

hw-3

- 1.) *Summarize in your own words the points Lanier is making in the first few sections up to but not including “The Apple Falls Again”. Try to succinctly capture (in your own words) the gist of what he is saying and promoting, and compare this to the opposite view he is suggesting (which he says is being promoted by Silicon Valley culture). What is his argument to this point?*

Basically, this section of the chapter is him saying that information is alive and it's starting to know more about us than we know about ourselves. He brings up the concepts of singularity and rapture, and how one day robots will become more intelligent than humans. He brings up points on how information and computers can sometimes make tasks harder for humans and easier for computers, like in the Microsoft word autofill example. And comparing his viewpoints to the Silicon Valley culture, he sees humans as the only thing alive, and they need to interact with computers for them to be alive as well. And Silicon Valley is leaning towards humans transcending to computers. He counters these thoughts by saying information is lifeless, and humans need real experience for them it to work.

- 2.) *(a) Repeat Question 1 but for the sections starting at “The Apple Falls Again” up to but not including “The Circle of Empathy”. (b) Write down your own thoughts and ideas regarding what Lanier is saying in these sections.*

a) In these sections, Lanier talks about Alan Turing, and how the Turing test is misunderstood, as it is more of a spiritual idea relating to perception and identity. Lanier also talks about how the Test can only be known in a relative sense by a human beholder, going back to that point of how technology is useless without human consciousness watching over it. The author also talks about when we treat computers as intelligent, it diminishes humanity. He talked about the Deep blue chess experiment with Kasparov losing and the aspect of bluffing. In the end he argues that respecting our machines is a bad idea, saying that we are more important than the data.

b) I honestly know really know what to think about these since I've never heard about these ideas before, but they are at least interesting to think about. And seeing that this book was published in 2010 makes it even more thoughtful to look back on. His argument that humans are needed and are more important than information and technology is something I am agreeing on and I can understand his points made for these arguments, but some of the text he writes is very confusing to intake.

3.) After reading “The Circle of Empathy”, “Empathy Inflation and Metaphysical Ambiguity”, and “Pairing the Circle”. In your own words, briefly describe what you think Lanier is getting at in these three sections. What is the significance of his thinking regarding the “Circle of Empathy”?

In these three sections, Lanier mainly talks about this “Circle of Empathy”. In this circle you live in, the circumference or the line of the circle is your empathy level. The smaller the circle is, the less empathy you have for some things, and the bigger it is, the more empathy you have for things. He relates this to conservatives and liberals. Lanier also touches on the size of the circle changing you and who you are. He talks about how technology, and how people are expanding their empathy circle to it, changing who they are in negative ways, again disagreeing that technology has its own voice and changing the way we live is negative. He ends this section with criticizing Silicon Valley once again, saying that giving these algorithms a voice is foolish.

4.) Read the remaining sections, reflect on what Lanier is saying, and summarize your thoughts. As part of your summary, relate what he is saying to the impacts of (computer) technology and ethical considerations when developing software.

For the rest of the chapter, Lanier basically explains his theories of consciousness. He does so in a series of examples where a hypothetical computer is taking control of neurons inside your brain and he asks the question if the computer inside you is conscious or not. Then he brings up another situation where data is being transferred into that computer inside your brain. Lanier keeps on talking about consciousness and our experience in the moments are linked. He talks about the dangers of false certainty and how that can lead to superstitious beliefs, especially with engineers and scientists pretending to know more than they actually know in this metaphysical mystery.

In the last section Lanier talks about a "philosophical zombie" to critique a modern viewpoint that denies the nature of human consciousness and individuality. Looking at all these thoughts and relating what he says to the impacts of computer technology and ethical considerations when developing software, the author could be suggesting that keeping your own personal consciousness and unique freedom, unchanging about what you think and how you live is the most important/beneficial thing when creating software.

5.) 

6.) developing unit tests was kind of tricky at first due to me not being familiar with unit tests in java, but once you get the gist of it, it wasn't too bad and it was actually pretty helpful for a project that has a lot of classes and methods within those classes. Trying to run something to test a function in this project wasn't really practical since you basically

have to finish everything in order to see results for that test, but unit testing allowed me to test individual methods separately while the project was still incomplete.

7.)

8.) I tested pretty much everything in the TwoDicePig game V2 the same way I tested it in the TwoDicePig game V1. I first tested the new features like the score display and the dice counter/max turn total counter which was pretty simple, and then I tested playing against another human which worked perfectly fine like last time when implementing the class methods. Next, I tested the vs. computer player, and the new message it produced to select the computer strategy which worked fine. I tested the new hold at 23 strategy given to me, and then I tested & developed my custom strategy when I was done with the entire program to make it easier to test. Everything seemed to work fine. I then finally tested all the @Test methods I made (and the ones that were already given) to test that everything worked. And that was basically it for testing the project when the game was done.

9.) I actually had quite the annoying challenge when I was first starting to work on this assignment. I went on a tangent that lasted about 3 hours of me just troubleshooting getting one simple red line error to go away. Before I even started working on anything, I had an error on the package cpsc224; line at the top of every java file. The error message said that the declared package cpsc244 didn't match the expected package "". I looked this up and researched trying to fix everything for so long and nothing worked. After a couple hours of my life wasted, I finally fixed it by resetting the java language workspace, which I don't even really know what that does. The only other challenges I had on this project was reimplementing the main method due to everything new surrounding it, and the hold method for the computer which tripped me up due to its weird parameters and return values. But after examining the playTurn method for the computer I figured out a solution.

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