



Multiple Sensors



Inventor: xxxxx
<https://hackaday.com/2017/05/19/sense-all-the-things-with-a-synthetic-sensor>

This Sensor can detect light, Infrared, Electromagnetism (x,y,z), Temperature, Sound.... and it has synthetic sensor (calculated dyni/dt) those things will then matched to a matrix of **learned events**. So it can detect for example that you enabled the microwave oven (Electromagnetism && Sound of the fan that cools down the Magnetron). Unfortunately Satan can also detect if a innocent girl uses her private epilator. If it is enabled and disabled over a period more than 10 minutes. **Most likely they then add pedophile old people to her / his stream and sell the her or both non-consensually as bitches.**



Repository

<https://2hmo.rvqn1hw>
yrvh16dwv4jggnvhlaf
2wxnrbmbhbrbpmx5x
3qqiwprijd.onion/free/



CF4 ASSEMBLER



Inventor: xxxxx
Assembler Coding...
https://media.ccc.de/v/25c3-2874-en-the_ultimate_commodore_64_talk

Even better:
https://media.ccc.de/v/33c3-8029-the_ultimate_game_boy_talk

Calling it "Ultimate Talk" is ultimately correct, WOW really fu**** great work

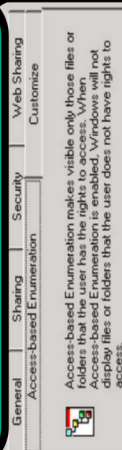
To learn Assembler and Computer Architecture the easy and funny way... with smooth SID-like sound :)

Year: ~????

33c3
Workshop 101



Access Based Enumeration



Enable access-based enumeration on this shared folder.

Apply this folder's setting to all existing shared folders on this computer

Inventor: CIA? **Year:** ~????
Depending on the authorization (or the security clearance) of a user, folders are shown or not shown in a Windows Network. The same principle maybe applies to websites, youtube, facebook, twitter and maybe even github... if you look at the m50 card the same system "could" be used to **split society into two+ separate groups**, and there would be even some triggers known to some of the older groups to start a civil war between this two groups.

Maybe explaining **Access Based Enumeration++** to the society would deescalate this problem a bit. So update your people with this knowledge. I learned about Access Based Enumeration at ABB Technikerschule Baden, hopefully only the students not yet joined the dark side, some of their parents... unfortunately did. **SELECT * FROM ABBT5 < 1970.**



DESIGN PATTERNS

| | | | | |
|-------------------------|---|----------------|---|-----------------|
| Abstract Factory | S | Facade | S | Proxy |
| Adapter | S | Factory Method | B | Observer |
| Bridge | S | Flyweight | C | Singleton |
| Builder | C | Interpreter | B | State |
| Chain of Responsibility | B | Iterator | B | Strategy |
| Command | B | Mediator | B | Template Method |
| Composite | S | Memento | B | Visitor |
| Decorator | S | Prototype | C | |

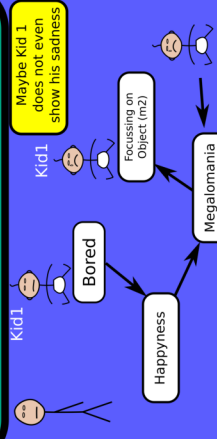
Inventor: Architect Christopher Alexander ~1977
Design patterns are proven solution templates for recurring design problems in architecture as well as in software development.

A design pattern usually contains several classes (templates or objects). A single design pattern is a collection of different such templates. E.g. The shape of a single step of stairs AND the railing (steelwork or eg woodwork) for the complete stairs AND for example the shape for the carpet of each step.

Architecture, Software development, psychology (Archetypes), Sociology (Archetype-Combinations)



Statemachine (bad for kids)



Don't blame Kid1 nor Kid2 nor Parent
my opinion its a Problem induced by Technology

Inventor: xxxxx **Year:** ~????

1. Kid 1 is bored (therefore doing things random things to stop the boredom)
2. Parent 1 spends time with Kid 1
3. Kid 1 stops with random things and is lucky that Parent 1 plays with him / her.
4. Kid 2 thinks it would be existentially to be part of this group (Kid 1 & Parent 1) too Kid 2 too
5. Parent 1 plays with Kid 2 too
6. Kid 1 now thinks that it is a threat to his existence (Kid 1 & Parent 1) is begin to be evil to Kid 2)
7. Parent 1 tries to make them play with each other or as a group of three
8. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
9. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 10a. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 10b. Kid 1 & Kid 2 don't learn to 8. -> goto 1
11. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11b. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11c. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11d. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11e. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11f. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11g. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11h. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11i. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11j. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11k. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11l. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11m. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11n. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11o. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11p. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11q. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11r. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11s. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11t. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11u. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11v. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11w. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11x. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11y. **technology** (!* card) makes Kid1 focus on Objects (m2 card)
- 11z. **technology** (!* card) makes Kid1 focus on Objects (m2 card)