



REPOSITORY

<https://2hmorvqn1hw>

<yrvh/6dwv4jggnvhlaf>

<2wxnrbmbhrbpmx5x>

<3aqiwpriyd.onion/free/>

<https://0x8.ch/HackersCardgame9>
<http://HackersCardgame.ch>
<https://2imorvqn1hwv6dw4jggnvhlaf2wxnrbmbhrbpmx5x3aqiwpriyd.onion/>

r-7



VINTAGE COMPUTING

IBM Mass Storage
System 3850 (80ies)



...meanwhile Willi is having a yellow honey **ibm1**

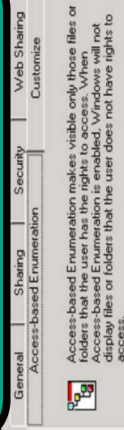
Inventor: xxxxx
Year: ~???
If one would find the older people that bought eg. an IBM System 3850 in the early days of modern computing, we could maybe find out who did all this bad things that happens in the world today. Psychological Profile of such a person would match to rich people and therefor maybe also not the nicest people. This would only be the first guess. If i would be rich i would give all my money to save the world, since there are still many problems on this world i bet i am not completely wrong with my first guess.

Could we find out who bought this sort of mass storage or other expensive? computer equipment in the old days???

Edwin Black: IBM had a "maybe" a few...



Access Based Enumeration



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 also applies to websites, youtube, facebook, twitter and maybe even github... if you consider 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, but some of their parents... unfortunately did.



C64 ASSEMBLY



33c3
c64

Inventor: xxxxx
Year: ~???
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 :)
but in ~1995 they already listed 14 year old kids that bought assembler books.



DESIGN PATTERNS

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

dtp3

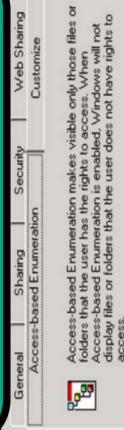
Inventor: Architect Christopher Alexander ~1977
Design patterns are proven solution templates for recurring design problems in architecture, in software development and in Psychology / Sociology. A design pattern usually contains several classes (templates or objects). A single design pattern is a collection 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 a step.

Psychology: Archetypes

Sociology: Archetype Combinations



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CLASS (Programming)

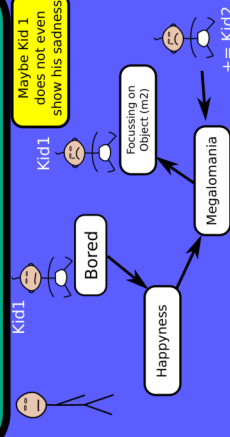


dtp2

Inventor: Alan Kay
Year: ~1993
The inventor of the programming language Smalltalk was the first who used objects in software development, But Gutenberg and the letters of his printing presses was another example of templates. A class is a single template for part of a complete software, e.g. "Name, address, location, phone, ..." would be a template for a person in an object relational address database.
Simplification / standardization through "preprinted (software) templates", so in cyberwar (Electronical / Psychological Warfare) you would recognize the general behavior of the class or the design pattern (dp4) that makes it much easier to defend yourself against such attacks.



Statemachine (bad for kids)



Inventor: xxxxx
Year: ~???
Don't blame Kid1 nor Kid2 nor Parent
my opinion its a Technology Problem sk1

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
6. Kid 1 now thinks that it is a threat to his existence
7. maybe therefore Kid1 is begin to be evil to Kid2
8. Parent 1 tries to make them play with each other or as a group of three
9. technology (+ card) makes Kid1 focus on Objects (m2 card) and so the problem stays unsolved
- 10a. Kid1 & Kid2 dont learn to 8. -> goto 1
- 10b. Additionally the parent(s) would be scapegoats for this possibly technological induced problem, eg. b1 & t1 Card.
11. by the age of 20+ one would play cards mos2=m37=dt1??