista usually due to its easy use and business format. Recently Apple came out with one of the world's thinnest laptops called the MacBook Air, weighing only 2.38 pounds.
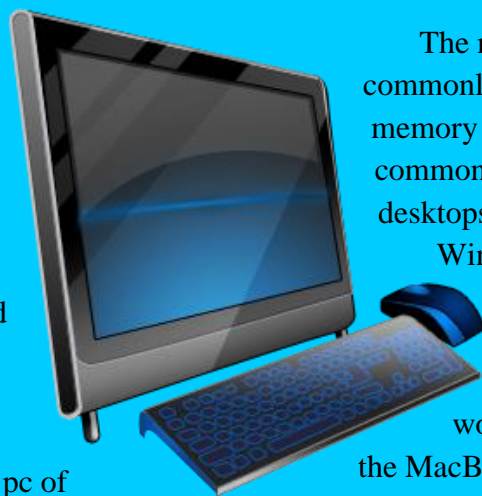
Advancement of Computers Through Time

By: Kellan Theobald

There has been many computers in the history of the United States but the first computer filled a whole room but only had 4 GB of data. It was very expensive so many people could not afford when computers came out they were something only The first substantial computer was the giant ENIAC machine by John W. Mauchly and J. Presper Eckert at the University of Pennsylvania. ENIAC (Electrical Numerical Integrator and Calculator) used a word of 10 decimal digits instead of binary ones like previous automated calculators/computers. ENIAC was also the first machine to use more than 2,000 vacuum tubes, using nearly 18,000 vacuum tubes. Storage of all those vacuum tubes and the machinery required to keep the cool took up over 167 square meters (1800 square feet) of floor space. Nonetheless, it had punched-card input and output and arithmetically had 1 multiplier, 1 divider-square rooter, and 20 adders employing decimal "ring counters," which served as adders and also as quick-access (0.0002 seconds) read-write register storage.

The executable instructions composing a program were embodied in the separate units of ENIAC, which were plugged together to form a route through the machine for the flow of computations. These connections had to be redone for each different problem, together with presetting function tables and switches. This "wire-your-own" instruction technique was inconvenient, and only with some license could ENIAC be considered programmable; it was, however, efficient in handling the particular programs for which it had been designed. ENIAC is generally acknowledged to be the first successful high-speed electronic digital computer (EDC) and was productively used from 1946 to 1955. A controversy developed in 1971, however, over the patentability of ENIAC's basic digital concepts, the claim being made that another U.S. physicist, John V. Atanasoff, had already used the same ideas in a simpler vacuum-tube device he built in the 1930s while at Iowa State College. In 1973, the court found in favor of the company using Atanasoff claim and Atanasoff received the acclaim he rightly deserved.

Progression of Hardware

In the 1950's two devices would be invented that would improve the computer field and set in motion the beginning of the computer revolution. The first of these two devices was the transistor. Invented in 1947 by William Shockley, John Bardeen, and Walter Brattain of Bell Labs, the transistor was fated to oust the days of vacuum tubes in computers, radios, and other electronics.
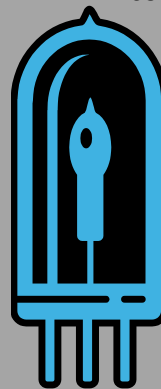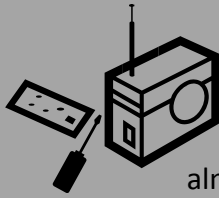
The vacuum tube, used up to this time in almost all the computers and calculating machines, had been invented by American physicist Lee De Forest in 1906. The vacuum tube, which is about the size of a human thumb, worked by using large amounts of electricity to heat a filament inside the tube until it was cherry red. One result of heating this filament up was the release of electrons into the tube, which could be controlled by other elements within the tube. De Forest's original device was a triode, which could control the flow of electrons to a positively charged plate inside the tube. A zero could then be represented by the absence of an electron current to the plate; the presence of a small but detectable current to the plate represented a one.

Vacuum tubes were highly inefficient, required a great deal of space, and needed to be replaced often. Computers of the 1940s and 50s had 18,000 tubes in them and housing all these tubes and cooling the rooms from the heat produced by 18,000 tubes was not cheap. The transistor promised to solve all of these problems and it did so. Transistors, however, had their problems too. The main problem was that transistors, like other electronic components, needed to be soldered together. As a result, the more complex the circuits became, the more complicated and numerous the connections between the individual transistors and the likelihood of faulty wiring increased.
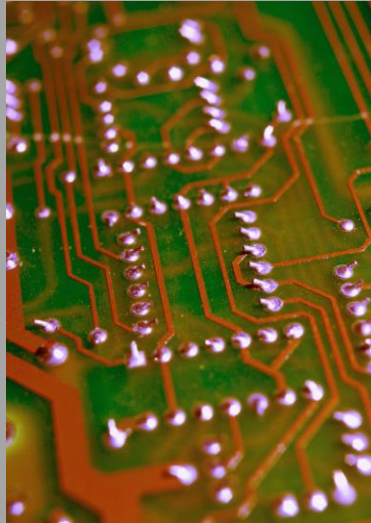
In 1958, this problem too was solved by Jack St. Clair Kilby of Texas Instruments. He manufactured the first integrated circuit or chip. A chip is really a collection of tiny transistors which are connected together when the transistor is manufactured. Thus, the need for soldering together large numbers of transistors was practically nullified; now only connections were needed to other electronic components. In addition to saving space, the speed of the machine was now increased since there was a diminished distance that the electrons had to follow.

Mainframes to PCs

The 1960s saw large mainframe computers become much more common in large industries and with the US military and space program. IBM became the unquestioned market leader in selling these large, expensive, error-prone, and very hard to use machines.

A veritable explosion of personal computers occurred in the early 1970s, starting with Steve Jobs and Steve Wozniak exhibiting the first Apple II at the First West Coast Computer Faire in San Francisco. The

Apple II boasted built-in BASIC programming language, color graphics, and a 4100 character memory for only $1298. Programs and data could be stored on an everyday audio-cassette recorder. Before the end of the fair, Wozniak and Jobs had secured 300 orders for the Apple II and from there Apple just took off.

Also introduced in 1977 was the TRS-80. This was a home computer manufactured by Tandy Radio Shack. In its second incarnation, the TRS-80 Model II came complete with a 64,000 character memory and a disk drive to store programs and data on. At this time, only Apple and TRS had machines with disk drives. With the introduction of the disk drive, personal computer applications took off as a floppy disk was a most convenient publishing medium for distribution of software.

IBM, which up to this time had been producing mainframes and minicomputers for medium to large-sized businesses, decided that it had to get into the act and started working on the Acorn, which would later be called the IBM PC. The PC was the first computer designed for the home market which would feature modular design so that pieces could easily be added to the architecture. Most of the components, surprisingly, came from outside of IBM, since building it with IBM parts would have cost too much for the home computer market. When it was introduced, the PC came with a 16,000 character memory, keyboard from an IBM

electric typewriter, and a connection for tape cassette player for $1265.

By 1984, Apple and IBM had come out with new models. Apple released the first generation Macintosh, which was the first computer to come with a graphical user interface (GUI) and a mouse. The GUI made the machine much more attractive to home computer users because it was easy to use. Sales of the Macintosh soared like nothing ever seen before. IBM was hot on Apple's tail and released the 286-AT, which with applications like Lotus 1-2-3, a spreadsheet, and Microsoft Word, quickly became the favorite of business concerns.

That brings us up to about ten years ago. Now people have their own personal graphics workstations and powerful home computers. The average computer a person might have in their home is more powerful by several orders of magnitude than a machine like ENIAC. The computer revolution has been the fastest growing technology in man's history.
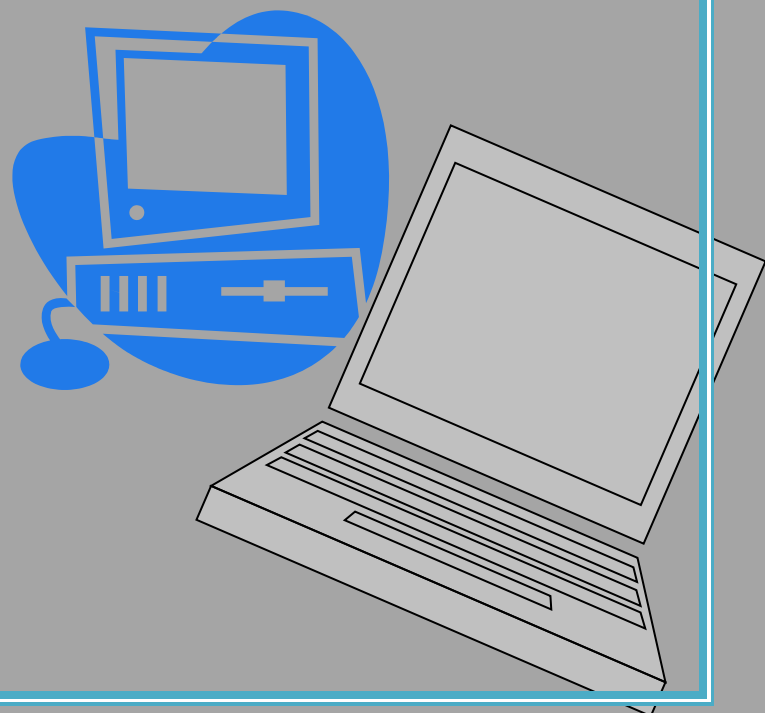
Today's News
By: Jacob M.

Today's News: technology in schools proven to advance learning rate by a staggering 35% also pear announces new device for schools called the "eyeschool" according to the Wisconsin school of technology. They

tested schools that use computers and have BYOD (Bring Your Own Device) polices. To prove schools with technology tend to have their students learn at a faster pace they tested 50 schools that use computers everyday 50 that have BYOD policies but don't use computers everyday 50 schools that use both and 50 schools that don't use technology at all. and in sixth grade the schools that used

technology were at an eighth grade reading level while the schools that don't use technology were still at a sixth grade reading level. But it's not just in reading their accelerated in math in the schools that have BOYD policies are also in the eighth grade level while the schools with computers still tested in the sixth grade level and in all the other classes they were all in the sixth grade level.

In other news the new pear device the "eyeschool" is said to have a 10X12 inch screen with teacher module that can connect to the class

set of 35 at anytime to see what they're doing comes pre marked with numbers and pre installed with calculator, Notebook, Microsoft office, Adobe suites, and Skype for afterschool but also can be sold in sets of 2 or 3 for the family but the family order don't come preinstalled with adobe and Microsoft but do have a store for apps

The brand new

Supersonic 3000

It can store over 5.6million pictures

It also has 9,000 RAM!!!

It only costs $99.99

Call now or go to our website-

www.supersonic.com

Terror Robot

By: Zachary Matthews

IMAGINE THAT YOU ARE IN THE WORLD'S BIGGEST TECHNO BUILDING. YOU ARE THE OWNER OF IT. YOU KNOW JUST ABOUT AS MUCH AS YOU THINK YOU CAN. AT THE SECOND YOUR PROGRAMING WHAT YOU THINK WILL BE THE BEST ROBOT IN THE WHOLE WORLD.

THE ROBOT YOU ARE DESIGNING HAS THE CAPABILITY TO SHRINK DOWN OR GET BIGGER. IT HAS A 'GUN' THAT CAN USE FOR EJECTING FLUIDS OR BEING THE NEW ARMY ROBOT. IT COULD ALSO TEACH AND INTERACT LIKE A HUMAN. IT WAS THE BEST ROBOT EVER.

YOU ARE WORKING WITH OTHERS ON THIS ROBOT AND YOUR WORK IS ALMOST DONE. AS YOU HAND YOUR PORTION OF THE PROGRAMING TO THE PERSON THAT IS SUPPOSED TO PUT THE PROGRAM IN THE ROBOT THE ROBOT COMES ALIVE.

"THIS BUILDING IS UNDER MY CONTRAL!" THE ROBOT SCREAMED AS YOU PRESSED THE EMERGENCY EVACUATION ALARM.

YOU AND YOUR TEAM START RUNNING DOWN THE STAIRS FROM AS THE LIGHTS STARTED TO FLICKER. YOU WERE ABOUT TO MAKE IT OUT OF THE BUILDING WHEN THE DOORS CLOSE AND LOCK.

YOU AND YOUR TEAM TURN AROUND TO SEE YOUR ROBOT START TO WALK TOWARDS YOU. YOU LOOK AT ITS POWER AND SEE THAT ITS POWER WILL GO OUT SOON. YOU RUN DOWN A SIDE HALLWAY AS YOUR TEAM SPLIT'S UP.
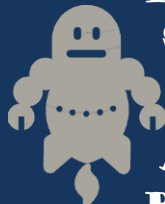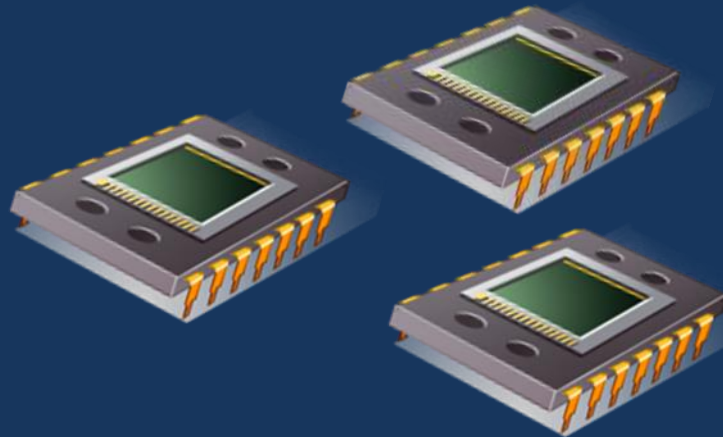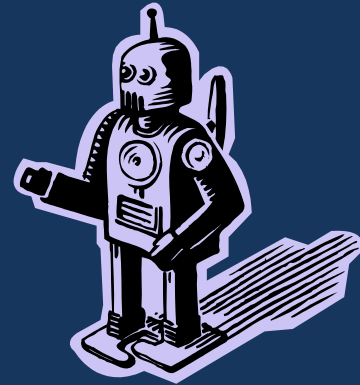
THE ROBOT CHOSE TO FOLLOW YOU! YOU JUST HAVE TO KEEP

ON RUNNING. SUDDENLY
THE WORLD STARTED
TO SPIN AROUND AS
YOU FALL DOWN,
FATING.

LATER WHEN YOU
WAKE UP YOU'RE
SURROUNDED BY YOUR
TEAM, "WHAT
HAPPENED?"

"THE ROBOT LOSS
POWER, EVERYTHING'S
SAFE. WE JUST NEED
TO FIND OUT WHAT
WENT WRONG WITH
THE PROGRAMMING,"
SAID ONE OF THEM.

YOU RELAXED AND
TOOK THE REST OF
THE DAY OFF.

A Little About the Tec.

By: Addison Young

Technology is everywhere in today's world. Lots of new stuff is coming out. Stuff is flying off the walls like crazy and people are looking to buy. If that is you, you came to the right place for advice on what to buy.

Ipads and Tablets:

Ipads and tablets are great for games and getting work done. They are about the size of a piece of paper. You can get a smaller one too. (ipad mini)

Ipods, Iphones, and Smartphones:

Ipods, iphones, and smartphones are great for games and online searching on the go. These are pocket sized and one of the most popular.

Laptops:

These are the best for getting work done and come in many different sizes, from big to small. If you wanted to you could also play games.

I began flying lessons in 1986 with an introductory flight Christmas gift I received from my wife. Flying was a passion I had hoped to pursue since my youth. My flying lessons were in a Cessna 152. This aircraft has been used to teach people to fly for many years.

The Cessna 152 was a very basic aircraft with the standard layout of instruments, being equipped with two radios for communication and navigation. The equipment had not changed much over the years. The biggest change had been the addition of radios.

With the advancement of computers and the space program, aviation has improved the way pilots fly aircraft. Some of the changes that I will address are the uses of GPS, (global positioning system), digitized instruments replacing steam gauges, and the use of the iPad in the cockpit.

From WWI until the 1980's, there were two ways to navigate: 1. use a map and follow the terrain, or 2. use one of two different radios (NDB or VOR). These were radios in the cockpit picking up a signal from a ground-based transmitter. The pilot was able to receive the signal only until the aircraft had traveled over the curvature of the earth. Then he would have to use another radio on the ground. Ground based radios were positioned in various places around the country. Using this type of navigation prevented an aircraft from flying in the straight line.

The first satellite in the GPS system, ,Navstar 1, was launched February 22,

1978. Between then and October 1, 1990, a series of additional satellites were launched developing a global positioning system that has revolutionized the method of navigation. You can now type an airport identifier into a GPS radio and fly in a straight line to that airport. This not only saves time, but also makes it much easier for the pilot to fly because he no longer has to change frequencies to navigate to the next radio station on the ground.

The GPS has also permitted new ways to fly approaches. An approach is a way to position the aircraft for landing on a runway during low visibility and low ceiling conditions. Pilots can now even fly an approach to many small airports to the same low ceilings that were only available at larger, better-equipped airports in the past.

The cockpit has also changed with the introduction of digitized instruments. The advance of computer screens has made it possible to have all the flight instruments on one screen which completely changes the way a cockpit looks. Some airplanes may have only three or four screens across the instrument panel, whereas in the past,


there were several instruments. This has made it much easier to use other technology in the cockpit. Current approach plates and weather information can be right in front of the pilot to help make better decisions.

The newest advancement in aviation technology is the move to paperless cockpits. With the introduction of the iPad, pilots have all the information that once was in paper form downloaded on an iPad for use right at their fingertips. What once took a complete brief case to carry can now be placed on an iPad. Approach plates, maps, checklists, company policies, weather are all setting on the pilot's lap in the airplane.

Pilots now download real time weather onto the iPads as they fly so they have a much more current idea of what is ahead. This weather can be displayed in many ways on the maps as well as on the approach plates as they prepare to land.

Technology has changed how we fly in the 28 years I have been flying. More changes have occurred in the last 25 years than in all the years prior in how pilots are able to access information in the cockpit. I always tell my much younger pilots that I can only imagine what the cockpit will look like when they are my age.
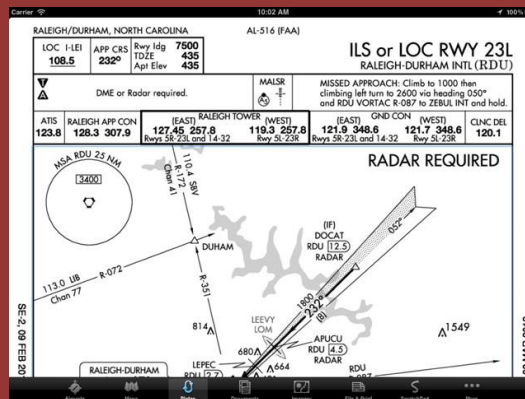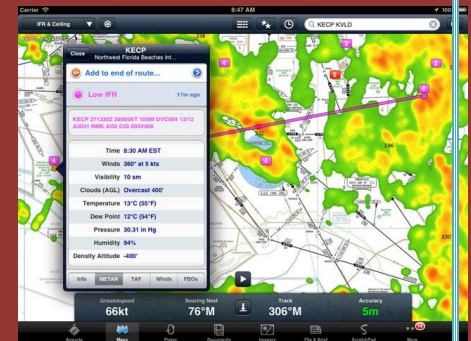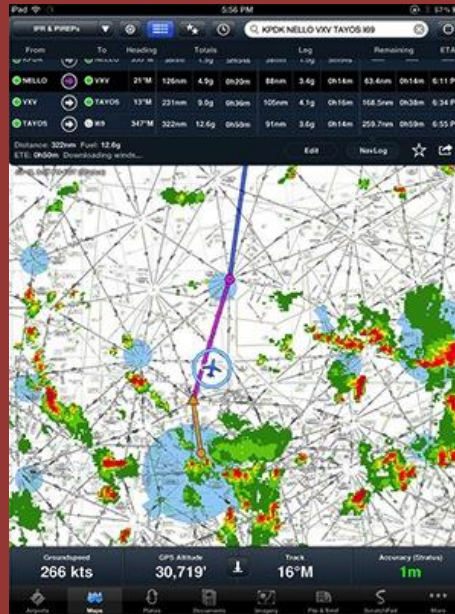
Holo Computer Watch

Starting at 199.99$

FOR A LIMITED TIME ONLY!!!
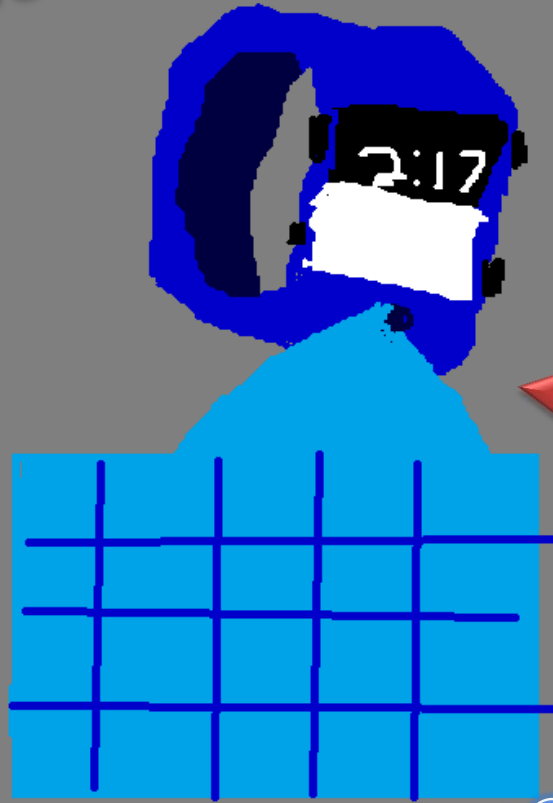
Call 1-888-777-Holo

Or go to are website at

www.Radomshoping.net/Holo_Computer_Watch/

From: Computer Incorporated

Happy Shopping
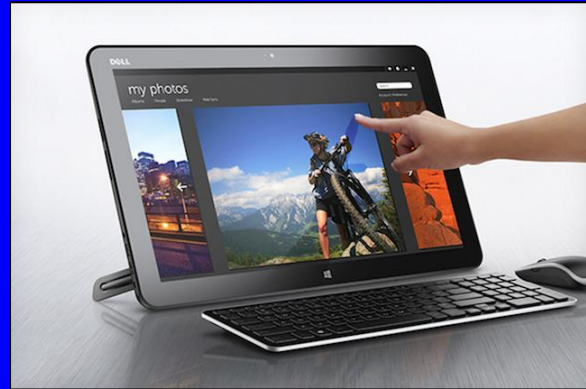
Warning- this is a fake ad.

-This ad was made by Joshua Matthews

School's Half A Million
By: Christopher Lamers

Marry Jo, Round, an 8th grade teacher at Play Ground Middle School in Sunny View, California. The middle school she works at has won half a million dollars in the technology of their choice. They have chosen many pieces of technology from many different brands. Here are some of their largest

choices.

Samsung Smart School is a new way of learning in a collaborative and technology based classroom. Samsung Smart School consists of a wireless printer, an 85 inch stunning HD touchscreen TV meant to act like a whiteboard for the teacher to draw on. They also have a Samsung Galaxy Note 10.1 tablet for each student. The students can collaborate with each other between tablets as well as wirelessly share with the class what they learned by screen mirroring their tablet on the 85 inch TV. The intuitive touch screen stylus pen allows you to draw on the tablets built in SNote app. Your palm will not be recognized in the SNote app when the SPen is out. It's smarter than an iPad in my opinion. Your class of 30 students could use this product for a

rising price of about $22,000. But, who knows? Maybe it's worth it. They plan on using this TV to show work in class so the teacher can explain topics and


draw on it like a whiteboard. The teacher can also save documents, surf the web, and pull up videos for class.

Dell XPS 18 Touchscreen All-in-One is the PC of choice for Play Ground Middle School. It is an all-in-one computer which means the monitor and the tower are all combined in the monitor. It comes complete with a wireless keyboard and mouse to make it a cordless and easy use item. This PC can be used on a semi-permanent stand or on 2 foldable legs so that it can be moved around and easily taken home or use outside the classroom. It's a deep price at $999.00 per PC. It's about $30,000 for each student to have one available to them at one time. These PC tablets will be used by each student on a daily basis for class. They can use this for special computer programs and for other collaborative learning when in a group.

Sony Alpha 77 is the
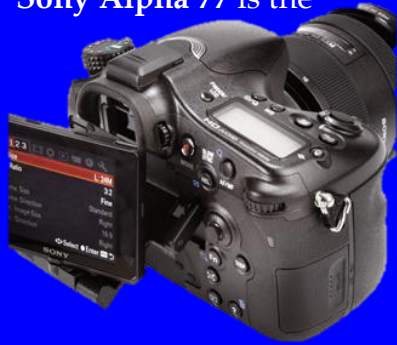
camera choice for this classroom and they are by far one of the best cameras on the consumable market. This camera comes complete with all the SLR camera features plus more. They got the best of the best when it comes to the lens choice. They got a close up lens, an ultra-zoom lens, and a wide screen lens. They also purchased an in-between lens for normal use. They purchased multiple of these, together they were a cost of over $4,000 for 5 of them. These cameras will be used for pictures to use on the website and in the yearbook. They will also use these for various projects when data collecting still images. They have many projects like this in their collaborative learning community. Sometimes these will be used for sports games,

      Canon XA25 Pro Camcorder was the video camera choice. This camera shoots in the best HD out there with extra features up a kazoo. It's got great zoom along with multiple wireless microphones for it and a light at the top so videos aren't too dark. With a touchscreen viewing display on the side with incredible video resolution this camera was a no brainer. Putting a $3,000 dent in the wallet each, they decided to purchase 2 of these awesome cameras. These will be used for projects

that require B-Roll use and for making movies. The next project for the school is a Make a Movie project so these will help tremendously. The whole school is super thankful to Mc. Donald's for this grant.

-Christopher Lamers
Fox West Academy

How We Use to Travel and How We Traveled Now

By: Kristina Matthews

Before advances in technology were made, people either made travel arrangements using a travel agent or calling an airline to book a flight. Nowadays, computers and the internet allow consumers to search for hotel, car rental, and airline ticket prices. Also, travelers can compare the prices of companies to find the best deals. Additionally, mini computers, like smartphones allow travelers to check-in for their flights online and have electronic tickets versus paper tickets.

In the past, people had to research destinations using travel books, friends who had been there before, and a road atlas. Today, travelers are able to search the internet for current information about their travel destinations and find points of interest to visit. The invention of smartphones puts information at the fingertips of the traveler. Travelers can use map applications to help navigate around their destination instead of a road atlas. This helps cut down on time getting lost or the possibility of reading a map wrong. Additionally, there are smartphone applications or electronic reading devices which can serve as travel books.

Overall, technology has made traveling easier. People do not need to bring travel books or road atlases on every trip. They can bring their computers and smartphones to gather pertinent information. Using these technological advances makes travel simpler, lighter, in terms of baggage weight, and potentially more reliable.
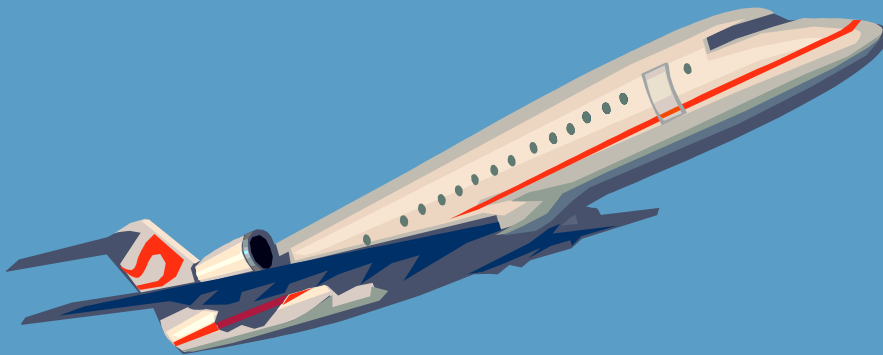
The All New Lightn Mouse!

Starting at $49.99

HARNESS THE POWER OF LIGHTENING

Order today at 1-565-909-ligh
Or go to our website at
www.Radomshoping.net/LightnMouse/
From: Computer Incorporated
Happy Shopping

Warning- this is a fake ad.
-This ad was made by Zachary Matthews