

# KNOWLEDGE CORNER

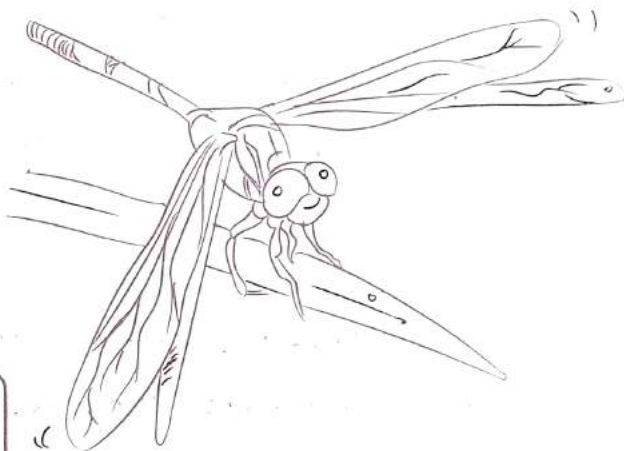


HERE IS A LIST OF  
PLACES TO VISIT IN  
STOCKHOLM

- Vasa Museum
- Royal Palace
- Drottningholm Court Theatre
- ABBA the museum
- Skansen Open Air Museum
- Nobel Prize Museum
- Nordiska Musset

# AMAZING FACTS

Dragonflies were around long before the dinosaurs. Back then, they had wingspans of two and a half feet!



In a year, million tonnes of dust are transported by the wind from the Sahara Desert to the Amazon!

Teotihuacán, an ancient Mesoamerican city, was built by hand thousands of years ago. But, it is called the city of mystery, as its origins are unknown.

Venetia Burney named Pluto when it was discovered! She was 11 years old!

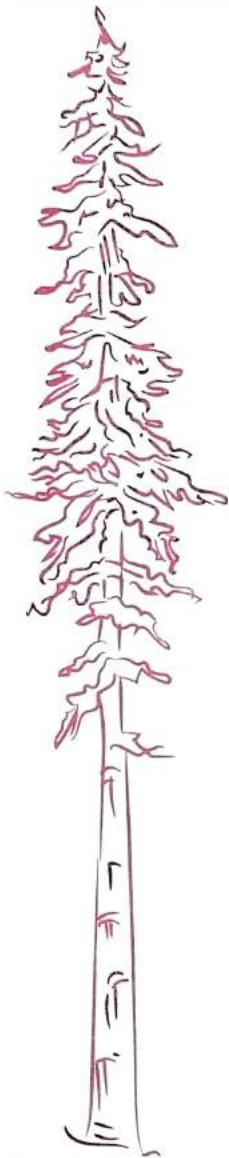
A group of alligators is called a 'congregation'.





# AMAZING FACTS

Hollywood actor  
Tom Hanks has an  
asteroid named  
after him. It's called  
12818 Tomhanks.



Lake Abraham in Alberta, Canada  
showcases a spectacular winter  
phenomenon—pearl-like bubbles  
trapped beneath layers of ice.

The human brain is sometimes  
more active when a person is  
asleep than when awake.

Russia built a computer  
that ran on water!

The Hyperion is one of the world's tallest living  
trees, located in Redwood National Park, California  
(United States). Nicknamed the 'Stratosphere  
Giant', it stands over 350 feet tall.

PROJECT (SYSTEMS)

interactivity is ~~central~~ - its the main theme of game design. transition systems seems like a way to make these algorithms interactive, and thus being able to convert these to basic games. it could be possible to implement SVG diagrams + interactive elements to nodejs packages with .svg suffix, and compositional implementations with .composition suffix. (Or include in package).

could it be possible to implement this on unity and publish it as a game on steam, or as well as to some education games store.

china's philosophers problem also seems interesting. could it be implemented as a js package,