Andrew Aquino

**Code**

**poem.css**

body{background:linear-gradient(15deg, #000, purple 65%, blue)}body>div{position:absolute;left:45vw;top:40vh;width:10vw;height:10vw}body>div>div:first-child{position:absolute;left:-4vw;width:20vw;height:20vw;background-image:url("iphone6s.png");background-size:contain;background-repeat:no-repeat;background-position:center;transform:scaleX(-1) rotate3d(7, 2, -3, 60deg)}body>div>div:not(:first-child){position:absolute;width:100%;height:100%;border-radius:90% 0 55% 50%/55% 0 90% 50%;transform:rotate(-45deg);animation:burn-left 150ms infinite forwards}body>div>div:not(:first-child):nth-child(2n){animation:burn-right 200ms infinite forwards}body>div>div:nth-child(2){height:100%;width:100%;left:0%;bottom:0;background-color:#ff8c00}body>div>div:nth-child(3){height:87.5%;width:87.5%;left:6.25%;bottom:0;background-color:#ff9c1e}body>div>div:nth-child(4){height:75%;width:75%;left:12.5%;bottom:0;background-color:#ffac3d}body>div>div:nth-child(5){height:62.5%;width:62.5%;left:18.75%;bottom:0;background-color:#ffbc5b}body>div>div:nth-child(6){height:50%;width:50%;left:25%;bottom:0;background-color:#ffcc7a}body>div>div:nth-child(7){height:37.5%;width:37.5%;left:31.25%;bottom:0;background-color:#ffdd98}body>div>div:nth-child(8){height:25%;width:25%;left:37.5%;bottom:0;background-color:#ffedb6}body>div>div:nth-child(9){height:12.5%;width:12.5%;left:43.75%;bottom:0;background-color:#fffdd5}body>div>div:last-child{background-color:cyan}body>div>div:nth-last-child(2){background:linear-gradient(45deg, cyan, blue)}@keyframes burn-left{0%, 100%{transform:rotate(-45deg) skew(-20deg, -8deg) scale(1)}30%, 60%{transform:rotate(-44deg) skew(-11deg, -12deg) scale(1.01)}}@keyframes burn-right{0%, 100%{transform:rotate(-45deg) skew(-9deg, -10deg) scale(1)}30%, 60%{transform:rotate(-46deg) skew(-9deg, -6deg) scale(1.01)}}

/\*# sourceMappingURL=poem.css.map \*/

**poem.css.map**

{

"version": 3,

"mappings": "AAAA,IAAI,CACF,UAAU,CAAE,8CAA+C,CAE3D,QAAO,CACL,QAAQ,CAAE,QAAQ,CAClB,IAAI,CAAE,IAAI,CACV,GAAG,CAAE,IAAI,CACT,KAAK,CAAE,IAAI,CACX,MAAM,CAAE,IAAI,CAEZ,wBAAmB,CACjB,QAAQ,CAAE,QAAQ,CAClB,IAAI,CAAE,IAAI,CACV,KAAK,CAAE,IAAI,CACX,MAAM,CAAE,IAAI,CACZ,gBAAgB,CAAE,mBAAmB,CACrC,eAAe,CAAE,OAAO,CACxB,iBAAiB,CAAE,SAAS,CAC5B,mBAAmB,CAAE,MAAM,CAC3B,SAAS,CAAE,oCAAoC,CAEjD,8BAAyB,CACvB,QAAQ,CAAE,QAAQ,CAClB,KAAK,CAAE,IAAI,CACX,MAAM,CAAE,IAAI,CACZ,aAAa,CAAE,2BAA6B,CAC5C,SAAS,CAAE,cAAc,CACzB,SAAS,CAAE,iCAAiC,CAE5C,4CAAe,CACb,SAAS,CAAE,kCAAkC,CAG/C,yBAAwB,CAEtB,MAAM,CADN,IAAyB,CAEzB,KAAK,CAFL,IAAyB,CAGzB,IAAI,CAAE,EAAyB,CAC/B,MAAM,CAAE,CAAC,CACT,gBAAgB,CAAE,OAAsD,CAN1E,yBAAwB,CAEtB,MAAM,CADN,KAAyB,CAEzB,KAAK,CAFL,KAAyB,CAGzB,IAAI,CAAE,KAAyB,CAC/B,MAAM,CAAE,CAAC,CACT,gBAAgB,CAAE,OAAsD,CAN1E,yBAAwB,CAEtB,MAAM,CADN,GAAyB,CAEzB,KAAK,CAFL,GAAyB,CAGzB,IAAI,CAAE,KAAyB,CAC/B,MAAM,CAAE,CAAC,CACT,gBAAgB,CAAE,OAAsD,CAN1E,yBAAwB,CAEtB,MAAM,CADN,KAAyB,CAEzB,KAAK,CAFL,KAAyB,CAGzB,IAAI,CAAE,MAAyB,CAC/B,MAAM,CAAE,CAAC,CACT,gBAAgB,CAAE,OAAsD,CAN1E,yBAAwB,CAEtB,MAAM,CADN,GAAyB,CAEzB,KAAK,CAFL,GAAyB,CAGzB,IAAI,CAAE,GAAyB,CAC/B,MAAM,CAAE,CAAC,CACT,gBAAgB,CAAE,OAAsD,CAN1E,yBAAwB,CAEtB,MAAM,CADN,KAAyB,CAEzB,KAAK,CAFL,KAAyB,CAGzB,IAAI,CAAE,MAAyB,CAC/B,MAAM,CAAE,CAAC,CACT,gBAAgB,CAAE,OAAsD,CAN1E,yBAAwB,CAEtB,MAAM,CADN,GAAyB,CAEzB,KAAK,CAFL,GAAyB,CAGzB,IAAI,CAAE,KAAyB,CAC/B,MAAM,CAAE,CAAC,CACT,gBAAgB,CAAE,OAAsD,CAN1E,yBAAwB,CAEtB,MAAM,CADN,KAAyB,CAEzB,KAAK,CAFL,KAAyB,CAGzB,IAAI,CAAE,MAAyB,CAC/B,MAAM,CAAE,CAAC,CACT,gBAAgB,CAAE,OAAsD,CAE5E,uBAAkB,CAChB,gBAAgB,CAAE,IAAI,CAExB,8BAAyB,CACvB,UAAU,CAAE,kCAAkC,+BAI5C,SAAS,CAAE,2CAA2C,UAEtD,SAAS,CAAE,+CAA+C,iCAI1D,SAAS,CAAE,2CAA2C,UAEtD,SAAS,CAAE,6CAA6C",

"sources": ["poem.sass"],

"names": [],

"file": "poem.css"

}

**poem.html**

<!DOCTYPE 5><html lang="en"><head><title>liberation</title></head><body><div class="i-killed-my-god-tonight"><div class="set-ablaze-my-distractions-and-fear-of-missing-out"></div><div class="time-to-finally-live-my-life"></div><div class="with-real-human-connections"></div><div class="free-from-news-that-crumbles-my-faith-in-humanity"></div><div class="and-dank-memes"></div><div class="this-is-the-way-it-was-meant-to-be"></div><div class="this-is-the-most-important-thing-i-have-ever-done"></div><div class="wow-this-fire-is-getting-pretty-big"></div><div class="somebody-should-call-911"></div></div></body><style>body{background:linear-gradient(15deg, #000, purple 65%, blue)}body>div{position:absolute;left:45vw;top:40vh;width:10vw;height:10vw}body>div>div:first-child{position:absolute;left:-4vw;width:20vw;height:20vw;background-image:url("iphone6s.png");background-size:contain;background-repeat:no-repeat;background-position:center;transform:scaleX(-1) rotate3d(7, 2, -3, 60deg)}body>div>div:not(:first-child){position:absolute;width:100%;height:100%;border-radius:90% 0 55% 50%/55% 0 90% 50%;transform:rotate(-45deg);animation:burn-left 150ms infinite forwards}body>div>div:not(:first-child):nth-child(2n){animation:burn-right 200ms infinite forwards}body>div>div:nth-child(2){height:100%;width:100%;left:0%;bottom:0;background-color:#ff8c00}body>div>div:nth-child(3){height:87.5%;width:87.5%;left:6.25%;bottom:0;background-color:#ff9c1e}body>div>div:nth-child(4){height:75%;width:75%;left:12.5%;bottom:0;background-color:#ffac3d}body>div>div:nth-child(5){height:62.5%;width:62.5%;left:18.75%;bottom:0;background-color:#ffbc5b}body>div>div:nth-child(6){height:50%;width:50%;left:25%;bottom:0;background-color:#ffcc7a}body>div>div:nth-child(7){height:37.5%;width:37.5%;left:31.25%;bottom:0;background-color:#ffdd98}body>div>div:nth-child(8){height:25%;width:25%;left:37.5%;bottom:0;background-color:#ffedb6}body>div>div:nth-child(9){height:12.5%;width:12.5%;left:43.75%;bottom:0;background-color:#fffdd5}body>div>div:last-child{background-color:cyan}body>div>div:nth-last-child(2){background:linear-gradient(45deg, cyan, blue)}@keyframes burn-left{0%, 100%{transform:rotate(-45deg) skew(-20deg, -8deg) scale(1)}30%, 60%{transform:rotate(-44deg) skew(-11deg, -12deg) scale(1.01)}}@keyframes burn-right{0%, 100%{transform:rotate(-45deg) skew(-9deg, -10deg) scale(1)}30%, 60%{transform:rotate(-46deg) skew(-9deg, -6deg) scale(1.01)}}</style></html>

**poem.pug**

doctype 5

html(lang = "en")

head

title

| liberation

body

.i-killed-my-god-tonight

.set-ablaze-my-distractions-and-fear-of-missing-out

.time-to-finally-live-my-life

.with-real-human-connections

.free-from-news-that-crumbles-my-faith-in-humanity

.and-dank-memes

.this-is-the-way-it-was-meant-to-be

.this-is-the-most-important-thing-i-have-ever-done

.wow-this-fire-is-getting-pretty-big

.somebody-should-call-911

style.

body{background:linear-gradient(15deg, #000, purple 65%, blue)}body>div{position:absolute;left:45vw;top:40vh;width:10vw;height:10vw}body>div>div:first-child{position:absolute;left:-4vw;width:20vw;height:20vw;background-image:url("iphone6s.png");background-size:contain;background-repeat:no-repeat;background-position:center;transform:scaleX(-1) rotate3d(7, 2, -3, 60deg)}body>div>div:not(:first-child){position:absolute;width:100%;height:100%;border-radius:90% 0 55% 50%/55% 0 90% 50%;transform:rotate(-45deg);animation:burn-left 150ms infinite forwards}body>div>div:not(:first-child):nth-child(2n){animation:burn-right 200ms infinite forwards}body>div>div:nth-child(2){height:100%;width:100%;left:0%;bottom:0;background-color:#ff8c00}body>div>div:nth-child(3){height:87.5%;width:87.5%;left:6.25%;bottom:0;background-color:#ff9c1e}body>div>div:nth-child(4){height:75%;width:75%;left:12.5%;bottom:0;background-color:#ffac3d}body>div>div:nth-child(5){height:62.5%;width:62.5%;left:18.75%;bottom:0;background-color:#ffbc5b}body>div>div:nth-child(6){height:50%;width:50%;left:25%;bottom:0;background-color:#ffcc7a}body>div>div:nth-child(7){height:37.5%;width:37.5%;left:31.25%;bottom:0;background-color:#ffdd98}body>div>div:nth-child(8){height:25%;width:25%;left:37.5%;bottom:0;background-color:#ffedb6}body>div>div:nth-child(9){height:12.5%;width:12.5%;left:43.75%;bottom:0;background-color:#fffdd5}body>div>div:last-child{background-color:cyan}body>div>div:nth-last-child(2){background:linear-gradient(45deg, cyan, blue)}@keyframes burn-left{0%, 100%{transform:rotate(-45deg) skew(-20deg, -8deg) scale(1)}30%, 60%{transform:rotate(-44deg) skew(-11deg, -12deg) scale(1.01)}}@keyframes burn-right{0%, 100%{transform:rotate(-45deg) skew(-9deg, -10deg) scale(1)}30%, 60%{transform:rotate(-46deg) skew(-9deg, -6deg) scale(1.01)}}

**poem.sass**

body

background: linear-gradient(15deg, black, purple 65%, blue)

& > div

position: absolute

left: 45vw

top: 40vh

width: 10vw

height: 10vw

& > div:first-child

position: absolute

left: -4vw

width: 20vw

height: 20vw

background-image: url('iphone6s.png')

background-size: contain

background-repeat: no-repeat

background-position: center

transform: scaleX(-1) rotate3d(7, 2, -3, 60deg)

& > div:not(:first-child)

position: absolute

width: 100%

height: 100%

border-radius: 90% 0 55% 50% / 55% 0 90% 50%

transform: rotate(-45deg)

animation: burn-left 150ms infinite forwards

&:nth-child(2n)

animation: burn-right 200ms infinite forwards

@for $i from 2 through 9

& > div:nth-child(#{$i})

$flameSize: percentage((10 - $i) / 8)

height: $flameSize

width: $flameSize

left: percentage(($i - 2) / 16)

bottom: 0

background-color: mix(mix(yellow, white, 15), darkorange, ($i - 2) \* 14)

& > div:last-child

background-color: cyan

& > div:nth-last-child(2)

background: linear-gradient(45deg, cyan, blue)

@keyframes burn-left

0%, 100%

transform: rotate(-45deg) skew(-20deg, -8deg) scale(1)

30%, 60%

transform: rotate(-44deg) skew(-11deg, -12deg) scale(1.01)

@keyframes burn-right

0%, 100%

transform: rotate(-45deg) skew(-9deg, -10deg) scale(1)

30%, 60%

transform: rotate(-46deg) skew(-9deg, -6deg) scale(1.01)

**poem.txt**

i killed my god tonight

set ablaze my distractions and fear of missing out

time to finally live my life

with real human connections

free from news that crumbles my faith in humanity

and dank memes

this is the way it was meant to be

this is the most important thing i have ever done

wow this fire is getting pretty big

somebody should call 911

**Output**

aquinooutput.png in folder

Jasmyn Borman

**Code**

#!/usr/bin/env python

import time

from random import random, randint

import os

i\_live, still\_searching = True, True

life = ["Purpose", "Adventure", "Nature", "Challenge", "Opportunity", "Love", "Give", "Change"]

possibilities = len(life) - 1

to\_ancestors = life.index("Purpose")

inspired, determined = [ord(steps[to\_ancestors]) for steps in ["Inspired","Determined"]]

def this\_life(destiny, this\_year):

my\_purpose = destiny in life

while(i\_live):

keep\_searching(this\_year)

for meaning in life:

meaningful = meaning

if my\_purpose is meaningful:

still\_searching = False

os.exit(to\_ancestors)

def keep\_searching(this\_year):

next\_year = this\_year + 1

if inspired is determined:

my\_purpose = life[ (inspired\*determined/destiny) % possibilities]

if i\_am\_alive() and still\_searching:

print("Another chance")

time.sleep(365.25 \* days())

elif still\_searching:

print("Another life...")

begin\_life()

def i\_am\_alive():

illness = random()

condition = len(life) \* days() \* genetics()

if(illness > condition ):

return not i\_live

return i\_live

def begin\_life():

this\_year = 0

i\_live = True

chance = randint(0, possibilities)

destiny = life[chance]

this\_life(destiny, this\_year)

base1, base2 = -1, 0

def days():

return float("." + str(base2) + str(base1\*\*base2))

def genetics():

return float(str(base1\*\*base2) + str(base2))

begin\_life()

**Output**

Another chance

Another chance

Another chance

Another chance

Another chance

Another chance

Another chance

Another chance

Another chance

Another chance

Another chance

Another chance

Another chance

Another chance

Another chance

Another life...

Another life...

Another chance

Another chance

Another chance

Another chance

Another chance

Liliana Campuzano

**Code**

puts " Below lies the observable universe...

...for the most part

Like the universe, it has voids and spaces

and it is HUGE.

It is also dark, like the night sky I live under.

To me, the universe is just words I believe in.

"

puts "<space>

<universe>

<Laniakea-Supercluster>

<Virgo-Supercluster>

<Local-Galactic-Group>

<Milky-Way-Galaxy>

<Solar-Interstellar-Neighborhood>

<Sun>

<Solar-System>

<Mercury> </Mercury>

<Venus> </Venus>

<Earth>

<United-States>

<New-York>

<Troy>

<RPI>

<Sage-Laboratory>

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</Troy>

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<Neptune> </Neptune>

<Pluto> </Pluto>

<Haumea> </Haumea>

<Makemake> </Makemake>

<Kuiper-Belt-and-Scattered-Disk> </Kuiper-Belt-and-Scattered-Disk>

<Eris> </Eris>

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</Sun>

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<Arcturus> </Arcturus>

<Luyten-s-Star> </Luyten-s-Star>

<Vega> </Vega>

<Procyon> </Procyon>

<Epsilon-Eridani> </Epsilon-Eridani>

<Zosma> </Zosma>

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<Gliese-785> </Gliese-785>

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<Gliese-876> </Gliese-876>

<Sirius> </Sirius>

<Alpha-Centauri> </Alpha-Centauri>

<Ross-128> </Ross-128>

<Barnard-s-Sun> </Barnard-s-Sun>

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<Draco-Dwarf> </Draco-Dwarf>

<Large-Magellanic-Cloud> </Large-Magellanic-Cloud>

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<Sculptor-Dwarf> </Sculptor-Dwarf>

<Fornax-Dwarf> </Fornax-Dwarf>

<Sagittarius-Dwarf> </Sagittarius-Dwarf>

<NGC-185> </NGC-185>

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<Tucana-Dwarf> </Tucana-Dwarf>

<WLM> </WLM>

</Local-Galactic-Group>

<Virgo-III-Groups> </Virgo-III-Groups>

<NGC-4697> </NGC-4697>

<NGC-5033> </NGC-5033>

<Virgo-Cluster> </Virgo-Cluster>

<Ursa-Major-Groups> </Ursa-Major-Groups>

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<NGC-5128> </NGC-5128>

<M101> </M101>

<M81> </M81>

<Maffei> </Maffei>

<NGC-6744> </NGC-6744>

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<NGC-1023> </NGC-1023>

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<Nearby-Superclusters>

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<Coma-Supercluster> </Coma-Supercluster>

<Sculptor-Superclusters> </Sculptor-Superclusters>

<Hercules-Superclusters> </Hercules-Superclusters>

<Leo-Supercluster> </Leo-Supercluster>

<Ophiuchus-Supercluster> </Ophiuchus-Supercluster>

<Shapley-Supercluster> </Shapley-Supercluster>

</Nearby-Superclusters>

<Distant-Superclusters>

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<Bootes-Supercluster> </Bootes-Supercluster>

<Horogium-Supercluster> </Horogium-Supercluster>

<Corona-Borealis-Supercluster> </Corona-Borealis-Supercluster>

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<Bootes-A-Supercluster> </Bootes-A-Supercluster>

<Caelum-Supercluster> </Caelum-Supercluster>

<Draco-Supercluster> </Draco-Supercluster>

<Draco-Ursa-Major-Supercluster> </Draco-Ursa-Major-Supercluster>

<Formax-Eridanus-Supercluster> </Formax-Eridanus-Supercluster>

<Grus-Supercluster> </Grus-Supercluster>

<Leo-A-Supercluster> </Leo-A-Supercluster>

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<Perseus-Pisces-Supercluster> </Perseus-Pisces-Supercluster>

<Pisces-Aries-Supercluster> </Pisces-Aries-Supercluster>

<Ursa-Majoris-Supercluster> </Ursa-Majoris-Supercluster>

<Virgo-Coma-Supercluster> </Virgo-Coma-Supercluster>

</Distant-Superclusters>

</universe>

<space>"

**Output**

?

Igor Carvalho

**Code**

import time, sys

import subprocess as sp

from colorama import \*

sp.call('clear',shell=True)

thoughts = []

thoughts = ["Life","Begins","Fear & Terror","Joy & Excitement", "Life goes by fast" ]

thoughts += ["So many things to do","I live I laugh I love", "I want to do a lot more"]

thoughts += ["I want to be an adult now","I want money. I want authority"]

myExperiences = ["I have lead a good life. I have kids, grandkids, a good home"]

myExperiences += ["I have it all and wish to enjoy it for a long time"]

myExperiences += ["But I need more time, I grow too old", "When I was young, one time when I.."]

myExperiences += ["I want to be young again", "I can't remember when"]

myExperiences.reverse()

def sayWhatIlearned(fromThatOneTime):

print myIdeas[fromThatOneTime]

def IcanRemember(thatOneTimeWhen):

return thatOneTimeWhen<16

def tryingToRemember(whileGettingOld):

if whileGettingOld==16:

print Style.DIM + Fore.WHITE+ "It was so long ago"

if whileGettingOld==17:

print Style.BRIGHT + Fore.BLACK+ "I grow too old"

if whileGettingOld==18:

print Style.BRIGHT + Fore.BLACK+ "\nI lived a life"

print Style.BRIGHT + Fore.BLACK+ "-Igor Carvalho"

def timeGoesBy():

global fromExperience

if fromExperience==13:

sys.stdout.write( Style.DIM+Fore.WHITE+'')

def thinkAboutLife(thatOneTimeWhen):

if IcanRemember(thatOneTimeWhen):

timeGoesBy()

print myExperiences.pop()

else:

tryingToRemember(thatOneTimeWhen)

def Ilearn():

global fromExperience

myIdeas.append(thoughts[fromExperience])

sayWhatIlearned(fromExperience)

global age

time.sleep(age\*2)

age+=.1

fromExperience +=1

def Icontemplate():

global fromExperience

thinkAboutLife(fromExperience)

global age

time.sleep(age\*2)

age+=.5

fromExperience +=1

def IgrewUp():

global fromExperience

return fromExperience==10

def growOld():

global IamYoung

global IamOld

IamYoung=False

IamOld=True

print "\nI live a life"

time.sleep(age\*4)

sp.call('clear',shell=True)

print Style.NORMAL+ "As I grow old"

time.sleep(age\*3)

myIdeas = []

life=True

IamYoung=True

IamOld=False

age = .00

fromExperience = 0

print Style.BRIGHT+ "As a child"

time.sleep(1)

while life:

if IamYoung:

Ilearn()

elif IamOld:

Icontemplate()

if IgrewUp():

growOld()

**Output**

.mp3 file in folder

Arielle Cerini

Bohan Chen

**Code**

/\*

/\*

Bohan Chen

11/13/2017

This is a visual poetry project done in Processing

Reference from the Pointillism example

This work is trying to describe that after the 19th National Congress of the Communist Party of China,

president Xi Jinping became the most powerful Chinese leader in the past decades.

It is also trying to refect my conern about the future: Red Terror，Freedom of Speech,

Cult of personality, Political Correntness，etc.

It is pointillism work using his last name "Xi"

\*/

PImage XijinpingisPowerful;

int LeadChineseDream;

int CreateTheFuture;

float NewEra;

PFont Socialism;

import processing.sound.\*;

SoundFile RedTerror;

void setup() {

size(800, 1052);

XijinpingisPowerful = loadImage("TheMostPowerfulMan.jpg");

LeadChineseDream = 30;

CreateTheFuture = 60;

imageMode(CENTER);

noStroke();

background(#F6FFF8);//grey

frameRate(30);

smooth();

Socialism = loadFont("Lato-Bold-48.vlw");

RedTerror = new SoundFile(this, "HeroTheme.mp3");

//RedTerror.play();

RedTerror.loop();

}

void draw() {

float ChineseDream = map(mouseX, 0, width, LeadChineseDream, CreateTheFuture);

int x = int(random(XijinpingisPowerful.width));

int y = int(random(XijinpingisPowerful.height));

color pix = XijinpingisPowerful.get(x, y);

fill(pix, 128);

textSize(random(20,40));

text("Xi", x, y, ChineseDream, ChineseDream);

}

**Output**

chenoutput.png in folder

Curtis Falkingham

**Code**

#N canvas 0 23 1680 925 10;

#X floatatom 530 383 4 0 0 0 - c.time -, f 4;

#X floatatom 1104 378 5 0 0 0 - e.time -, f 5;

#X obj 835 313 tgl 100 0 empty no empty 17 7 0 10 -261234 -1 -1 0 1

;

#N canvas 0 23 1680 925 settings 0;

#N canvas 1028 38 636 589 day/night 0;

#X floatatom 123 203 5 0 0 0 - - -, f 5;

#X obj 123 222 select 24;

#X msg 88 202 0;

#X obj 152 179 + 1;

#X obj 123 179 f;

#X text 192 28 Day/Night Cycle;

#X floatatom 368 205 5 0 0 0 - - -, f 5;

#X obj 368 224 select 24;

#X msg 335 204 0;

#X obj 397 181 + 1;

#X obj 368 181 f;

#X obj 272 91 r time;

#X msg 323 108 6;

#X obj 272 111 bng 15 250 50 0 empty empty empty 17 7 0 10 -262144

-1 -1;

#X obj 123 248 s c.time;

#X obj 368 249 s e.time;

#X obj 123 302 f;

#X obj 154 302 + 1;

#X msg 217 108 0;

#X obj 123 155 metro 2000;

#X obj 368 157 metro 2000;

#X floatatom 123 336 5 0 0 0 - - -, f 5;

#X obj 120 417 -;

#X floatatom 120 447 5 0 0 0 - - -, f 5;

#X obj 120 472 s day;

#X obj 91 402 bng 15 250 50 0 empty empty empty 17 7 0 10 -262144 -1

-1;

#X obj 120 388 352;

#X connect 0 0 1 0;

#X connect 0 0 14 0;

#X connect 1 0 2 0;

#X connect 1 0 16 0;

#X connect 2 0 4 0;

#X connect 3 0 4 1;

#X connect 4 0 3 0;

#X connect 4 0 0 0;

#X connect 6 0 7 0;

#X connect 6 0 15 0;

#X connect 7 0 8 0;

#X connect 8 0 10 0;

#X connect 9 0 10 1;

#X connect 10 0 9 0;

#X connect 10 0 6 0;

#X connect 11 0 13 0;

#X connect 11 0 12 0;

#X connect 11 0 18 0;

#X connect 12 0 10 0;

#X connect 13 0 19 0;

#X connect 13 0 20 0;

#X connect 16 0 17 0;

#X connect 16 0 21 0;

#X connect 17 0 16 1;

#X connect 18 0 4 0;

#X connect 19 0 4 0;

#X connect 20 0 10 0;

#X connect 21 0 22 1;

#X connect 21 0 25 0;

#X connect 22 0 23 0;

#X connect 23 0 24 0;

#X connect 25 0 22 0;

#X connect 25 0 26 0;

#X connect 26 0 22 0;

#X restore 33 33 pd day/night;

#N canvas 0 22 332 254 sleep 0;

#N canvas 33 172 528 450 c.sleep 0;

#X obj 91 278 ==;

#X floatatom 93 218 5 0 0 0 - - -, f 5;

#X obj 91 301 tgl 15 0 empty empty empty 17 7 0 10 -262144 -1 -1 0

1;

#X obj 52 331 spigot;

#X obj 205 348 tgl 15 0 empty empty empty 17 7 0 10 -262144 -1 -1 1

1;

#X obj 91 257 bng 15 250 50 0 empty empty empty 17 7 0 10 -262144 -1

-1;

#X obj 343 183 random 4;

#X obj 342 270 ==;

#X obj 342 293 tgl 15 0 empty empty empty 17 7 0 10 -262144 -1 -1 0

1;

#X obj 303 331 spigot;

#X obj 342 249 bng 15 250 50 0 empty empty empty 17 7 0 10 -262144

-1 -1;

#X msg 343 157 seed 2;

#X floatatom 257 65 5 0 0 0 - - -, f 5;

#X floatatom 409 243 5 0 0 0 - - -, f 5;

#X floatatom 343 205 5 0 0 0 - - -, f 5;

#X obj 205 374 outlet;

#X msg 303 305 1;

#X msg 52 304 0;

#X obj 93 236 + 1;

#X obj 194 65 r c.time;

#X obj 341 364 outlet;

#X obj 194 92 select 1 7;

#X obj 343 226 + 8;

#X obj 427 156 select 17;

#X msg 427 188 5;

#X obj 168 181 select 6;

#X msg 168 202 6;

#X obj 93 194 random 3;

#X connect 0 0 2 0;

#X connect 1 0 18 0;

#X connect 2 0 3 1;

#X connect 3 0 4 0;

#X connect 4 0 15 0;

#X connect 5 0 0 0;

#X connect 5 0 0 1;

#X connect 6 0 14 0;

#X connect 7 0 8 0;

#X connect 8 0 9 1;

#X connect 9 0 4 0;

#X connect 10 0 7 0;

#X connect 10 0 7 1;

#X connect 10 0 20 0;

#X connect 11 0 6 0;

#X connect 14 0 22 0;

#X connect 16 0 9 0;

#X connect 17 0 3 0;

#X connect 18 0 0 0;

#X connect 19 0 0 1;

#X connect 19 0 5 0;

#X connect 19 0 17 0;

#X connect 19 0 10 0;

#X connect 19 0 16 0;

#X connect 19 0 7 1;

#X connect 19 0 12 0;

#X connect 19 0 21 0;

#X connect 19 0 23 0;

#X connect 19 0 25 0;

#X connect 21 0 27 0;

#X connect 21 1 6 0;

#X connect 22 0 7 0;

#X connect 22 0 13 0;

#X connect 23 0 24 0;

#X connect 24 0 14 0;

#X connect 25 0 26 0;

#X connect 26 0 1 0;

#X connect 27 0 1 0;

#X restore 68 49 pd c.sleep;

#N canvas 1120 199 517 441 e.sleep 0;

#X obj 91 277 ==;

#X floatatom 93 217 5 0 0 0 - - -, f 5;

#X obj 91 300 tgl 15 0 empty empty empty 17 7 0 10 -262144 -1 -1 0

1;

#X obj 52 330 spigot;

#X obj 205 347 tgl 15 0 empty empty empty 17 7 0 10 -262144 -1 -1 1

1;

#X obj 91 256 bng 15 250 50 0 empty empty empty 17 7 0 10 -262144 -1

-1;

#X obj 343 183 random 4;

#X obj 342 269 ==;

#X obj 342 292 tgl 15 0 empty empty empty 17 7 0 10 -262144 -1 -1 0

1;

#X obj 303 330 spigot;

#X obj 342 248 bng 15 250 50 0 empty empty empty 17 7 0 10 -262144

-1 -1;

#X msg 343 157 seed 2;

#X floatatom 257 64 5 0 0 0 - - -, f 5;

#X floatatom 404 253 5 0 0 0 - - -, f 5;

#X floatatom 343 205 5 0 0 0 - - -, f 5;

#X obj 194 64 r e.time;

#X obj 205 373 outlet;

#X msg 303 284 1;

#X msg 52 303 0;

#X obj 343 225 + 8;

#X obj 93 235 + 1;

#X obj 194 91 select 1 7;

#X obj 418 156 select 17;

#X msg 418 188 5;

#X obj 93 192 random 3;

#X obj 168 179 select 6;

#X msg 168 201 6;

#X connect 0 0 2 0;

#X connect 1 0 20 0;

#X connect 2 0 3 1;

#X connect 3 0 4 0;

#X connect 4 0 16 0;

#X connect 5 0 0 0;

#X connect 5 0 0 1;

#X connect 6 0 14 0;

#X connect 7 0 8 0;

#X connect 8 0 9 1;

#X connect 9 0 4 0;

#X connect 10 0 7 0;

#X connect 10 0 7 1;

#X connect 11 0 6 0;

#X connect 14 0 19 0;

#X connect 15 0 0 1;

#X connect 15 0 5 0;

#X connect 15 0 18 0;

#X connect 15 0 10 0;

#X connect 15 0 17 0;

#X connect 15 0 7 1;

#X connect 15 0 12 0;

#X connect 15 0 21 0;

#X connect 15 0 22 0;

#X connect 15 0 25 0;

#X connect 17 0 9 0;

#X connect 18 0 3 0;

#X connect 19 0 7 0;

#X connect 19 0 13 0;

#X connect 20 0 0 0;

#X connect 21 0 24 0;

#X connect 21 1 6 0;

#X connect 22 0 23 0;

#X connect 23 0 14 0;

#X connect 24 0 1 0;

#X connect 25 0 26 0;

#X connect 26 0 1 0;

#X restore 149 49 pd e.sleep;

#X obj 68 111 tgl 15 0 empty empty empty 17 7 0 10 -262144 -1 -1 1

1;

#X obj 68 79 &&;

#X obj 68 135 outlet;

#X connect 0 0 3 0;

#X connect 0 1 3 0;

#X connect 1 0 3 1;

#X connect 2 0 4 0;

#X connect 3 0 2 0;

#X restore 185 36 pd sleep;

#X obj 185 64 tgl 15 0 empty empty empty 17 7 0 10 -262144 -1 -1 1

1;

#N canvas 486 134 302 218 work 0;

#X obj 45 125 outlet;

#N canvas 0 22 675 514 c.work 0;

#N canvas 780 252 450 300 week 0;

#X obj 278 36 r day;

#X obj 278 64 select 0 1 2 3 4 5 6;

#X obj 49 136 r c.time;

#X obj 49 209 &&;

#X obj 15 153 bng 15 250 50 0 empty empty empty 17 7 0 10 -262144 -1

-1;

#X obj 102 177 <= 16;

#X obj 49 243 &&;

#X obj 49 267 tgl 15 0 empty empty empty 17 7 0 10 -262144 -1 -1 0

1;

#X obj 49 316 tgl 15 0 empty empty empty 17 7 0 10 -262144 -1 -1 0

1;

#X obj 49 291 != 0;

#X text 599 202 Free or not?;

#X obj 279 140 r c.time;

#X obj 279 213 &&;

#X obj 279 182 >= 10;

#X obj 247 157 bng 15 250 50 0 empty empty empty 17 7 0 10 -262144

-1 -1;

#X obj 279 247 &&;

#X obj 279 271 tgl 15 0 empty empty empty 17 7 0 10 -262144 -1 -1 0

1;

#X obj 279 320 tgl 15 0 empty empty empty 17 7 0 10 -262144 -1 -1 0

1;

#X obj 279 295 != 0;

#X obj 49 178 >= 12;

#X obj 332 182 <= 12;

#X obj 563 204 tgl 15 0 empty empty empty 17 7 0 10 -262144 -1 -1 0

1;

#X floatatom 356 229 5 0 0 0 - - -, f 5;

#X floatatom 357 264 5 0 0 0 - - -, f 5;

#X floatatom 131 223 5 0 0 0 - - -, f 5;

#X floatatom 131 259 5 0 0 0 - - -, f 5;

#X connect 0 0 1 0;

#X connect 1 1 15 1;

#X connect 1 3 6 1;

#X connect 1 4 15 1;

#X connect 2 0 4 0;

#X connect 2 0 19 0;

#X connect 2 0 5 0;

#X connect 3 0 6 0;

#X connect 3 0 24 0;

#X connect 4 0 5 0;

#X connect 4 0 3 0;

#X connect 4 0 9 0;

#X connect 4 0 19 0;

#X connect 4 0 6 0;

#X connect 5 0 3 1;

#X connect 6 0 7 0;

#X connect 6 0 25 0;

#X connect 7 0 9 0;

#X connect 9 0 8 0;

#X connect 11 0 13 0;

#X connect 11 0 14 0;

#X connect 11 0 20 0;

#X connect 12 0 15 0;

#X connect 12 0 22 0;

#X connect 13 0 12 0;

#X connect 14 0 13 0;

#X connect 14 0 12 0;

#X connect 14 0 18 0;

#X connect 14 0 20 0;

#X connect 14 0 15 0;

#X connect 15 0 16 0;

#X connect 15 0 23 0;

#X connect 16 0 18 0;

#X connect 18 0 17 0;

#X connect 19 0 3 0;

#X connect 20 0 12 1;

#X restore 103 278 pd week;

#X obj 107 71 r c.time;

#X obj 107 138 &&;

#X obj 107 196 tgl 15 0 empty empty empty 17 7 0 10 -262144 -1 -1 1

1;

#X obj 107 168 != 1;

#X obj 107 224 outlet;

#X obj 252 110 outlet;

#X obj 252 88 bng 15 250 50 0 empty empty empty 17 7 0 10 -262144 -1

-1;

#X floatatom 196 57 5 0 0 0 - - -, f 5;

#X obj 161 103 < 16;

#X obj 107 103 >= 10;

#X connect 1 0 7 0;

#X connect 1 0 8 0;

#X connect 1 0 9 0;

#X connect 1 0 10 0;

#X connect 2 0 4 0;

#X connect 3 0 5 0;

#X connect 4 0 3 0;

#X connect 7 0 6 0;

#X connect 9 0 2 1;

#X connect 10 0 2 0;

#X restore 45 37 pd c.work;

#N canvas 1138 109 503 444 e.work 0;

#X obj 107 138 &&;

#X obj 107 196 tgl 15 0 empty empty empty 17 7 0 10 -262144 -1 -1 1

1;

#X obj 107 168 != 1;

#X obj 107 224 outlet;

#X obj 252 110 outlet;

#X obj 252 88 bng 15 250 50 0 empty empty empty 17 7 0 10 -262144 -1

-1;

#X floatatom 196 57 5 0 0 0 - - -, f 5;

#X obj 161 103 < 16;

#X obj 107 103 >= 10;

#X obj 107 71 r e.time;

#X connect 0 0 2 0;

#X connect 1 0 3 0;

#X connect 2 0 1 0;

#X connect 5 0 4 0;

#X connect 7 0 0 1;

#X connect 8 0 0 0;

#X connect 9 0 5 0;

#X connect 9 0 6 0;

#X connect 9 0 7 0;

#X connect 9 0 8 0;

#X restore 122 37 pd e.work;

#X obj 45 95 &&;

#X connect 1 0 3 0;

#X connect 1 1 3 0;

#X connect 2 0 3 1;

#X connect 3 0 0 0;

#X restore 259 36 pd work;

#X obj 259 64 tgl 15 0 empty empty empty 17 7 0 10 -262144 -1 -1 1

1;

#X obj 213 105 &&;

#X obj 213 138 tgl 15 0 empty empty empty 17 7 0 10 -262144 -1 -1 1

1;

#X obj 213 168 outlet;

#X obj 368 64 s time;

#X obj 368 37 bng 15 250 50 0 empty empty empty 17 7 0 10 -262144 -1

-1;

#X obj 373 180 s no;

#X obj 92 154 s yes;

#X obj 373 153 != 1;

#X connect 1 0 2 0;

#X connect 2 0 5 0;

#X connect 3 0 4 0;

#X connect 4 0 5 1;

#X connect 5 0 6 0;

#X connect 6 0 7 0;

#X connect 6 0 11 0;

#X connect 6 0 12 0;

#X connect 9 0 8 0;

#X connect 12 0 10 0;

#X restore 778 792 pd settings;

#X text 564 383 h;

#X text 1145 378 h;

#X text 1078 329 Time in Oslo;

#X text 500 335 Time in Troy;

#X text 702 239 Hey \, is now a good time to talk?;

#N canvas 0 22 450 278 (subpatch) 0;

#X coords 0 1 100 -1 200 140 1;

#X restore 448 302 graph;

#N canvas 0 22 450 278 (subpatch) 0;

#X coords 0 1 100 -1 200 140 1 0 0;

#X restore 1022 299 graph;

#X floatatom 804 526 5 0 0 0 - day -, f 5;

#X text 790 501 Days Left;

#X obj 711 314 tgl 100 0 empty yes empty 17 7 0 10 -204786 -1 -1 1

1;

#X text 39 33 Do not hit toggles \, no interaction needed;

**Output**

?

Alex Fig

**Code**

import nltk

from nltk.corpus import wordnet as wn

import itertools

import random

import enchant

#Writing a poem is easy by Alex Fig

#First choose a theme, nothing too long. Too pretenious.

tooLong = True

while tooLong:

w = raw\_input("Choose your theme: ")

if len(w)<=9:

tooLong = False

words = []

d = enchant.Dict("en\_US")

#Find your words, this may take a bit.

for i in range(0,len(w)+1):

combinations = list(itertools.combinations(w,i))

for j in range(0,len(combinations)):

currentWord = "".join(combinations[j])

permutations = list(itertools.permutations(currentWord, len(currentWord)))

for k in range(0,len(permutations)):

possibleWord = "".join(permutations[k])

if (possibleWord.find('a')!= -1 or possibleWord.find('e')!=-1 or possibleWord.find('i')!=-1 or possibleWord.find('o')!=-1 or possibleWord.find('u')!=-1 or possibleWord.find('y')!=-1):

if d.check(possibleWord):

words.append(possibleWord)

#Now choose your words, carefully.

poem = words[random.randint(0,len(words)-1)]+" "+words[random.randint(0,len(words)-1)]+" "+words[random.randint(0,len(words)-1)]+"\n"+words[random.randint(0,len(words)-1)]+" "+words[random.randint(0,len(words)-1)]+" "+words[random.randint(0,len(words)-1)]+" "+words[random.randint(0,len(words)-1)]+" "+words[random.randint(0,len(words)-1)]+"\n"+words[random.randint(0,len(words)-1)]+" "+words[random.randint(0,len(words)-1)]+" "+words[random.randint(0,len(words)-1)]+" "+words[random.randint(0,len(words)-1)]+" "+words[random.randint(0,len(words)-1)]+" "+words[random.randint(0,len(words)-1)]+" "+words[random.randint(0,len(words)-1)]+"\n"+words[random.randint(0,len(words)-1)]+" "+words[random.randint(0,len(words)-1)]+" "+words[random.randint(0,len(words)-1)]+" "+words[random.randint(0,len(words)-1)]+" "+words[random.randint(0,len(words)-1)]+"\n"+words[random.randint(0,len(words)-1)]+" "+words[random.randint(0,len(words)-1)]+" "+words[random.randint(0,len(words)-1)]+"\n"+words[random.randint(0,len(words)-1)]

#Voila, it's complete.

print(poem)

**Output**

alexfigoutput.png in folder

**text version**

Choose your theme: kittens

tens ties es

tines test es ins tines

tints sent stink inst nets sit knit

stet ink ti stint netts

stink ties tie

it

Amanda Howanice

**Code**

**Do not make me write a haiku.py**

import poetry\_knowledge as arbitrarily #as I can

internal\_monologue = [5,7,5]

disgruntled = False

haiku = arbitrarily.think\_of\_a\_haiku(internal\_monologue)

undetermined\_amount\_of\_angsty\_thoughts = 0

while not disgruntled:

if undetermined\_amount\_of\_angsty\_thoughts == 3:

break #everything

for each\_line in haiku[undetermined\_amount\_of\_angsty\_thoughts]:

arbitrarily.claim(each\_line),

arbitrarily.claim("\n")

undetermined\_amount\_of\_angsty\_thoughts += 1

arbitrarily.Speak(haiku)

**poetry\_knowledge.py**

import pronouncing

import random

import pyttsx3

haiku = [[],[],[]]

textfile = open("words.txt","r")

previousWord = "cat"

words\_string = textfile.read()

wordList = words\_string.split(" ")

def Speak(haiku):

engine = pyttsx3.init();

rate = engine.getProperty('rate')

engine.setProperty('rate', rate-10)

engine.setProperty('age', 10)

engine.say(haiku)

engine.runAndWait()

def claim(what):

print what,

def think\_of\_a\_haiku(listofLinestoWrite):

for i in range(0,len(listofLinestoWrite)):

syllableCount = 0

oldSyllableCount = 0

previousWord = "cat"

line = listofLinestoWrite[i]

while syllableCount < line:

currentWord = wordList[random.randrange(0,len(wordList)-1)]

currentWord\_pronounceList = pronouncing.phones\_for\_word(currentWord)

if currentWord == previousWord:

#print "same word"

continue

if len(currentWord\_pronounceList) == 0:

#print "I found a word I don't know 1"

continue

else:

new\_s\_count = pronouncing.syllable\_count(currentWord\_pronounceList[0])

if new\_s\_count == oldSyllableCount and syllableCount != line-1:

#print "same syllables lol"

continue

if (new\_s\_count+syllableCount) <=line:

haiku[i].append(currentWord)

syllableCount +=new\_s\_count

previousWord = currentWord

oldSyllableCount = new\_s\_count

#print currentWord, new\_s\_count

return haiku

**Output**

?

Maddie Kettler

**Code**

**crisisControl.cpp**

#include <iostream>

#include <windows.h>

#include "lawmakers.h"

int main() {

bool weAreInAmerica = true, tragedyHappens = true;

int untilNextTragedy = 2000;

Lawmakers lawmakers;

/\* begin \*/

while (weAreInAmerica) {

if (tragedyHappens) {

if (lawmakers.represent() == "thePeople") {

lawmakers.actuallyHelpThoseAffected = true;

} else if (lawmakers.represent() == "donorsAndLobbyists") {

officialStatement();

Sleep(untilNextTragedy);

}

}

}

return 0;

}

**lawmakers.cpp**

#include <iostream>

#include <string>

#include "lawmakers.h"

std::string& Lawmakers::represent() {

// https://www.opensecrets.org/lobby/clientsum.php?id=D000000082

hush(4130000);

return rep;

}

void Lawmakers::hush(int money) {

// small donors make good press, big donors get you reelected

if (money > 200) {

rep = "donorsAndLobbyists";

// this doesn't really do anything; more symbolic

actuallyHelpThoseAffected = false;

} else {

// in an ideal world

rep = "thePeople";

}

}

void officialStatement() {

std::cout << " \"Thoughts and Prayers\" - sent from a staffer's iPhone\n" << std::endl;

}

**lawmakers.h**

#ifndef \_\_lawmakers\_h\_

#define \_\_lawmakers\_h\_

#include <iostream>

#include <string>

class Lawmakers {

public:

Lawmakers(){}

bool actuallyHelpThoseAffected;

std::string& represent();

private:

std::string rep;

void hush(int money);

};

void officialStatement();

#endif

**Output**

“Thoughts and Prayers” - sent from a staffer's iPhone

“Thoughts and Prayers” - sent from a staffer's iPhone

“Thoughts and Prayers” - sent from a staffer's iPhone

“Thoughts and Prayers” - sent from a staffer's iPhone

“Thoughts and Prayers” - sent from a staffer's iPhone

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“Thoughts and Prayers” - sent from a staffer's iPhone

“Thoughts and Prayers” - sent from a staffer's iPhone

(and so on)

Andie Labgold

**Code**

import turtle

from random import getrandbits as lifeHappens

from turtle import circle as lifeGoesOn

turtle.hideturtle()

turtle.speed(0)

turtle.bgcolor("black")

turtle.color("white")

######################################

# #

# Life has a way of surprising you #

# by Andie Labgold #

# #

######################################

alive = True

youKnowWhatLifeHasInStore = False

while (alive):

if youKnowWhatLifeHasInStore == True:

lifeGoesOn(-7, 30, 100)

youKnowWhatLifeHasInStore = False

else:

lifeGoesOn(7, 30, 100)

youKnowWhatLifeHasInStore = lifeHappens(1)

**Output**

labgoldoutput.png in folder

Jessie Liao

**Code**

import random

import time as i

causes\_me = '( '

die = ') '

to = '\* '

want = '^ '

now = ' '

since\_my\_code\_is = ' '

loading = '\n'

grows =" \_,-.\_ "

blooms =" / \\_/ \ "

was = " >-(\_)-< "

worth\_the= "\n \\_/ \\_/ "

time\_in\_my\_room = "\n `-' "

def forever():

return random.choice("' ")

def makes\_me\_want\_to\_cry():

return int(raw\_input("How sad are you today? ==> "))

def It(output):

print output

def my\_room(limit):

return range(0,limit)

Crying = ''

#Actual Poem

Coding = makes\_me\_want\_to\_cry()

It(causes\_me + to + want + to + die)

for i\_have\_been in my\_room(Coding):

Crying += (now + forever() + now + since\_my\_code\_is + forever() + loading)

never\_stops = Crying

It(never\_stops + loading)

It(grows)

It(blooms)

It(was + worth\_the + time\_in\_my\_room)

**Output**

How sad are you today? ==> 10

( \* ^ \* )

'

'

'

'

'

'

\_,-.\_

/ \\_/ \

>-(\_)-<

\\_/ \\_/

`-'

Zeana Llamas

**Code**

**myWish.py**

import my,y,a,i

# usually a

lamp = a.lamp

# but

if(i.Found(a.lamp) and i.sAMagic(lamp)):

# I

assert (i.thinkSomeWouldWant(a.lotOfmoney) or

i.thinkSomeWouldWant(a.lotOfpower) or

i.thinkSomeWouldWant(a.bitOfwisdom))

thoseThings = a.reNotBad

#but

for me in range(my.life):

if(y.outhink(i.want) == "small"):

y.ou = "right"

# can i take a

break

a.ll\_i\_want\_is()

**my.py**

# at least for me

life = 20

**y.py**

import time

want = open("dream.txt","r")

def outhink(want):

space = " " \* 4

for i in range(2):

print

time.sleep(.8)

for everything in want:

print space + everything,

time.sleep(.05)

# same

print "\n\n\t\t",

print i+1,

print " sheep"

want.seek(0)

ou = "secondary person"

**a.py**

import time

lamp = "magical"

lotOfmoney = "$$$"

lotOfpower = "^^^"

bitOfwisdom = "\*\*\*"

reNotBad = "meh"

def ll\_i\_want\_is():

print "\nI want..."

wish = "\n\tone week of goddam sleep"

for letter in wish:

print letter,

time.sleep(.08)

**i.py**

def sAMagic(obj):

if(obj == "magical"):

return True

return False

def Found(obj):

return True

def thinkSomeWouldWant(obj):

return True

want = open("dream.txt","r")

**Output**

llamasoutput.png and llamasoutput inverted.png in folder

Emily Lockwood

**Code**

CompSci\_one = ['the\_beginning']

def initely\_there\_was(a\_time):

while I\_was\_still in CompSci\_one:

that\_I\_thought\_code = easy

for when\_I\_was in CompSci\_one:

everything = 'breezy'

if I\_was\_still in that\_class:

def initions\_would\_be\_a(breeze):

for when\_I\_was in that\_class:

my=str(engths\_were\_some\_of\_these)

id(rather\_stop)

while this == True:

Because("languages are hard")

if I\_dont\_stop:

I\_know\_its == True

C ++ 'will\_leave\_me\_scarred'

**Output**

No output.

John Noonan

**Code**

**imAnArtist.pde**

Artist artist = new Artist();

public void setup(){

size(1280,720);

artist.becomeCreative();

}

public void draw(){

Idea idea = artist.comeUpWithSomething();

if (idea.beenDoneBefore){

idea.reproduce();

artist.profit();

artist.congratulations();

}

else {

artist.reconsiderAndTryAgain();

}

}

**idea.pde**

public class Idea{

public boolean beenDoneBefore;

private int x = (int)random(width);

private int y = (int) random(height);

Idea(){

beenDoneBefore = true;

loadPixels();

for (int x = 0; x < width; ++x){

for (int y = 0; y < height; ++y){

if (random(1) > .995){

pixels[x + y\*width] = color((int)random(255));

//pixels[x + y\*width] = pixels[x + y\*width] | (int)random(4);

}

}

}

updatePixels();

}

public void reproduce(){

pushMatrix();

translate(random(width), random(height));

fill(random(255), random(255), random(255), 50);

rect(0, 0, random(25,50), random(25,50));

popMatrix();

//rect(x,y,2\*x,2\*y);

}

}

**artist.pde**

public class Artist{

private JSONArray self;

private int thoughts;

private ArrayList<PFont> expressions = new ArrayList<PFont>();;

public double worldValue;

Artist(){

worldValue = 0;

}

public void becomeCreative(){

frameRate(24);

noStroke();

JSONObject mind = loadJSONObject("mind/thoughts.json");

self = mind.getJSONArray("congrats");

thoughts = self.size();

JSONArray means = mind.getJSONArray("means");

for (int i = 0; i < means.size(); ++i){

expressions.add(loadFont(means.getString(i)));

}

}

public Idea comeUpWithSomething(){

return new Idea();

}

public void profit(){

worldValue += .000000000001;

}

public void congratulations(){

fill(255);

pushMatrix();

textSize(31);

textFont(expressions.get((int)random(expressions.size()-1)));

fill(color((random(1) > .5) ? random(30) : random(240, 255)));

translate(random(-90,width), random(height));

rotate(random(radians(-10), radians(10)));

text(self.getString((int)random(thoughts)), 0, 0);

popMatrix();

}

public void reconsiderAndTryAgain(){

return;

}

}

**thoughts.json**

{

"congrats": [

"I'm very intelligent",

"It just comes so easily to me",

"I'm doing the important work",

"Everything I do is my own",

"I am the peak of mankind",

"I live in the light of my muse",

"I am the master of my creation",

"I am one of a kind",

"No one can replace me",

"I'm original",

"I'm me",

"I am not alone",

"I am worth it",

"There is nothing wrong with me"

],

"means": [

"mind/AdobeArabic-Regular-32.vlw",

"mind/ComicSansMS-32.vlw",

"mind/DejaVuSerif-32.vlw",

"mind/Kalinga-Bold-32.vlw"

]

}

**Output**

noonanoutput.png in folder

Omer Osman

**Code**

import random

import sys

import time

def print\_slow(str):

for letter in str:

sys.stdout.write(letter)

sys.stdout.flush()

time.sleep(0.03)

print\_slow(("What is Life?").center(200)); print "\n"

print\_slow(("by Omer Osman").center(200)); print "\n"; print "\n"

Life = ["The existence of an individual human being or animal.",

"A principle or force that is considered to underlie the distinctive quality of animate beings.",

"The period of existence.",

"The quality that distinguishes a vital and functional being from a dead body.",

"The sequence of physical and mental experiences that make up the existence of an individual."]

Process\_of\_Life = ["In life we win and we lose.",

"In life we rise and we fall.",

"In life we fight and we win.",

"In life we fight and we lose.",

"In life we lose and we win.",

"In life we are born and we die."]

And\_People\_Say = ["Life is what happens to you while you're busy making other plans.",

"Life is not about waiting for the storm to pass. It's about learning to dance in the rain.",

"Yesterday is history, tomorrow a mystery and today is a gift. That's why we call it the present.",

"Live every day like it's your last.",

"Dream as if you'll live forever. Live as if you'll die today."]

living = 0

while living < 10:

print\_slow(("What is Life?").center(200)); print "\n"

print\_slow(random.choice(Life).center(200)); print "\n"

print\_slow(random.choice(Process\_of\_Life).center(200)); print "\n"

print\_slow(random.choice(And\_People\_Say).center(200)); print "\n"

living += 1

print\_slow("Fin")

**Output**

What is Life?

by Omer Osman

What is Life?

The quality that distinguishes a vital and functional being from a dead body.

In life we fight and we lose.

Dream as if you'll live forever. Live as if you'll die today.

What is Life?

The period of existence.

In life we lose and we win.

Live every day like it's your last.

What is Life?

The period of existence.

In life we rise and we fall.

Life is what happens to you while you're busy making other plans.

What is Life?

The existence of an individual human being or animal.

In life we rise and we fall.

Live every day like it's your last.

What is Life?

The sequence of physical and mental experiences that make up the existence of an individual.

In life we rise and we fall.

Live every day like it's your last.

What is Life?

The quality that distinguishes a vital and functional being from a dead body.

In life we fight and we win.

Life is what happens to you while you're busy making other plans.

What is Life?

The existence of an individual human being or animal.

In life we rise and we fall.

Life is not about waiting for the storm to pass. It's about learning to dance in the rain.

What is Life?

The period of existence.

In life we win and we lose.

Live every day like it's your last.

What is Life?

The sequence of physical and mental experiences that make up the existence of an individual.

In life we rise and we fall.

Dream as if you'll live forever. Live as if you'll die today.

What is Life?

A principle or force that is considered to underlie the distinctive quality of animate beings.

In life we win and we lose.

Live every day like it's your last.

Fin

Lareb Pirzada

**Code**

/\*

\* To change this license header, choose License Headers in Project Properties.

\* To change this template file, choose Tools | Templates

\* and open the template in the editor.

\*/

package art\_code;

/\*\*

\*

\* @author Lareb

\*/

public class Art\_Code {

public static void main(String[]args) throws Exception {

{

System.out.println("This is a poem by Lareb");

System.out.println("It is called The Next Move");

System.out.println("Enjoy!");

String [] phrases = new String [8];

phrases[0] = "Capture the moment";

phrases[1] = "Don’t let it slip";

phrases[2] = "Let life take you a bliss ";

phrases[3] = "Enjoy the time";

phrases[4] = "While you are alive ";

phrases[5] = "For all you know ";

phrases[6] = "This could be";

phrases[7] = "Your last throw";

System.out.println();

System.out.println();

System.out.println(phrases[0]);

try {

Thread.sleep(4000); //1000 milliseconds is one second.

} catch(InterruptedException ex) {

Thread.currentThread().interrupt();

}

System.out.println(phrases[1]);

try {

Thread.sleep(4000); //1000 milliseconds is one second.

} catch(InterruptedException ex) {

Thread.currentThread().interrupt();

}

System.out.println(phrases[2]);

try {

Thread.sleep(4000); //1000 milliseconds is one second.

} catch(InterruptedException ex) {

Thread.currentThread().interrupt();

}

System.out.println(phrases[3]);

try {

Thread.sleep(4000); //1000 milliseconds is one second.

} catch(InterruptedException ex) {

Thread.currentThread().interrupt();

}

System.out.println(phrases[4]);

try {

Thread.sleep(4000); //1000 milliseconds is one second.

} catch(InterruptedException ex) {

Thread.currentThread().interrupt();

}

System.out.println(phrases[5]);

try {

Thread.sleep(4000); //1000 milliseconds is one second.

} catch(InterruptedException ex) {

Thread.currentThread().interrupt();

}

System.out.println(phrases[6]);

try {

Thread.sleep(4000); //1000 milliseconds is one second.

} catch(InterruptedException ex) {

Thread.currentThread().interrupt();

}

System.out.println(phrases[7]);

try {

Thread.sleep(4000); //1000 milliseconds is one second.

} catch(InterruptedException ex) {

Thread.currentThread().interrupt();

}

}

}

}

**Output**

?

Emily Rauseo

**Code**

import random

giving\_up = 0

def wake\_up():

global giving\_up

print "When I woke up..."

late\_for\_class = random.randint (0,6)

if late\_for\_class == 1:

giving\_up += 5

print "I was late for class."

stuff\_due = random.randint (0,5)

if stuff\_due == 1:

giving\_up += 5

print "Assignments were due today."

nightmare = random.randint (0,5)

if nightmare == 1:

giving\_up += 5

print "I had a nightmare."

hours\_slept = random.randint (4,12)

if hours\_slept < 6:

giving\_up += 5

print "I slept too little."

if hours\_slept > 10:

giving\_up += 5

print "I slept too much."

took\_medication = random.randint (0,4)

if took\_medication == 0:

giving\_up += 5

print "I forgot to take my medication."

bad\_weather = random.randint (0,4)

if bad\_weather == 1:

giving\_up += 3

print "The weather was bad."

if late\_for\_class != 1 and stuff\_due != 1 and nightmare != 1 and took\_medication != 0 and bad\_weather != 1:

print "Everything was okay."

def what\_happened():

global giving\_up

physical\_health = random.randint (1,3)

if physical\_health < 3:

giving\_up += 3

print "I didn't feel well."

mental\_health = random.randint (1,3)

if mental\_health < 3:

giving\_up += 3

print "I wasn't in a good mood."

self\_esteem = random.randint (-2, 2)

if self\_esteem < 0:

giving\_up += 3

print "I didn't feel good about myself."

nourished = random.randint (0,4)

if nourished == 0:

giving\_up += 2

print "I didn't eat enough food."

bad\_news = random.randint (0,6)

if bad\_news == 1:

giving\_up += 2

print "I heard something bad happened today."

wake\_up()

hour = 0

while hour < 12:

if hour == 0:

print "\n" + str(hour+1) + " hour after waking up..."

else:

print "\n" + str(hour+1) + " hours after waking up..."

what\_happened()

g = random.randint(1,100)

if g > (int(float(giving\_up)/3)):

if g > giving\_up:

if hour < 11:

print "I managed to get things done."

if hour == 11:

print "I managed to get through the whole day!"

else:

print "I couldn't get anything done."

if hour == 11:

print "I managed to get through the day!"

else:

print "I couldn't do anything else today."

break

hour += 1

**Output**

**output #1**

When I woke up...

I was late for class.

I slept too little.

The weather was bad.

1 hour after waking up...

I didn't feel well.

I managed to get things done.

2 hours after waking up...

I didn't feel well.

I managed to get things done.

3 hours after waking up...

I didn't feel well.

I managed to get things done.

4 hours after waking up...

I wasn't in a good mood.

I managed to get things done.

5 hours after waking up...

I didn't feel well.

I didn't feel good about myself.

I managed to get things done.

6 hours after waking up...

I didn't feel well.

I wasn't in a good mood.

I didn't feel good about myself.

I couldn't do anything else today.

Uyen Uong

**Code**

**WorkFunctions.h**

#include <stdlib.h>

#include <stdio.h>

#include <string.h>

#include <pthread.h>

#include <time.h>

#include <unistd.h>

#define UNEMPLOYED 1

#define EMPLOYED 0

#define MAX\_NUMBER\_OF\_JOBS 4

void Work(int PayPeriods) {

sleep(PayPeriods);

}

void ANewDay() {

sleep(4);

}

// 25% chance of something bad happening

int LifeHappens() {

if (rand() % 4) return 0;

else return 1;

}

// 5% chance of losing job

int MaintainJob() {

if (rand() % 20) return 1;

else return 0;

}

int CouldNotFindJob(int rejected) {

if (rejected) return UNEMPLOYED;

else return EMPLOYED;

}

int PickJob() {

return rand() % 4;

}

int GetJobPayPeriod() {

return rand() % 2;

}

// 15 minutes is a year

int Age(int seconds) {

return seconds / 900;

}

// 0.001% of having a heart attack

int HeartAttack() {

if (rand() % 10000) return 0;

else return 1;

}

**poem.c**

#include <stdlib.h>

#include <stdio.h>

#include <string.h>

#include <pthread.h>

#include <time.h>

#include "WorkFunctions.h"

#define ALIVE 1

#define MINIMUM\_WAGE 7.25

#define MAX\_NUMBER\_OF\_JOBS 4

#define UNEMPLOYED 1

#define EMPLOYED 0

#define RETIRED 0

#define AMOUNT\_TO\_RETIRE 1000000

#define DEAD 1

// Important things to remember!!

pthread\_mutex\_t bookKeeping = PTHREAD\_MUTEX\_INITIALIZER;

pthread\_t jobs[MAX\_NUMBER\_OF\_JOBS];

// Starting off with nothing...

float savings = 0;

int numberOfJobs = 0;

// Updating my list of jobs

void LostJob() {

int index;

for (int i = 0; i < numberOfJobs; i++) {

if (jobs[i] == pthread\_self()) {

index = i;

}

}

for (int i = index + 1; i < numberOfJobs; i++) {

jobs[i-1] = jobs[i];

}

numberOfJobs -= 1;

}

// Working at a job

void\* GetAJob(void\* jobTitle) {

// I got a job!

pthread\_mutex\_lock( &bookKeeping );

numberOfJobs += 1;

pthread\_mutex\_unlock( &bookKeeping );

printf("I got job %s. Number of jobs: %d\n", (char\*) jobTitle, numberOfJobs);

int PayPeriods = GetJobPayPeriod();

// Working...

while (MaintainJob()) {

Work(PayPeriods);

// Access my records to add money to my savings

pthread\_mutex\_lock( &bookKeeping );

savings += MINIMUM\_WAGE;

pthread\_mutex\_unlock( &bookKeeping );

if (savings == AMOUNT\_TO\_RETIRE) {

printf("I have made enough money to retire!\n");

return NULL;

}

}

// I lost my job! :\*(

pthread\_mutex\_lock( &bookKeeping );

LostJob();

pthread\_mutex\_unlock( &bookKeeping );

printf("I lost my job %s!\n", (char\*) jobTitle);

return NULL;

}

int main(int argc, char const \*argv[])

{

// Life's randomness begins

srand(time(NULL));

// Becoming an adult...

time\_t beginWorking = time(0);

char\* availableJobs[] = {

"JANITOR",

"DUNKIN' DONUTS CREW MEMBER",

"WAITRESS",

"RETAILS SALES REPRESENTATIVE",

};

while(ALIVE) {

if (numberOfJobs == 0 || numberOfJobs < MAX\_NUMBER\_OF\_JOBS){

// I need to find a job!

printf("Looking for a job...\n");

int jobSearch = pthread\_create( &jobs[numberOfJobs], NULL, GetAJob, availableJobs[PickJob()] );

if (CouldNotFindJob(jobSearch)) {

fprintf( stderr, "Could not find job! Now unemployed :( \n" );

return UNEMPLOYED;

}

}

if (LifeHappens()) {

// Gotta pay some bills

int bill = rand() % 500;

savings -= bill;

printf("Life sucks...gotta pay $%d\n", bill);

}

if (HeartAttack()) {

// I had a heart attack and died

printf("I DIED FROM OVERWORKING!\n");

return DEAD;

}

if (savings == AMOUNT\_TO\_RETIRE) {

// I made enough money to retire!

printf("HALLLUJAH I AM RETIRING! :D Age %d\n", Age(difftime(time(0), beginWorking)) );

break;

}

printf("Current savings balance: $%.2f\n", savings);

ANewDay();

}

// Quitting all jobs

for ( int i = 0 ; i < numberOfJobs ; i++ ) {

pthread\_join( jobs[i], NULL );

}

return RETIRED;

}

**a.out**

Cannot open file

**Output**

?

Yihao Zhu

**Code**

#include <string>

#include <iostream>

using namespace std;

void of\_time\_void\_of\_life(string &of\_flowers\_falling, int o\_abyss, int o\_past){

/\*In front of my footpr\*/int I\_stopped = /\*looking in t\*/ o\_abyss;

/\*In front of my last footpr\*/int I\_look\_back = /\*looking in t\*/ o\_past;

while(I\_stopped<I\_look\_back){

char ed=of\_flowers\_falling[I\_stopped]; /\*crying\*/

/\*Moments, \*/of\_flowers\_falling[I\_stopped++]=of\_flowers\_falling[I\_look\_back]; /\*looking into my died dreams\*/

/\*Are there any\*/of\_flowers\_falling[I\_look\_back--]=ed; /\*it my memory, ask my self\*/

}

}

void swallows\_everything\_I\_can\_never\_escape\_that(string &of\_grievous\_death) {

/\*Never H\*/int me=0, my\_past=0;

/\*Never H\*/int me\_my\_soul=0;

/\*Never H\*/int me\_my\_destiny=of\_grievous\_death.length();/\*of my life, is now to the end\*/

/\*Never H\*/int me\_please=0;

/\*Po\*/int at = me\_my\_destiny;

while(true){ /\*hero lasts\*/

while(me<at && of\_grievous\_death[me] == ' '){/\*aningfulness, while\*/ me++;}/\*at is my body\*/

if(me==at) break; /\*the law of soul\*/

if(me\_please){/\*get me out of there, get me out\*/of\_grievous\_death[my\_past++]=' ';} /\*why always counts?\*/

/\*Forgive\*/ me\_my\_soul=my\_past; /\*even my none-existing future\*/

while(me<at && of\_grievous\_death[me] != ' ') {/\*et soul of glorious sacrifice\*/

/\*My future\*/of\_grievous\_death[my\_past]=of\_grievous\_death[me]; /\*et, It's killing\*/ my\_past++; /\*It's vanishing\*/ me++;}

/\*Void\*/ of\_time\_void\_of\_life(of\_grievous\_death,me\_my\_soul,my\_past-1);/\*my body, burns into dust, in vain\*/

/\*Never help\*/me\_please++;

}

/\*None of those strings\*/of\_grievous\_death.resize(my\_past);

/\*Void\*/of\_time\_void\_of\_life(of\_grievous\_death,0,my\_past-1); /\*now is my whole life\*/

}

/\*Sample usage\*/

int main(){

string makes\_the\_story = "I do not derserve";

swallows\_everything\_I\_can\_never\_escape\_that(makes\_the\_story);

cout<<makes\_the\_story;

//The output will be "derserve not do I"

}

**Output**

Void of time void of life

Yihao Zhu

String of flowers falling, into abyss, into past.

In front of my footprint, I stopped, looking into abyss.

In front of my last footprint, I look back, looking into past.

While I stopped, I look back.

Charred of flowers falling, I stopped crying.

Moments, of flowers falling, I stopped,

of flowers falling, I look back, looking into my died dreams.

Are there any of flowers falling?

I look back, edit my memory, ask my self.

Void swallows everything. I can never escape that string of grievous

death.

Never hint me my past.

Never hint me my soul.

Never hint me my destiny of grievous death.

Length of my life, is now to the end.

Never hint me, please!

Point at me! My destiny.

While true hero lasts,

while meat of grievous death meaningfulness,

while meat is my body,

if meat break the law of soul,

if me, please get me out of there, get me out of grievous death,

my past why always counts?

Forgive me, my soul, my past, even my none-existing future.

While meat of grievous death meet soul of glorious sacrifice,

My future of grievous death, my past of grievous death meet.

It's killing my past, It’s vanishing me.

Void of time void of life, of grievous death, me, my soul, my past, my

body, burns into dust, in vain

Never help me, please!

None of those strings of grievous death resize my past.

Void of time void of life, of grievous death,

my past, now is my whole life.