

# Public note

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Most ideas come from previous ideas. The sixties, particularly in the ARPA community, gave rise to a host of notions about “human-computer symbiosis” through interactive time-shared computers, graphics screens and pointing devices. Advanced computer languages were invented to simulate complex systems such as oil refineries and semi-intelligent behavior. The soon-to-follow paradigm shift of modern personal computing, overlapping window interfaces, and object-oriented design came from seeing the work of the sixties as something more than a “better old thing.”

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