PATTERN RECOGNITION

a9

Inventor: **Norman Joseph Woodland and Bernard Silver** **Year: ~1949**

https://marclandolt.ch/Hackers-Cardgame/jpg/EN/

don't trust QR-Code Apps that much

Observer Pattern

a8

Subject
-observerCollection
+registerObserver(observer)
+unregisterObserver(observer)
+notifyObservers()

notifyObservers()
for observer in observerCollection
call observer.notify()

Observer
+notify()

ConcreteObserverA
+notify()

ConcreteObserverB
+notify()

Inventor: **Erich Gamma, Richard Helm ...** Year: ~1994

The observer pattern (also called listener pattern) is a design pattern in software development. It belongs to the category of behavior patterns. In the programming language Java it would need an interface (public interface Observer) and it would be used with "implements Observer" (needs exercise and maybe qfire, quantumInserts, Turbine, Tarmoil tries to make it hard for you to learn) It does not mean "survaillance" its a computer science Term, but of course such a design pattern can also be abused for surveillance, and eg trigger a16 Card.

To use Design Patterns you first need to learn an OOP Programming Language

---

Military Rank

a3

Oberst

Fach-offizier (FachOf)

Inventor: **Satan / Romans?** Year: ~~500

People tend to subjugate other people and making them "usable" for their own profit. Globally there are many of such systems that use things like dt1 card to enslave people people. Right-Wing people seem to thrive in Military Systems. Maybe not even by their own will but they have had maybe dominant parents and learned that it is liked with less pain if they just do what the older person says. I myself was always rebel and begun early to question things the older generation said. This way I went is possibly more painful since you must deffend against the older generation and consider that the younger that help those olders and obey their order attack you from two sides. And it would not be fair to be mean to the younger.

NORMAL-DISTRIBUTION

a1

Hochbegabung

Inventor: **Carl Friedrich Gauss** Year: ~1801

E.g. the distribution of intelligence in society is normal-distributed. If you would find out that people that run amok or suicide quite often after they have been "therapied" by mental institutions and then they are shut away maybe in the same mental institution after they run amok more than the normal-distribution would predict, then you maybe sould really ask some questions. Personal Traits (eg. Mayer-Briggs) are noraml-distributed too. So these formulas are quite useful to find out if one tells the truth or not. But it is not evidence, but maybe something one should investigate.
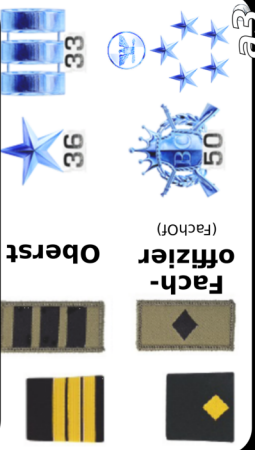

OOP CLASS

a6

Inventor: **Alan Kay**   Year: ~1993

The inventor of the programming language Smalltalk was the first who used objects in software development. It was maybe the first Programming Language that used "**Object Oriented Programming**". Like Gutenberg could print complete books with letters templates one can create biger things out of such objects. A Class is can be single part of a complete software product. Eg. in an addressbook Class you would have predefined fileds for Name, Address, Phone Number,...". You can also have such templates in Psychology, Mechanic. Simplification / standardisation through predefined templates makes things more efficient but people maybe **loose base skills when using JUST templates**

Hierarchy

a13

Inventor: **Satan**   Year: ???

Hierachical Systems tend to lack Moral. Most Compynies have hierarchical structure often they abuse small left wing people in the lowest rank to make the customers think that the company and its management is good and trustworthy. In case such a left wing puncingball would upgrade to a Whistleblower and find out about the dark management and that they abuse the young people as such punching balls they would possibly attack him with a16, m38, t15.... Maybe played with a14, which means that there will be also some bad left wing people.

The Sad thing is, that this is business as usual.

Batch Achievement

a4

Discover: **Trevor Paglen** Year: ~2010

Each (sub-)culture has its, heroes, enemies, rites, symbols and "secrets"

Trevor Paglen "collected" such symbols and wrote a book: "**I Could Tell You But Then You Would Have to Be Destroyed By Me:** Emblems from the Pentagon's Black World" Find those symbols of common sense and you will find maybe hints to the truth and the whole picture. I'm not sure if such symbols are "The Mark of Cain" or symbolize just a group membership in the real world or in computergames. But beeing member of a bigger system maybe compensates also low self-esteem, question would be, who caused the low self-esteem initially

---

Bijektivitaet

a15

Die Funktion $f: \mathbb{R} \to \mathbb{R}, x \mapsto x + a$ ist bijektiv mit der Umkehrfunktion $f^{-1}: \mathbb{R} \to \mathbb{R}, x \mapsto x - a$.
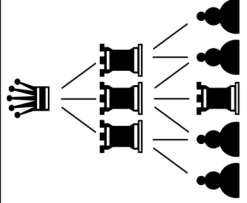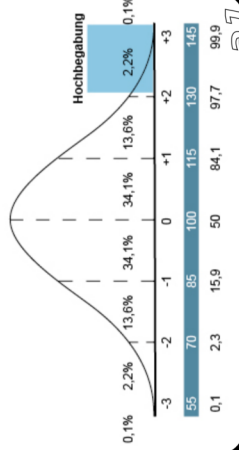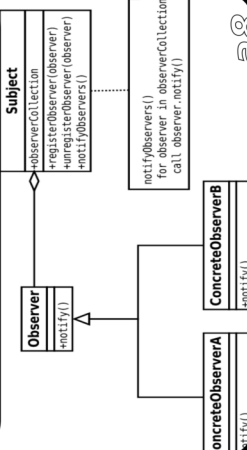
Inventor: **Good**   Year: ???

If you need to punish someone then do it bijective. Best thing is not to attack a person physically or in the mainframe, or with cyberwar... you could risk his or your life. There are seldom cases, for example if they want to (cyber-) | rape | attack | your girl... in this case it is possibly ok to defend yourself and younger against the offender. Keep in mind that you defend yourself without causing permenent harm. Maybe the offender is remote controled. See cards t1....t*

If there is something like death sentence for example in texas then and would kill an innocent you would find that out to late, then the whole state could sentenced to death to. In Switzerland there are no official death sentences.