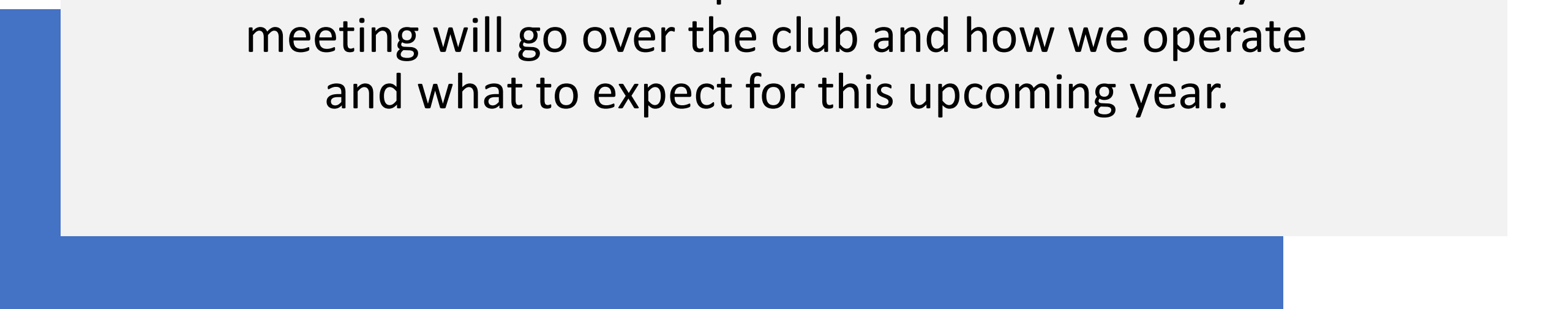


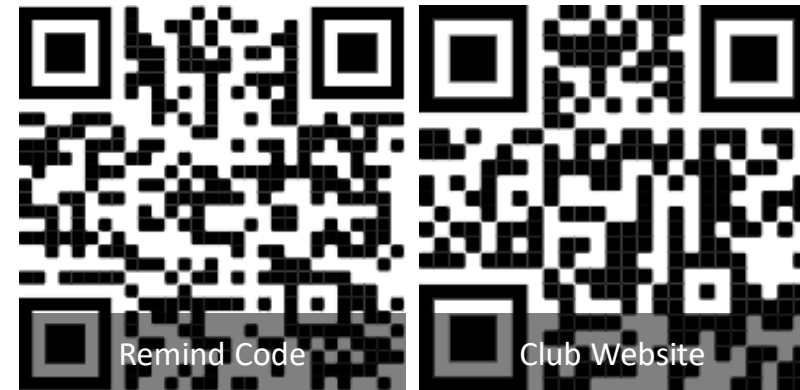


CS Club Intro Meeting

Welcome to the Computer Science Club. Today's meeting will go over the club and how we operate and what to expect for this upcoming year.



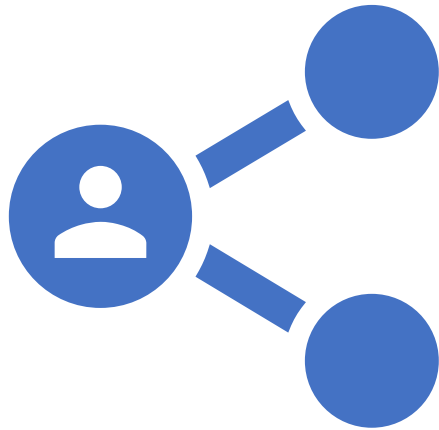
Important QR Codes





Welcome!

Welcome to the CS Club, we are happy you are here. This club is run by our two mentors, Mr. Cargill and Mr. Hulett. They will be your point of contacts in the case that you may have any questions.



What to expect?

- Every week, we will hold a meeting where we talk about a variety of topics regarding technology such as new programming developments, encouraging members to create small projects and showcase them after learning a skill during the meeting, and try to unmask the true meaning of AI and trying to show and create projects together.

Competitions

- In addition to our weekly clubs, we participate in a multitude of contests such as Battle of the Brains and many invitations.
- Some competitions will be online, and some will be held in-person
- In the second semester, club members can showcase their programming skills in two very special competitions: UIL and HPE CodeWars

Current Officers

- Though some of our officers have gone to college, these are our current officers
- New officers will be elected through an election soon

Position	Name	Graduated/Student
Acting President	Chinmay Mangalwedhe	Student
Vice-President	Davinderpal Toor	Graduated
Club Officer	Fady Seha	Graduated



Last Year Club Pictures

That's it for today!

Thanks for coming and please come next Wednesday where we start to learn basic HTML and CSS.

```
mirror_mod = modifier_ob.  
# Add mirror object to mirror_mod  
mirror_mod.mirror_object =  
operation == "MIRROR_X":  
mirror_mod.use_x = True  
mirror_mod.use_y = False  
mirror_mod.use_z = False  
operation == "MIRROR_Y":  
mirror_mod.use_x = False  
mirror_mod.use_y = True  
mirror_mod.use_z = False  
operation == "MIRROR_Z":  
mirror_mod.use_x = False  
mirror_mod.use_y = False  
mirror_mod.use_z = True  
  
# Selection at the end -add  
mirror_ob.select= 1  
modifier_ob.select=1  
context.scene.objects.active  
("Selected" + str(modifier_ob.name))  
mirror_ob.select = 0  
= bpy.context.selected_object  
data.objects[one.name].select  
  
print("please select exactly one mirror")  
  
-- OPERATOR CLASSES --  
  
types.Operator):  
on X mirror to the selected  
object.mirror_mirror_x"  
mirror X"  
  
context):  
context.active_object is not None
```