

NAD BRZEGIEM INFORMATYKI

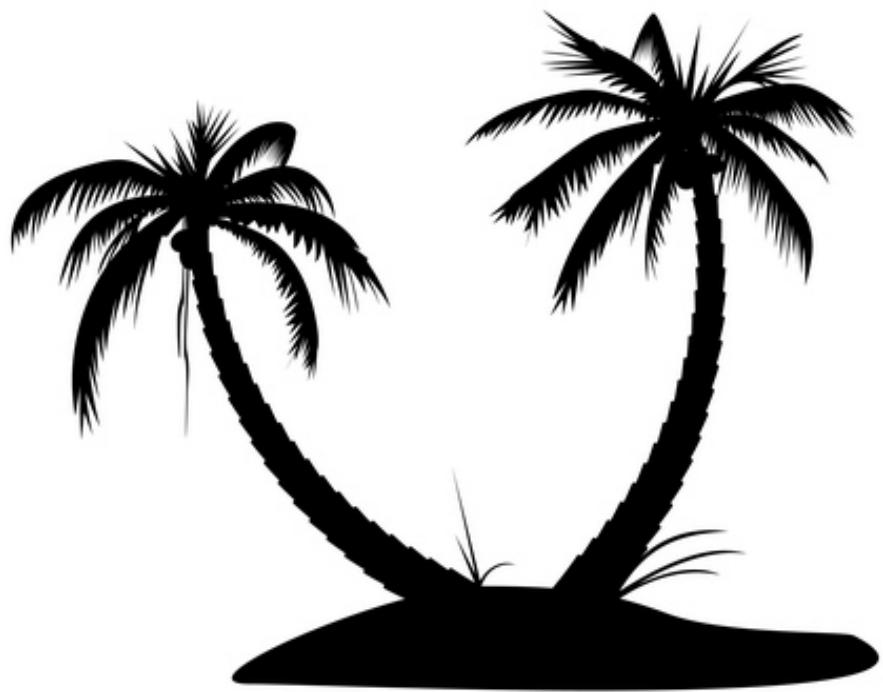
VI Dni Wolnego Oprogramowania

Mikołaj Pastuszko | @mPastuszko

CC BY-NC-SA

Mapa świata

według informatyków





sztuka
psychologia
filozofia
wizualizacja
językoznawstwo

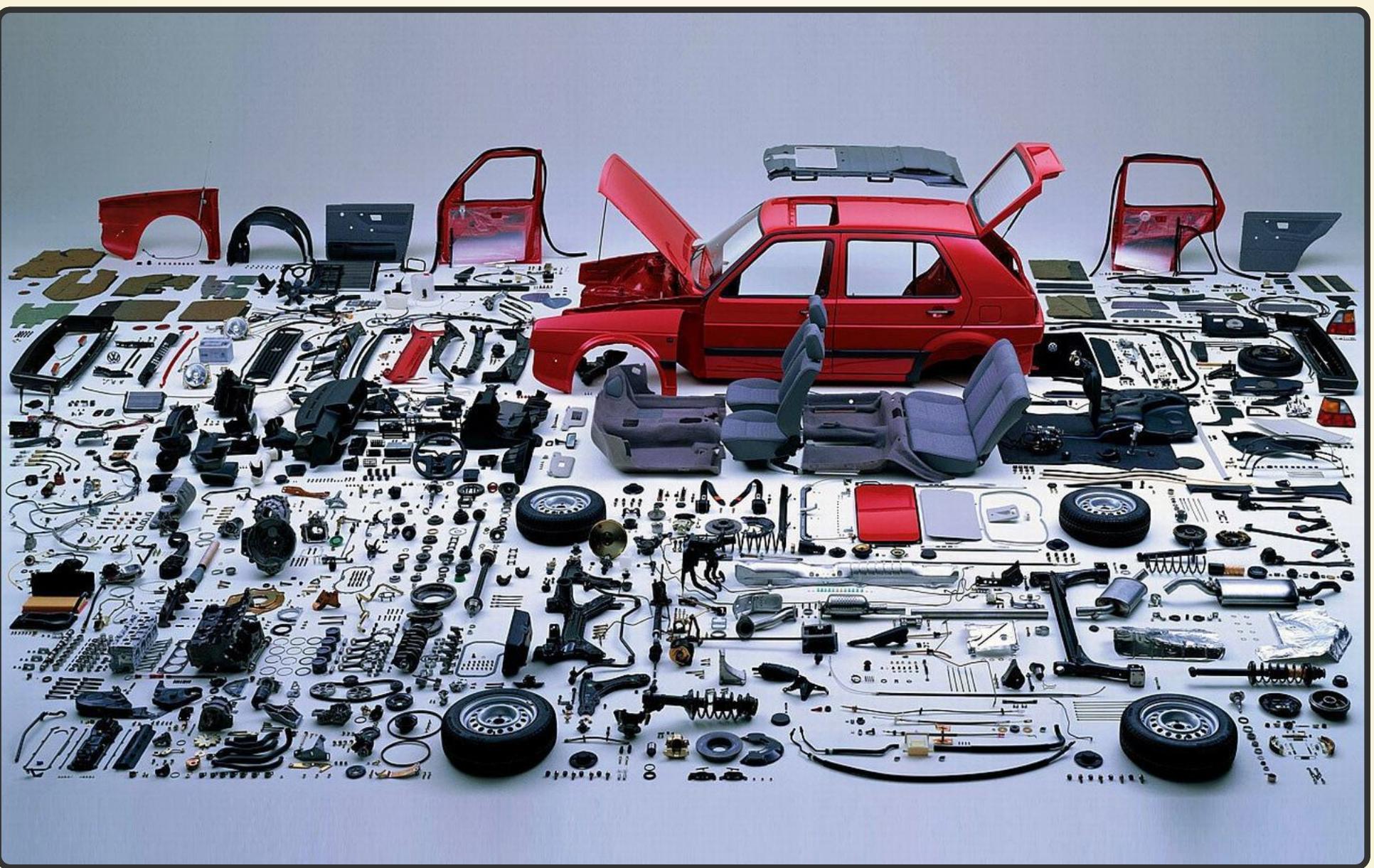
CEL

zainspirować

i

rozbudzić kreatywność

ZAGADKA





Start

Ben
Martens 

Sanjay Jacob

RE: Let's go see a movie this weekend?
Sounds like a good plan to me. I don't ...

Mail

8



Roxanne Kenison also commented on Lesley Allan's post.



4



Photos



Desktop



Messaging



8
Friday



Internet Explorer



Store

Unmanned commercial rocket v
the International Space Station



68°
Sydney, Australia
Sunny 51° / 65°

Weather



SkyDrive



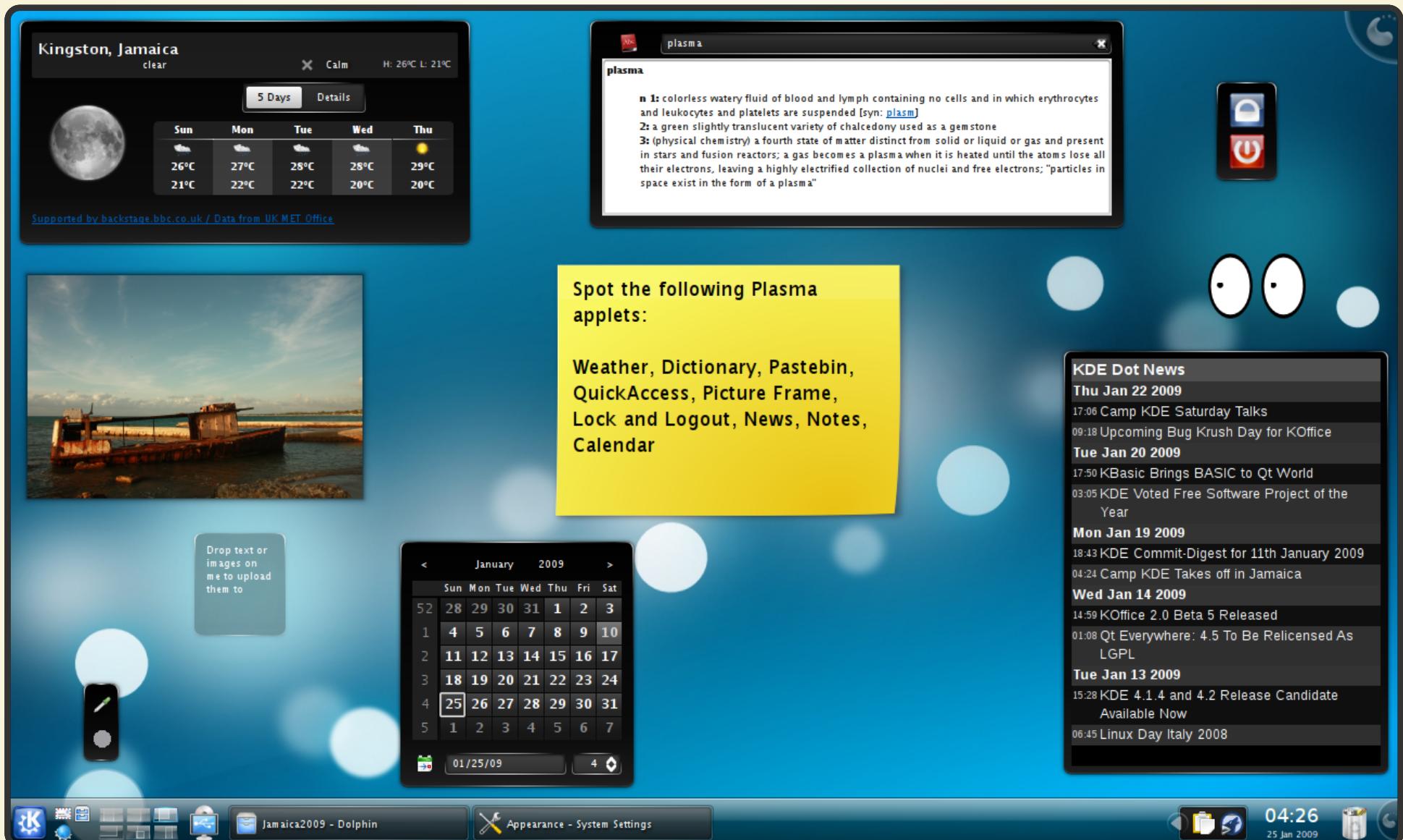
Xbox LIVE Games



Camera



Music





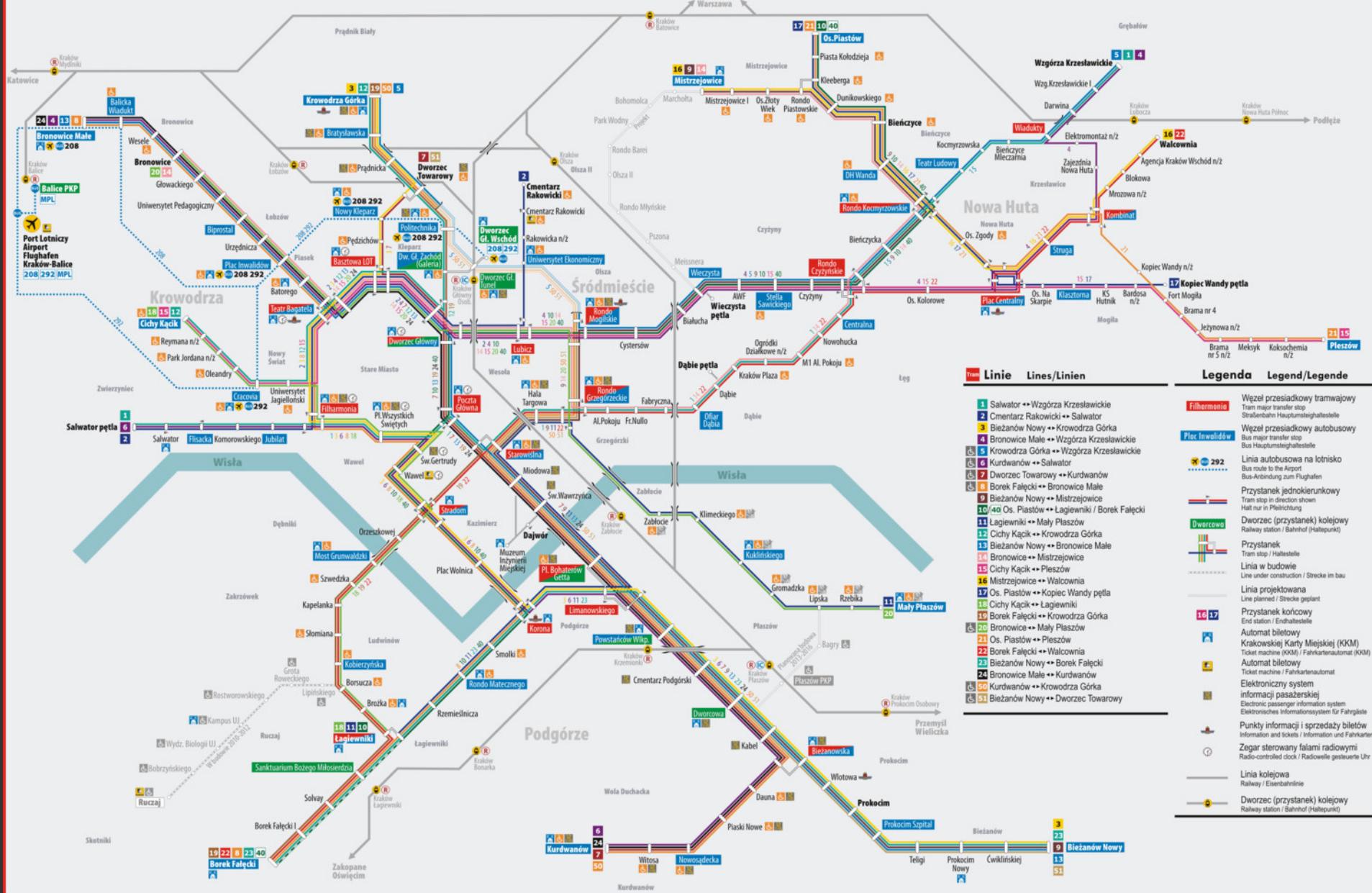




PLAN KOMUNIKACJI TRAMWAJOWEJ KRAKOWA

Cracow tramlink network map Straßenbahn-Netz Krakau

ŽELASNE SZLAKI - © Wszelkie Prawa Zastrzeżone
<http://www.1435mm.net.pl>
 Projekt i wykonanie: Hubert Wągela
Stan na 01.12.2010





github
SOCIAL CODING



“Nie zapomnij kupić parówek!”

VS

“Pamiętaj, żeby kupić parówki!”



@PoppethThyPussy

Przyszły wyniki testu na HIV. Są pozytywne.
JESTEM CZYSTA!

123

FAVS



704

RETWEETS



@PoppethThyPussy

Dlaczego wszyscy mówią mi, że jest odwrotnie?
Skoro jest pozytywny, to znaczy, że jest dobrze
prawda??

67

FAVS



479

RETWEETS



@PoppethThyPussy

Przestańcie robić sobie ze mnie żarty.
Pozytywny = Dobrze, Negatywny = Źle.
Uczyliście się tego w podstawówce idioci!

MISTRZOWIE.ORG

“Test na HIV dał wynik pozytywny.”

VS

“Jest pani zakażona wirusem.”

FORMA

jest ważna!

Przerost treści nad formą?

- działa vs **wygodne**
- co tworzymy vs **jak tworzymy**
- co klient zamówił vs
czego potrzebują użytkownicy

Aspekt treściowy

VS

Aspekt relacyjny

psychologia

Holism

psychologia & filozofia

XVII wiek

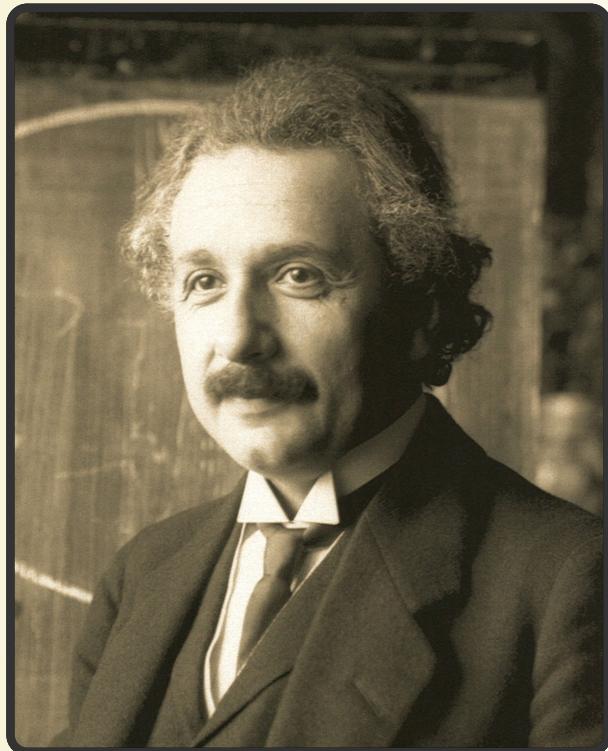


- dualizm
- atomizm
- analiza układów zamkniętych.
- całość = suma części

Firma

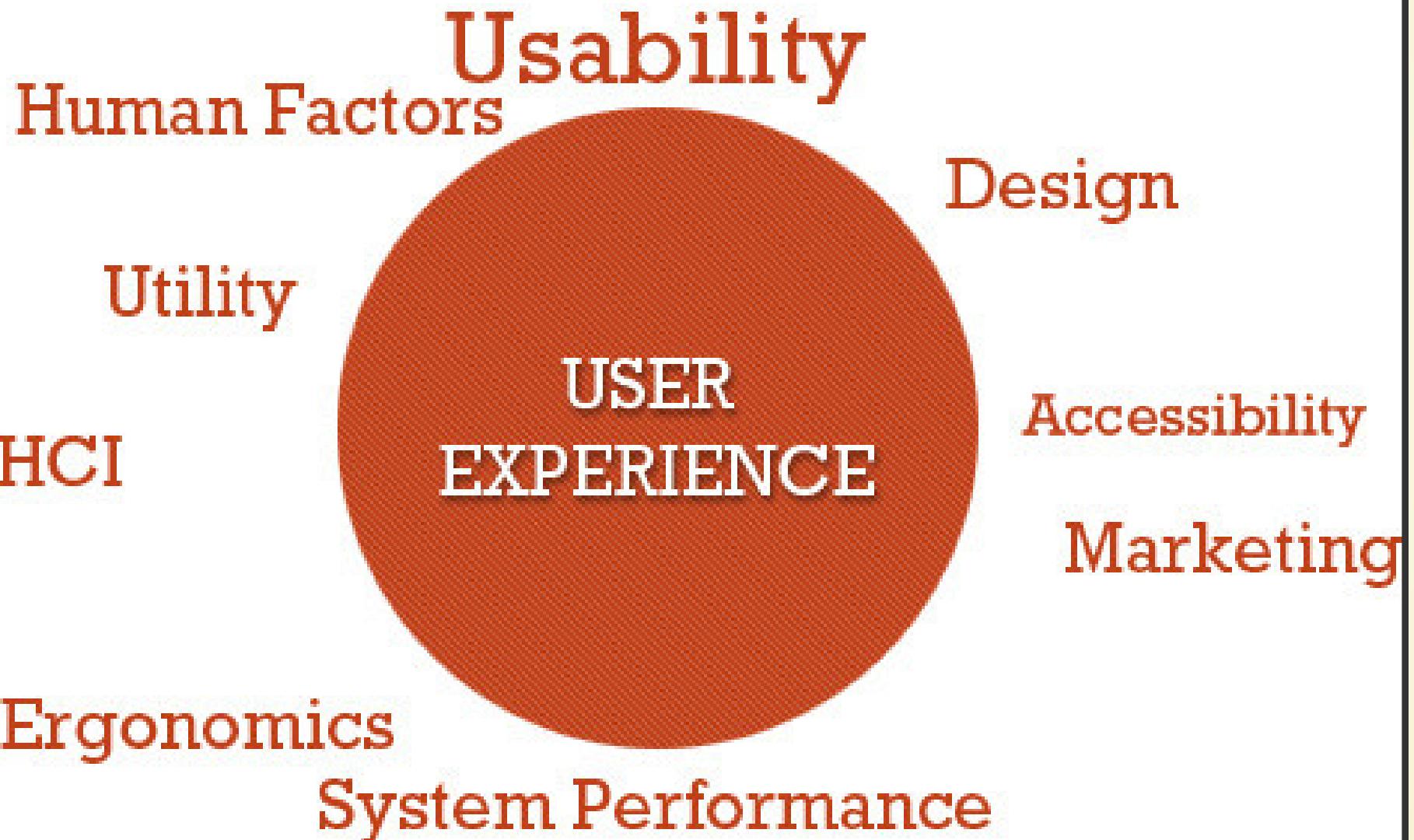
- dział rozwoju (dewelopmentu)
- dział kontaktu z klientem
- dział marketingu
- ...

XX wiek



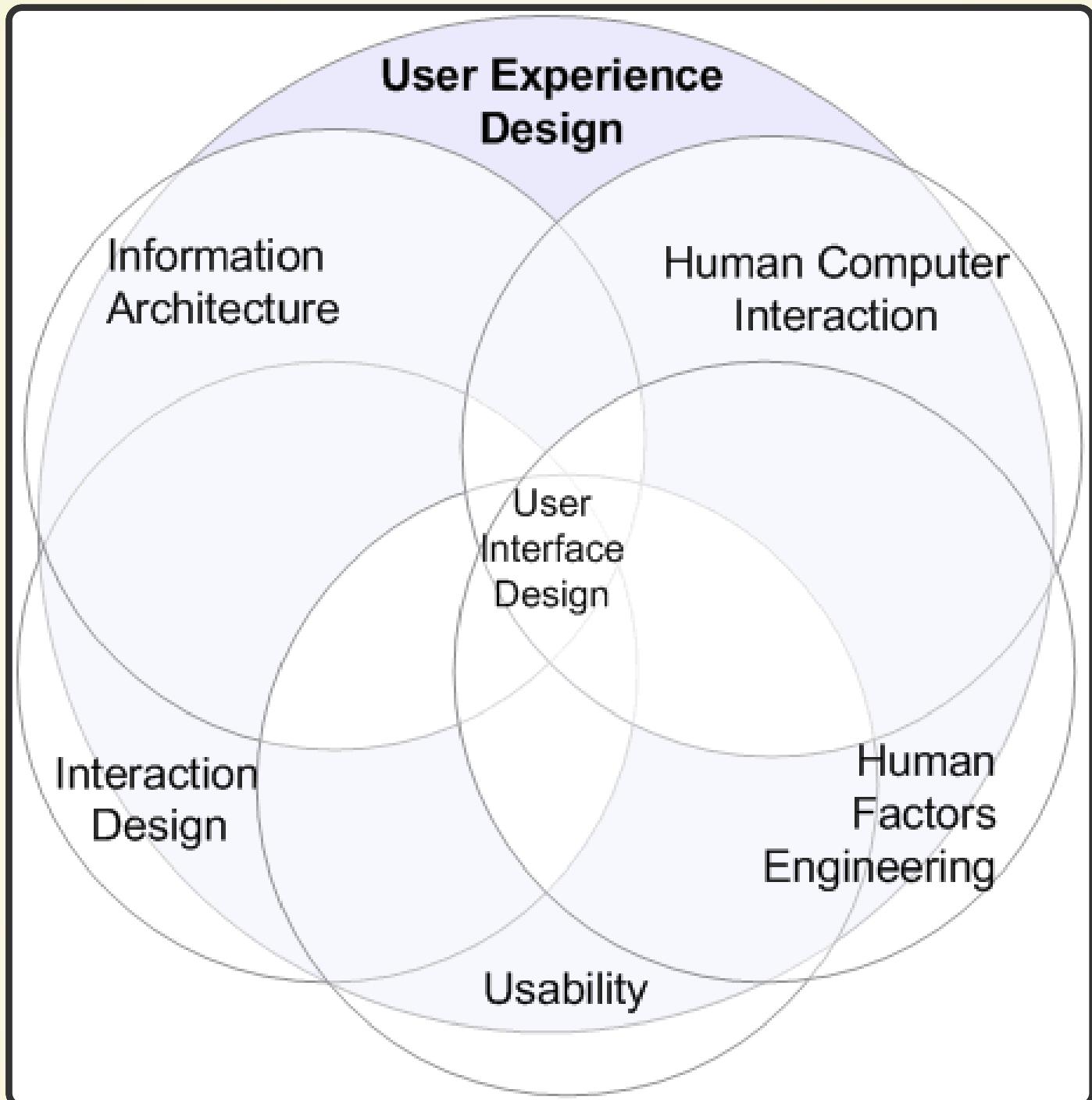
- całość > suma części
- nie istnieją części odizolowane od całości
- subsystemy tworzą system jako całość

Firma



UXD

USER EXPERIENCE DESIGN



ACCESSIBILITY

(dostępność)



Dasher Demonstration





Jak robić ten cały UX?

★ Interviewing



Plan Research Synthesize Design Develop

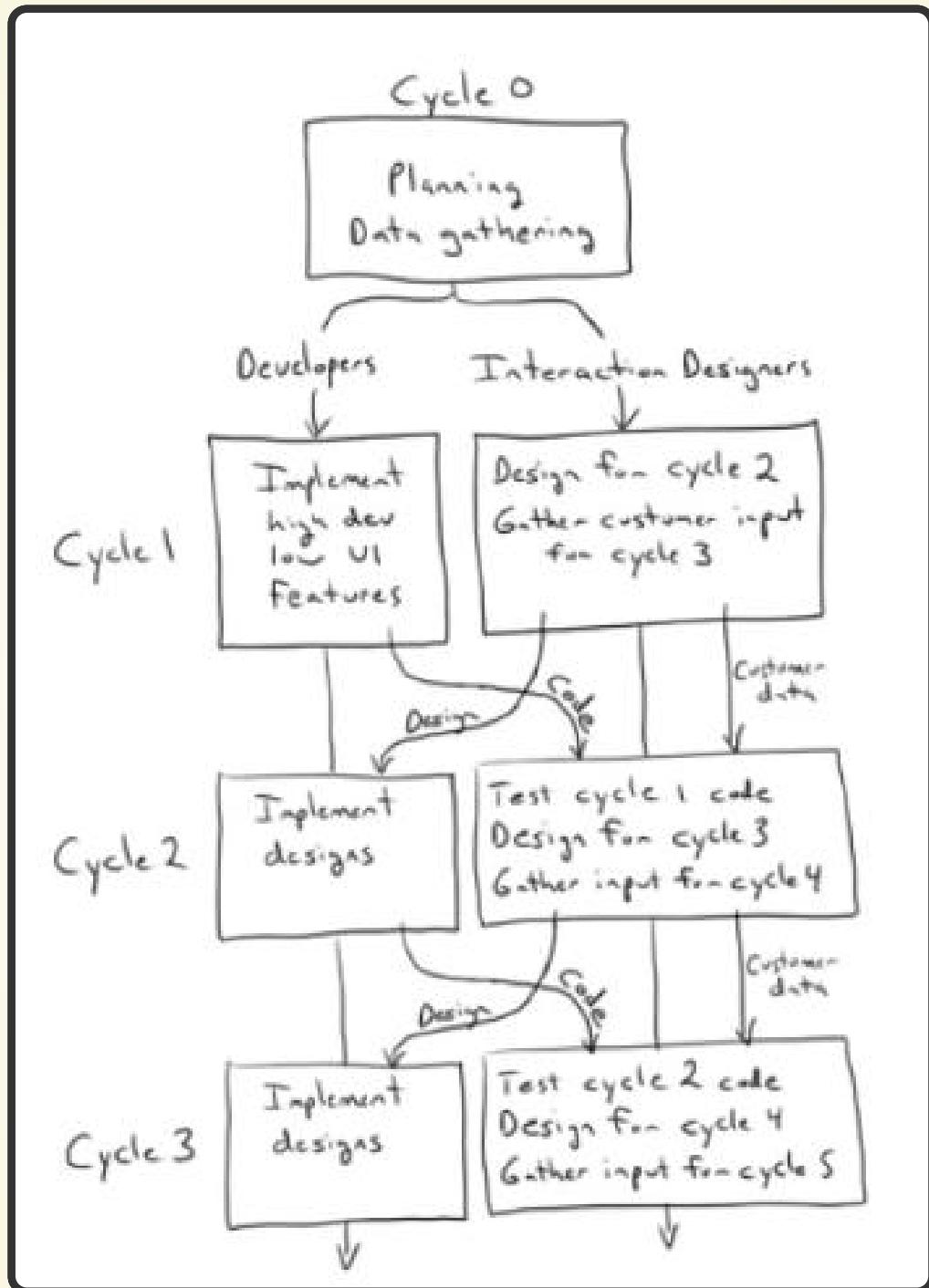
To był
strasznie ważny rysunek!

★ Interviewing



Plan Research Synthesize Design Develop

Waterfall?!
NIE!



IIA

INFORMATION ARCHITECTURE

Jak stymulować kreatywność?

Dywergencja



Konwergencja

DIVERGE

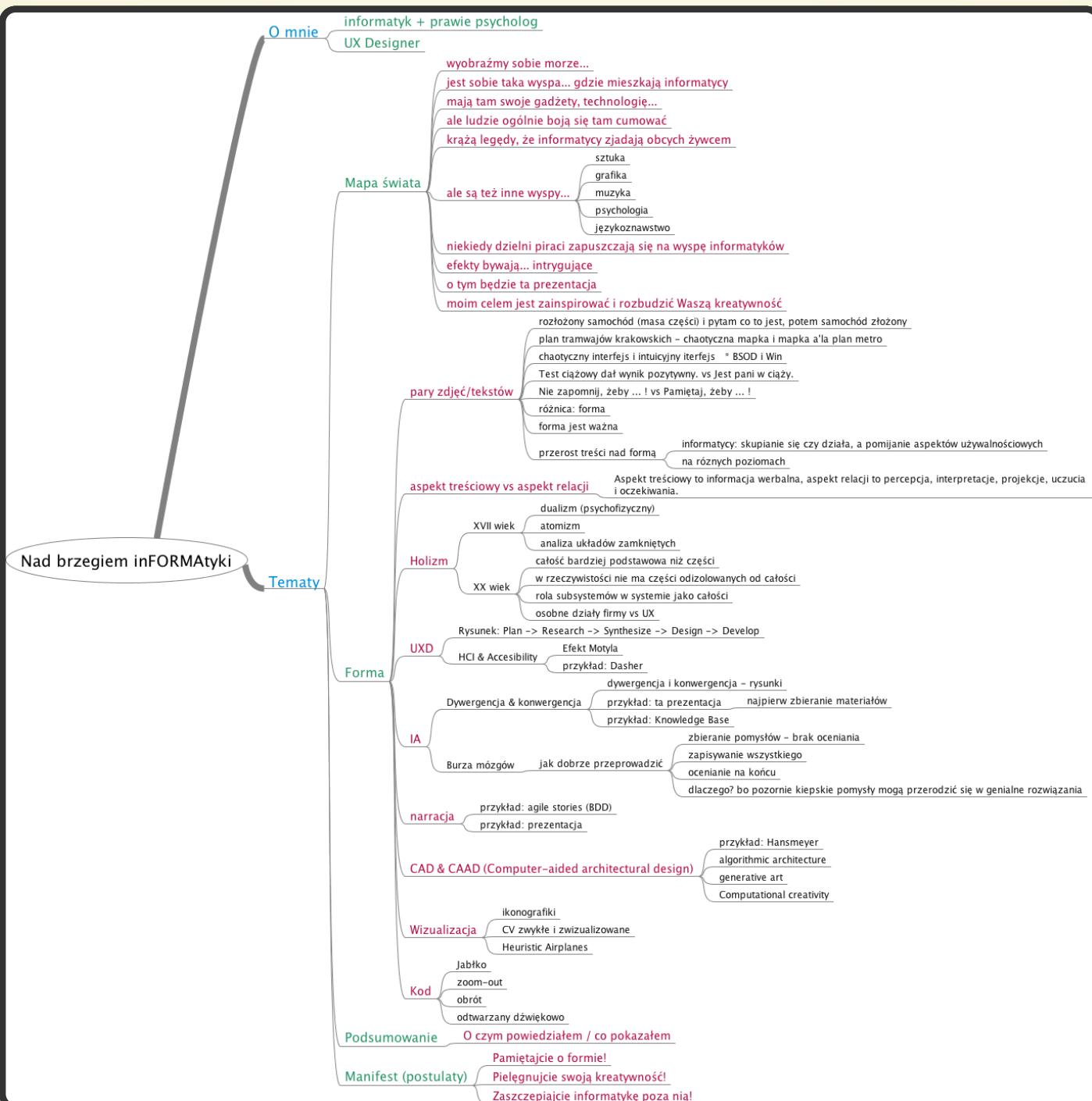
CREATE
CHOICES

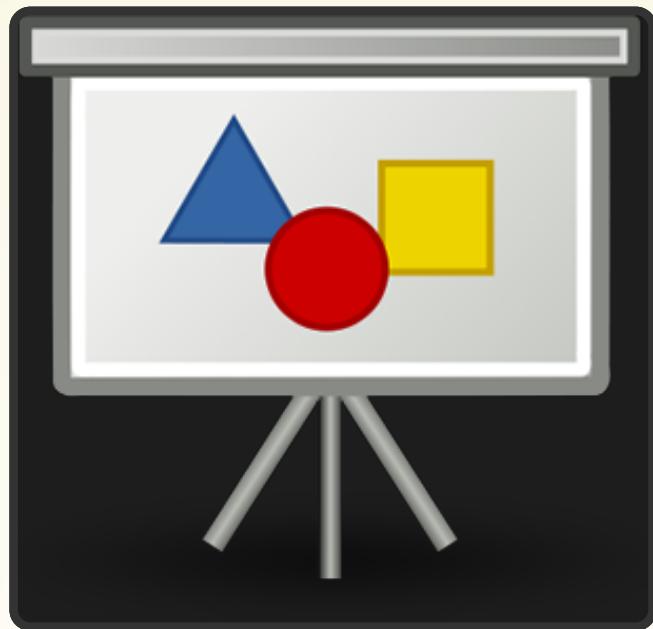
CONVERGE

MAKE
CHOICES

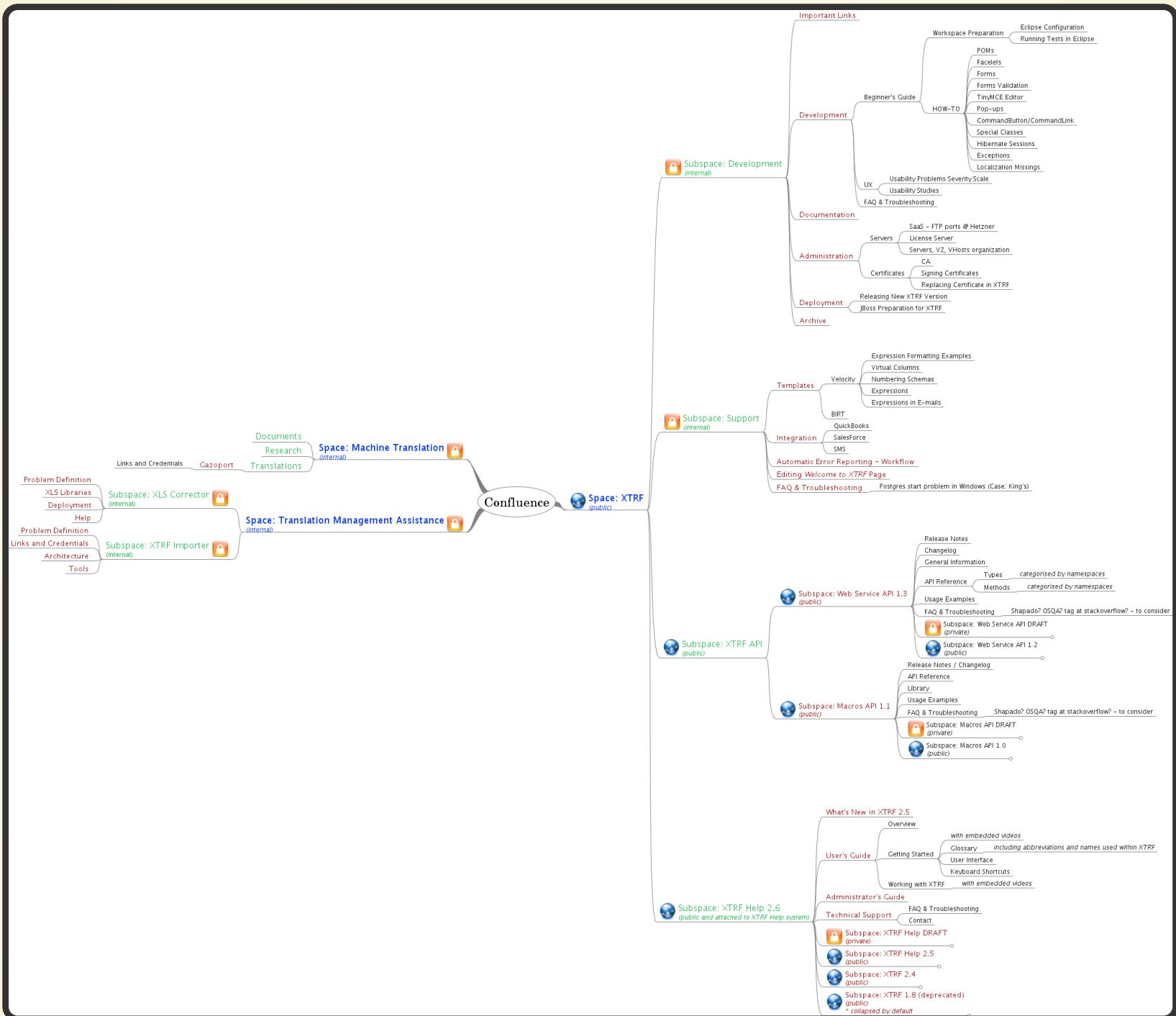
Przykład: ta prezentacja







Przykład: Knowledge Base



Burza mózgów

“Pozorne kiepskie pomysły mogą przerodzić się w genialne rozwiązania.”

I

Zbieranie pomysłów

- zapisujemy wszystko
- nie odrzucamy
- nie oceniamy

II

Ocena i wybór rozwiązań

- grupujemy
- szukamy zalet i wad
- wybieramy

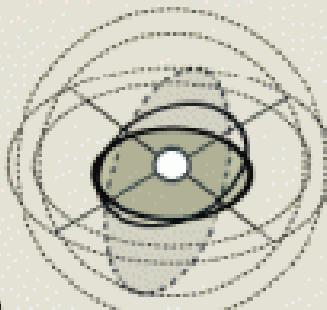
KOMUNIKACJA WIZUALNA

Infografika

2012: END OF THE WORLD?

2012 BELIEVERS

We believe cataclysmic or transformative events will occur in the year 2012



Mayan archaeological, mythological, and numerological sources all point to December 21st 2012 as a momentous date in the history of humanity.

The planet and its inhabitants may undergo a positive physical or spiritual transformation. Or the date may mark the beginning of an apocalypse...

2012 SKEPTICS

We do not believe anything significant, transformative or apocalyptic will happen in the year 2012

The idea of a global event occurring in 2012 based on any interpretation of the Mayan calendar is rejected as pseudoscience by the scientific community.

It is also considered a misrepresentation of Mayan history by Mayanist scholars.

2012

MAYAN PROPHECY?

2012

BELIEVERS

The ancient Mayans predicted the end of

SKEPTICS

The Mayans did not predict the end of

the world in 2012

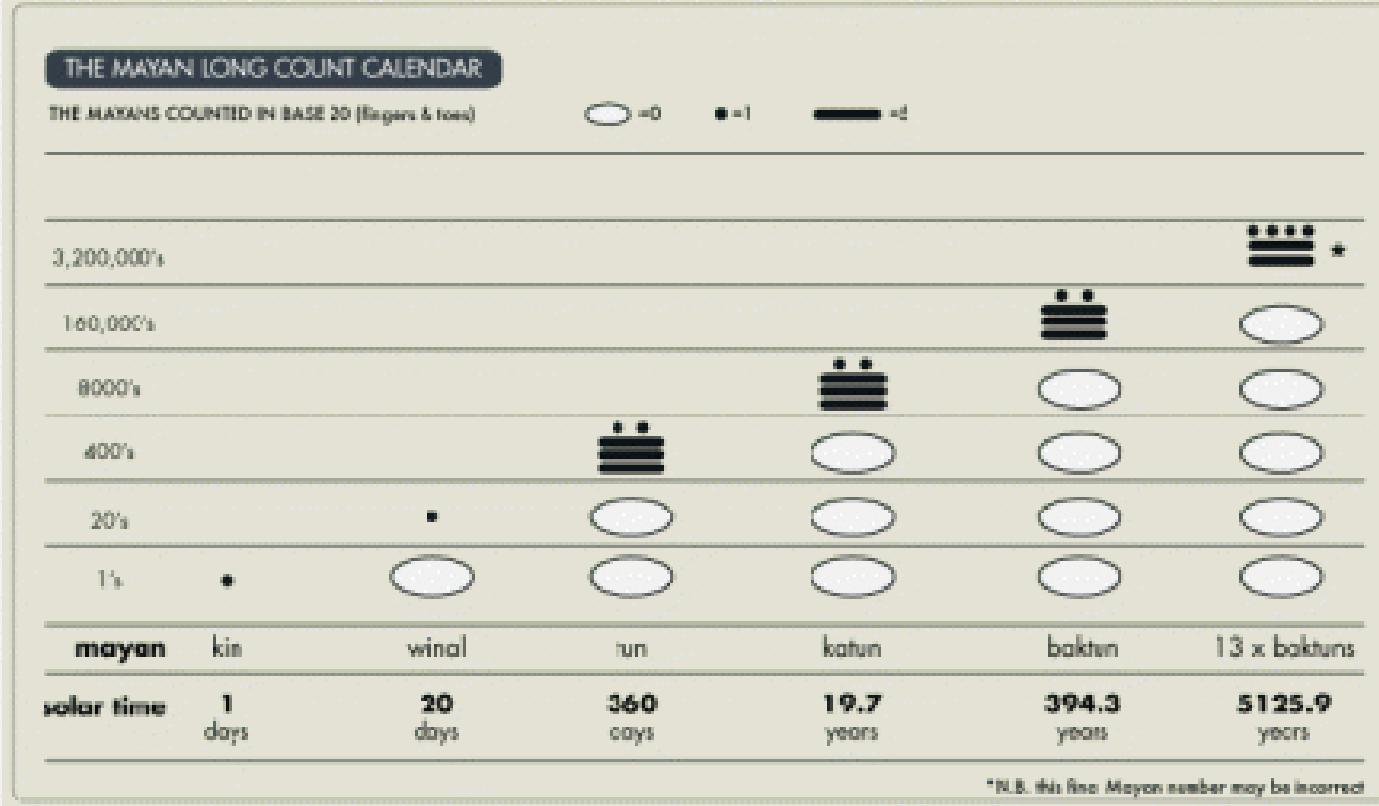
The Mayan's longest calendar, The Long Count, lasts approximately 5,125 years (13 baktuns) and ends around Dec 21st 2012.

This signifies the end of a great cycle and the end of the world.

the world in 2012

Scholar disagree about the date. Also different Mayan city states had different Long Counts. Some lasted 7,886 years (20 baktuns).

The end of the calendar did not mean the end of creation. Mayans celebrated the ends of cycles. Predictions for also were made for events after the calendar ended.



START DATE: AUG 11th or 13th 3113 BC

END DATE: DEC 21st or 23rd 3912 AD

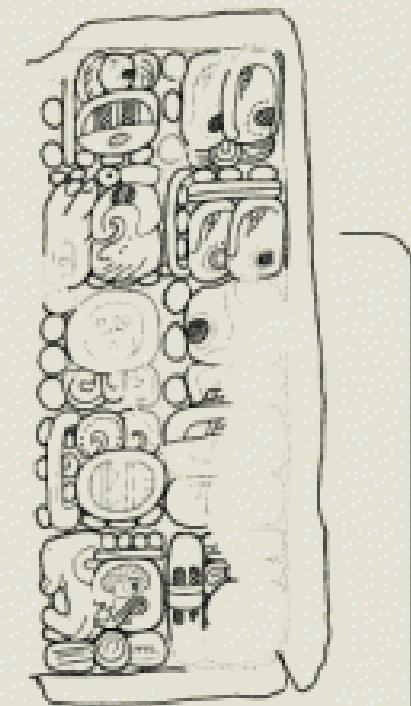


Image: S. Gómez

TORTUGUERO MONUMENT 6

SOME OF THE INSCRIPTION IS ILLUMINATED

Mayan texts are full of references to 2012 (date 13.0.0.0.0 in Mayan)

Present-day Mayan elders believe that 2012 is the year of the transformational "shift".

The only reference to 2012 is carved in one single monument found in Tortuguero, Mexico. (And the long count calendar used in Tortuguero was a 7,885 year, 20 baktun, version)

Very few modern day Mayans use the Long Count calendar. It was only recently discovered by archaeologists.

Harvard Mayan expert Prof. Michael D Cole says:
"Armageddon [will] overtake the degenerate peoples of the
world and all creation"



Mayan elder Apolinario Chile Pixtur notes that "apocalypse" is
a Western concept that little to do with Mayan belief.

BELIEVERS

**The Aztecs and the Toltecs also knew
about 2012**

BELIEVERS

**The Mayan's 'Hunab Ku' symbol
signifies their understanding of cosmic
forces on humanity**

This Hunab Ku, the name of Mayan deity, is a leading symbol of the 2012 movement. The Hunab Ku bears a resemblance to both a ying-yang symbol and a spiral galaxy. Just an amazing coincidence?



SKEPTICS

**There's no archeological evidence to
suggest that 2012 was significant to any
other MesoAmerican civilisations**

SKEPTICS

**This isn't a Mayan symbol. It's Aztec and
has no known association to Hunab Ku
or the Mayans**

This symbol was originally rectangular and used by the Aztecs, not the Mayans, as a ritual cloak design known as 'The Mantle Of Lip Plugs'. It was turned into a circular symbol and associated with the Milky Way by the new age author Jose Arguelles in 1987

2012

CELESTIAL SIGNIFICANCE?

2012

BELIEVERS

Dec 21st 2012 is a significant celestial date

That date marks the completion of a 26,000 year
celestial cycle: 'The Precession Of The Equinoxes'

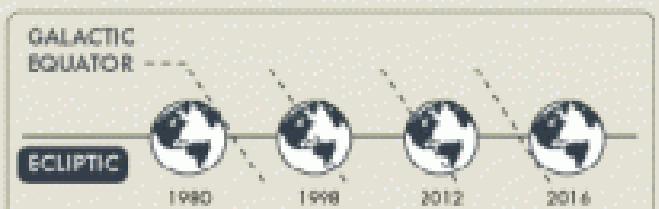
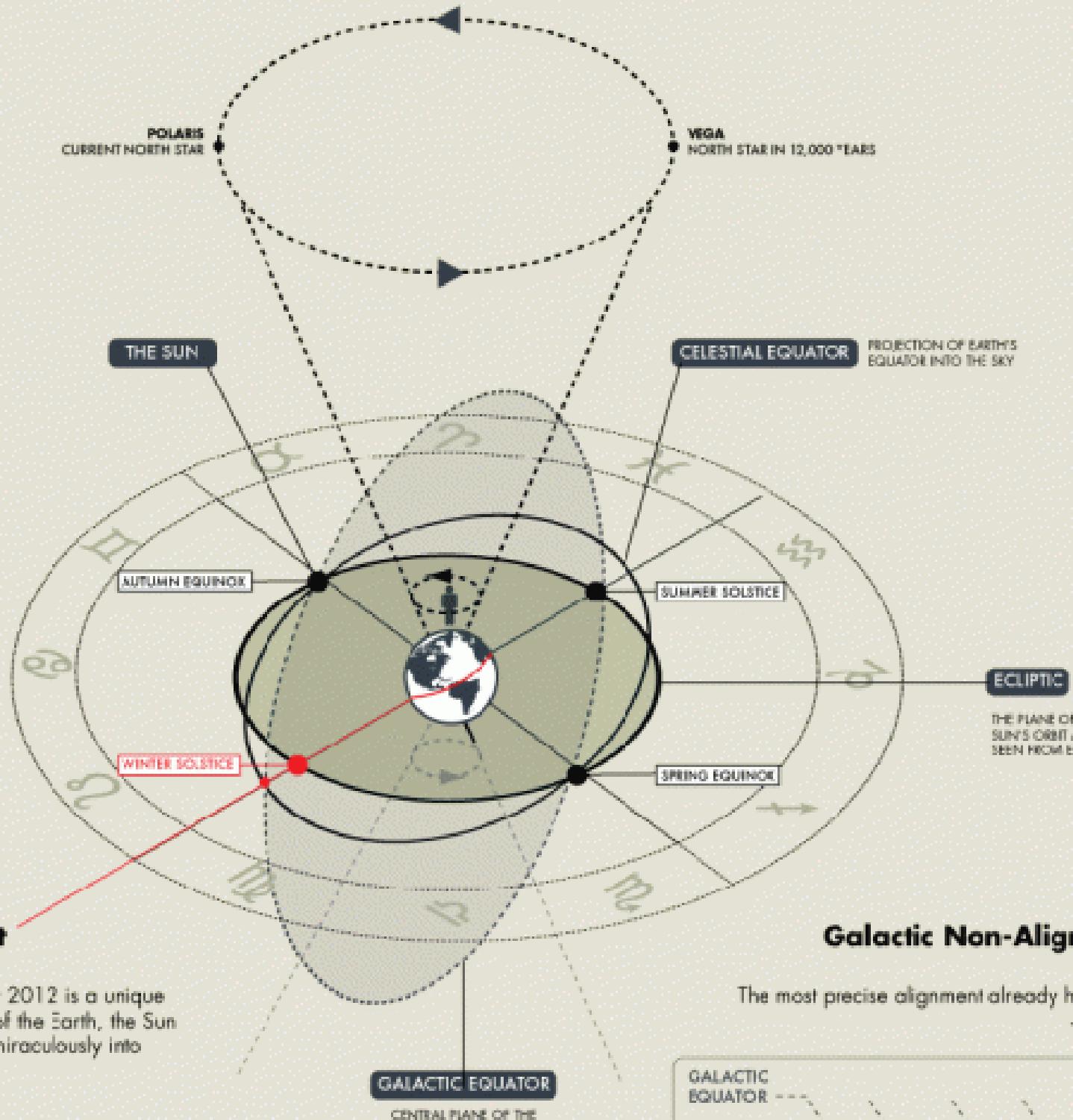
SKEPTICS

Dec 21st 2012 is not massively significant

True. But such are the vast timespans involved, the 'completion' actually occurs over 36 years, not a single day.

PRECESSION OF THE EQUINOXES

A wobble in the Earth's axis slowly traces out a cone over approx. 25,685 years.
This means the constellations shift by 1 degree every 72 years.
A full rotation is called a Precession.



The Earth will pass through the Galactic plane

In 2012, the planet will physically move through the disk at the centre of The Milky Way and pass through to the other side.



The Earth is nowhere near the galactic plane

We are currently around 24 light years north of the plane. We won't cross it for around 27 million years.

2012

CATASTYMS?

2012

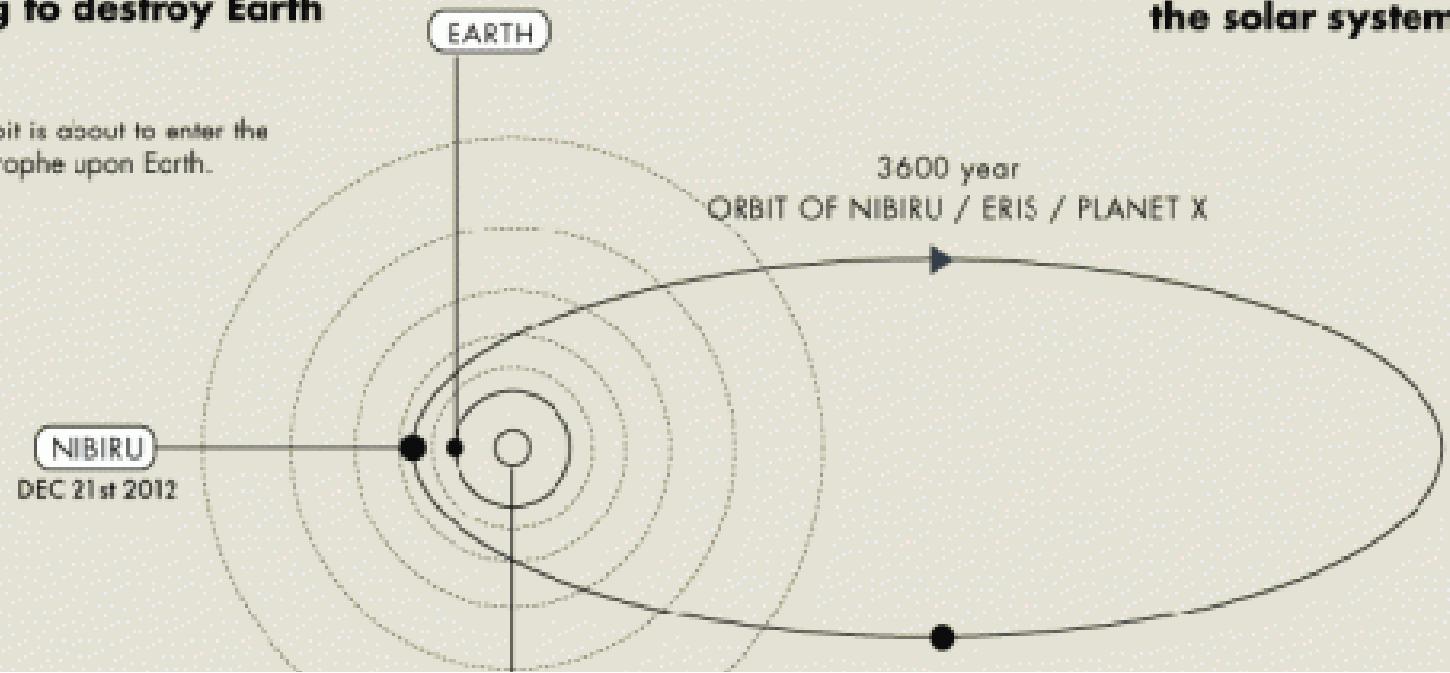
BELIEVERS

Rogue planet Nibiru (also known as Eris and Planet X) is coming to destroy Earth in 2012

A rogue planet on a 3,600-year orbit is about to enter the inner solar system and visit a catastrophe upon Earth.

SKEPTICS

No rogue planets have been detected in the solar system



SUN

Eris is a dwarf planet (smaller than the Moon) with an orbit of 557 years, currently far beyond Pluto, about 10 billion miles out. Its orbit will never bring it into the inner solar system. The closest it will come, in about 2255, is 4 billion miles.

This threatening planet was discovered by the ancient Mesopotamians, who named it Nibiru and was also known by the Mayans.



Although astronomers and space scientists are tracking Nibiru / Eris / Planet X, this information is being kept from the public as part of a worldwide conspiracy.



Nibiru is a name in Sumerian, Babylonian astrology associated with the god Marduk, generally accepted as referring to the planet Jupiter.

Eris does not match the fictional object Nibiru in distance, orbit, size, or any other property, and it does not threaten Earth in any way. That's why we're not talking about it.

BELIEVERS

An impending pole shift will tear the world apart

"The entire mantle of the earth would shift in a matter of days, perhaps hours, changing the position of the north and south poles, causing worldwide disaster. Earthquakes would rock every continent, massive tsunamis would inundate coastal cities. It would be the ultimate planetary catastrophe."

(History Channel, Decoding The Past: Doomsday 2012: End of Days)



SKEPTICS

A pole shift is impossible

Sudden changes in the position of the rotational axis (i.e. the pole) of the Earth is impossible.

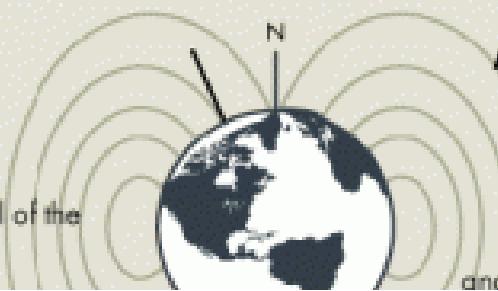
The polar has wandered at various times in the past, but at speeds of around 1 degree per million years.

Though there is some preliminary evidence that a relatively rapid pole shift occurred 50m years ago.

BELIEVERS

Geomagnetic reversal in 2012 will devastate the planet

Observations show that the Earth's magnetic field is weakening. A massive solar flare will trigger a reversal of the north and south poles, destroying the world.



SKEPTICS

A geomagnetic reversal is unlikely and won't devastate anything.

Scientists believe the Earth is overdue for a geomagnetic reversal. The last one was 780,000 years ago. However, geomagnetic reversals take up to 5,000 years to complete, and do not start on any particular date. They're also generated



The Earth's magnetic field is generated internally and not influenced by any outside events like solar flares. They're also non-destructive. The poles simply reverse magnetically. That's it.

BELIEVERS

Solar storms will burn the surface of the planet

A peak in explosive storms on the surface of the sun could knock out North America's power grid for years, triggering food shortages, water scarcity and the collapse of civilization.



SKEPTICS

Extremely unlikely

Solar peaks occur every 11 years. NASA expects a particularly strong solar one sometime between 2010 and 2012. At worst, solar maximum would disrupt satellite and cell phones not power grids.

2012

CONSCIOUSNESS SHIFT?

2012

BELIEVERS

A global "consciousness shift" is coming in 2012

Daniel Pinchbeck, author of 2012: Return Of Quetzalcoatl, holds that a shift in the nature of the psyche and in materialistic attitudes and consciousness itself is coming on 2012, leading to a new realisation of space and time.



SKEPTICS

A global consciousness shift is always coming...

Those with New Age faiths have for years believed in a forthcoming "consciousness shift", spiritual evolution and dawning of a new age. This is just a modern version of the same story, mixed in with countercultural 'spiritual activism'.

But Daniel Pinchbeck is the reincarnation of the Mayan god Quetzalcoatl



Maybe. But Quetzalcoatl is Mexican Aztec, not pre-Columbian Mayan

Writer Terrence McKenna also predicted 2012 with Timewave Zero back in 1975

Timewave Zero is a pseudoscientific numerological nonsense



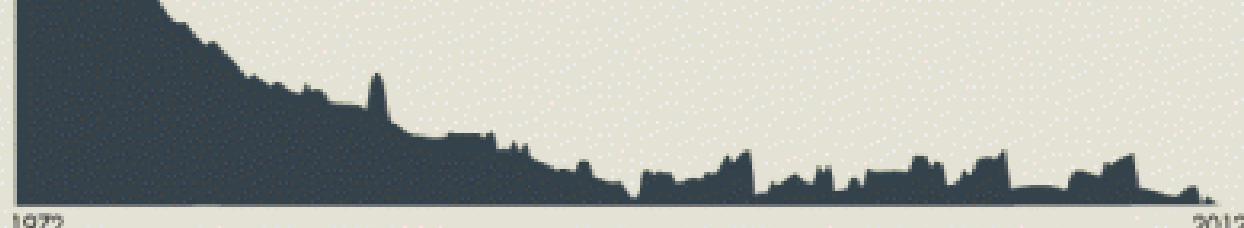
Novelty



TIMEWAVE ZERO
KING WEN - SHUAIK CODING



Terence McKenna



In his book *The Invisible Landscape*, McKenna merged the I-Ching and insights from psychedelic drug experiences to produce a formula known as 'Timewave Zero'. It mapped the growth of interconnectedness and complexity over humanity's biological and cultural evolution.

When he applied the timewave formula to the span of recent human history, he found to his surprise it ended on December 21st 2012.

The first edition of his book refers to 2012 only twice. Later, after other books popularised December 21st 2012, the date was added copiously to the book.

Believer Sources

diagnosis2012.co.uk
frequency23.net
realitaysandwich.com
2012thebook.com
cdleman.com
[Institute for Human Continuity \(fake\)](http://instituteforhumancontinuity.org)

Visit InformationIsBeautiful.net for full sources and links

Skeptical sources

wikipedia.org/2012_phenomenon
Associated Press, New York Times
[John Hoopes on Tribe.net](http://JohnHoopes.onTribe.net)
Astronomy Answers (University of Utrecht)
David Morrison @ NASA
Skeptical Inquirer, Science.nasa.gov

David McCandless // v1.0 // Nov 09

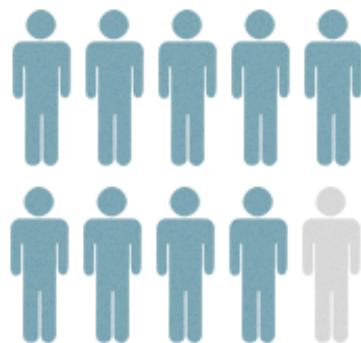
InformationIsBeautiful.net

special pre-pole shift discount on my new book!

The Visual Miscellaneum

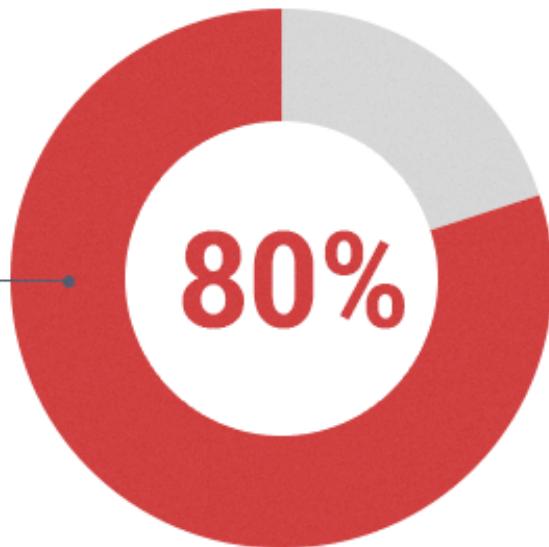
1. Polacy uwielbiają korzystać z Google.

9/10
POLSKICH INTERNAUTÓW
KORZYSTA Z **Google™**



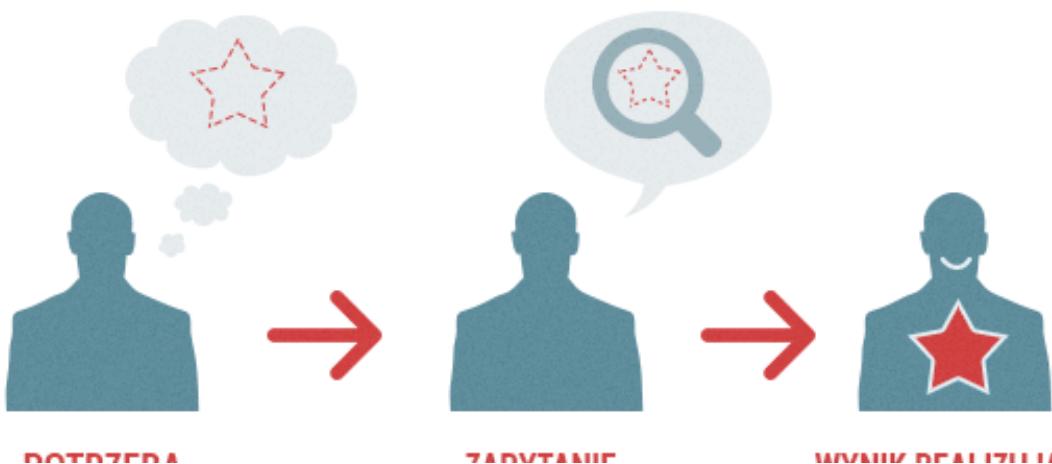
2. Wyszukiwarka to najskuteczniejszy sposób dotarcia do nowych użytkowników

Użytkownicy **po raz pierwszy**
docierają do strony poprzez
wyszukiwarek



3. Wyszukiwarka to źródło klientów

Poprzez wyniki wyszukiwania docieramy do użytkowników w momencie,
gdy potrzebują naszych produktów i usług





Informacje o firmie, jej produkcie czy usłudze znalezione w wyszukiwarce **wpływają na decyzje zakupowe** w tradycyjnym sklepie.

4. Pozycjonowanie jest bardziej efektywne, niż linki sponsorowane

40%

klientów korzystających z SEO, w którym mierzone było ROI uzyskało zwrot z inwestycji o ponad **500%**



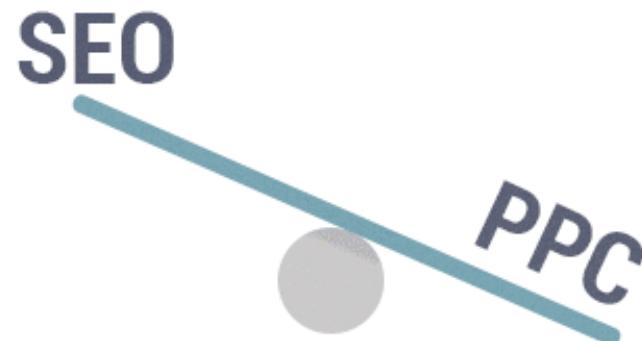
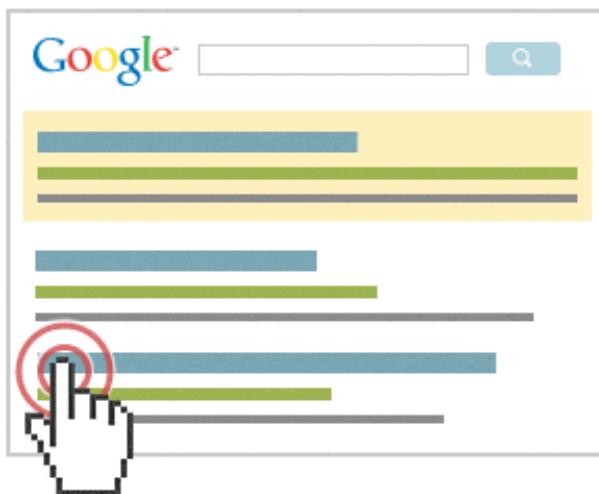
40%

PPC

22%

121

5. Wyniki organiczne budzą większe zaufanie użytkowników



77% użytkowników wybiera kliknięcie organiczne w porównaniu do linków sponsorowanych

86% użytkowników ufa bardziej wynikom SEO, niż PPC

Whites Sp. z o.o.
ul. Jugosłowiańska 15/109
03-984 Warszawa
kontakt@agencjawhites.pl
tel.: +48 22 114 00 04

źródła:

- <http://www.optimus01.co.za/online-marketing-facts-stats.html>
- http://technologie.gazeta.pl/internet/1,104530,8448175,comScore__Polacy_wyszukuja_najwiecej_w_Europie.html
- <http://www.slideshare.net/understandropo/what-is-ropo-3519632>
- <http://www.searchxcel.com/seo-vs-ppc.html>
- <http://searchengineland.com/industry-survey-ppc-is-losing-ability-to-generate-leads-131805>

CV

Mikołaj Pastuszko

User Experience Designer & Software Developer

mikolaj.pastuszko@gmail.com

+48 505 007 129
ul. Grotta-Roweckiego 47/15
30-348 Kraków

<http://prezi.com/user/sttd6hl83gsb/>
<http://www.slideshare.net/dehuminator>
<http://howtoseacustomer.blogspot.com/>

I synthesize Software Development and UX Design skills to make things easier to use and less scary for ordinary people. I feel pain when I see badly designed user interfaces. And I always crave for knowledge... more knowledge!



Skills

Interaction Design	User Experience Design	Usability Testing
Information Architecture	Web Applications	Software Development
	Natural Language Processing	Ruby
		CoffeeScript
JavaScript	CSS	YAML
JSON	Bash	Java
BDD	Test Driven Development	Git
		Mercurial
Subversion	Scrum	Redmine
Confluence	JIRA	Mac
Linux	Windows	

Experience

EUTECert

01 / 2011 - Present

Research Developer, UX Designer

Research on machine translation, design and development of tools for supporting translation management, design and usability testing of XTRF translation management system, Confluence administration.

AGH University of Science and Technology

01 / 2009 - 12 / 2010

Software Developer

Research on Natural Language Processing.

Infinite Loop

06 / 2008 - 02 / 2009

Web Developer

Web Application development using Ruby programming language and merb web application framework. Also some Symbian applications programming.

Education

Uniwersytet Jagielloński w Krakowie

2009 - 2014

Applied Psychology

Akademia Górniczo-Hutnicza im. Stanisława Staszica w Krakowie

2005 - 2010

M.Sc., Computer Science

Languages

Polish
German

English

Swedish

Interests

psychology, cognitive science, playing drums, exploring undiscovered soundscapes, non-american movies, language and culture of Scandinavia



Mikołaj Pastuszko

User Experience Designer & Software Developer
Kraków Area, Poland | Information Technology and Services

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As a LinkedIn member, you'll join 200 million other professionals who are sharing connections, ideas, and opportunities. And it's free! You'll also be able to:

- See who you and **Mikołaj Pastuszko** know in common
- Get introduced to **Mikołaj Pastuszko**
- Contact **Mikołaj Pastuszko** directly

[View full profile](#)

Mikołaj Pastuszko's Overview

Current **Research Developer, UX Designer at EUTECert**
Past Software Architect and Developer at AGH University of Science and Technology
Web Developer at Infinite Loop
Education Jagiellonian University
Akademia Górnictwa-Hutnicza im. Stanisława Staszica w Krakowie
Connections **114 connections**
Websites Prezi Presentations
SlideShare Presentations
Blog

Mikołaj Pastuszko's Summary

I synthesize UX Design and Software Development skills to make things easier to use and less scary for ordinary people. I feel pain when I see badly designed user interfaces. And I always crave for knowledge... more knowledge!

Mikołaj Pastuszko's Skills & Expertise

Ruby Natural Language Processing Web Applications
Test Driven Development Subversion User Experience Design
Interaction Design Usability Testing Information Architecture
Software Development BDD CoffeeScript JavaScript CSS YAML

Name Search:

Search for people you know from over 200 million professionals already on LinkedIn.

First Name Last Name



Example: [Jeff Weiner](#)

Viewers of this profile also viewed...

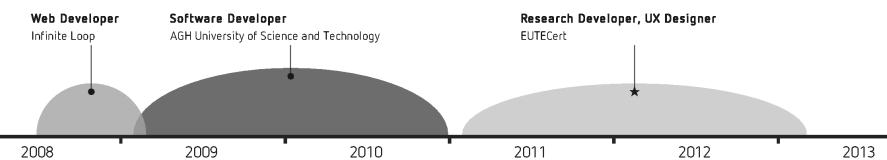
	Damian Kędzierski Java developer at Sabre Holdings
	Łukasz Krupczak Software Developer at Mix Electronics
	Bartosz Małocha Software Engineer, .NET/Java Programmer
	Marcin Bedner Java Developer at Casses
	Lukasz Cimer IT Java Consultant
	Aleksandra Zajda software engineer
	Michał Bugno Developer at Future Simple
	Przemysław Bozowski Team Leader at IBM
	Wojciech Witalec Java Developer 3 at Oracle

Mikołaj Pastuszko

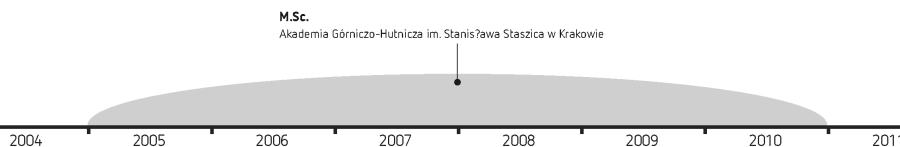
User Experience Designer & Software Developer

I synthesize Software Development and UX Design skills to make things easier to use and less scary for ordinary people. I feel pain when I see badly designed user interfaces. And I always crave for knowledge... moar knowledge!

EXPERIENCE



EDUCATION



SKILLS



CSS Ruby Web Applications Test Driven Development Subversion

beginner intermediate advanced expert #

INTERESTS

usability

cognitive
science

playing drums

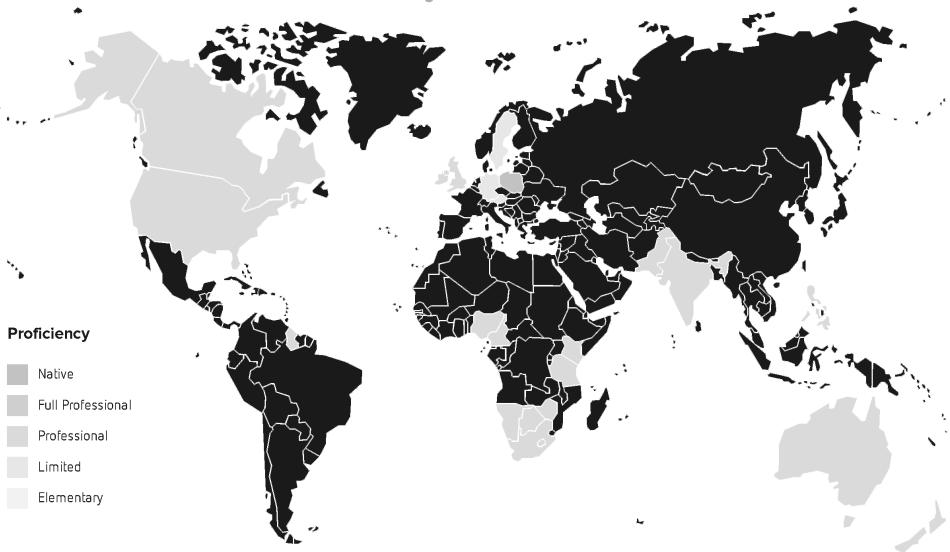
music

non-american
movies

language and
culture of
Scandinavia

LANGUAGES

Polish • English • Swedish • German



MY LINKS



[GoldenLine_profile](#) || [SlideShare_profile](#)

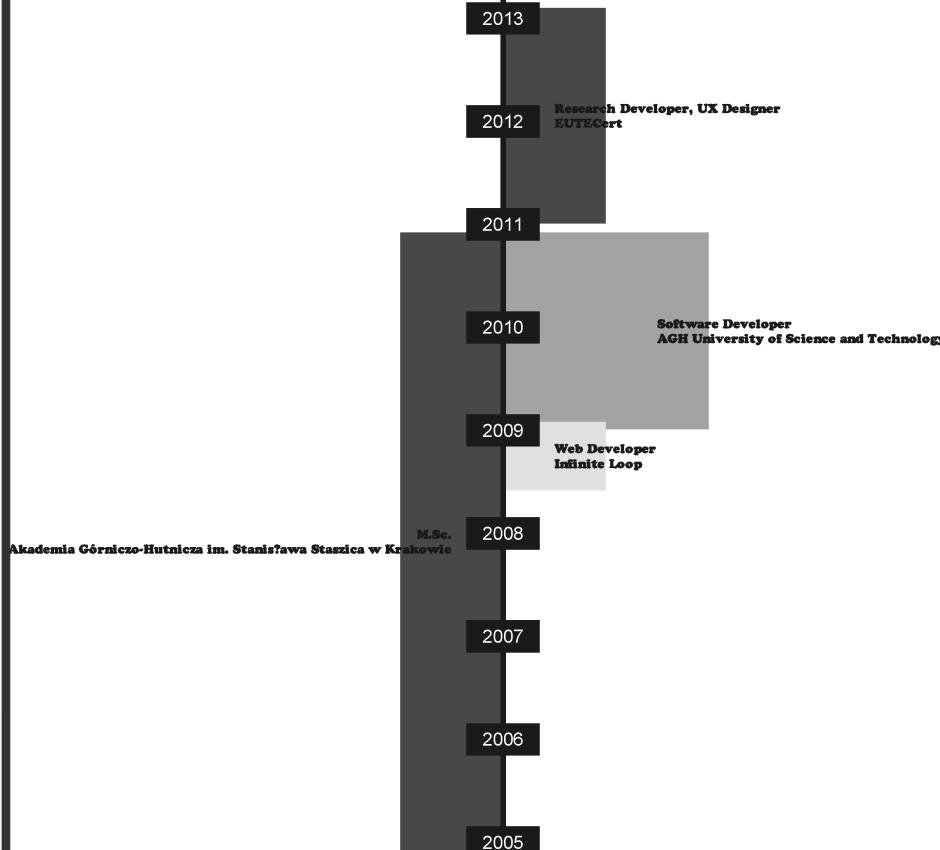
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Mikołaj Pastuszko

User Experience Designer & Software Developer

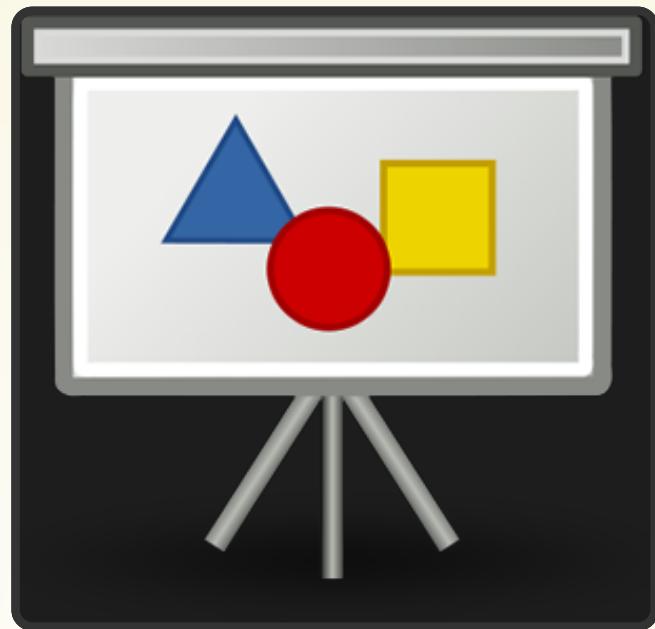
EDUCATION

EMPLOYMENT

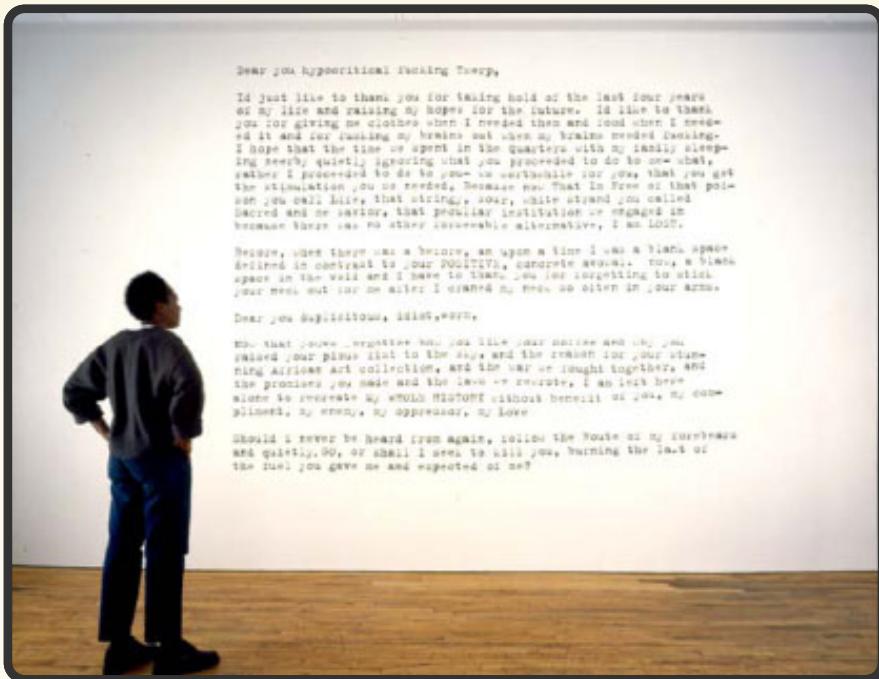


10 Usability Heuristics

Jakob Nielsen



?



Dear you hypocritical fucking Energy,

I'd just like to thank you for taking hold of the last four years
of my life and raising my hopes for the future. I'd like to thank
you for giving me clothes, and I never thought about it because
I had no other thoughts, my brain just gave up, brains need fueling.
I hope that the time we spent in the quarters with my family sleeping
rather quietly, agreeing what you proceeded to do to me what,
rather I proceeded to do to you is verifiable for you, that you got
the stimulation you so needed. Because me. That in free of that pole
off you call here, that stringy, roar, while stand you called
Sacred and soavior, that peculiar institution we engaged in
because there was no other conceivable alternative. I am lost.

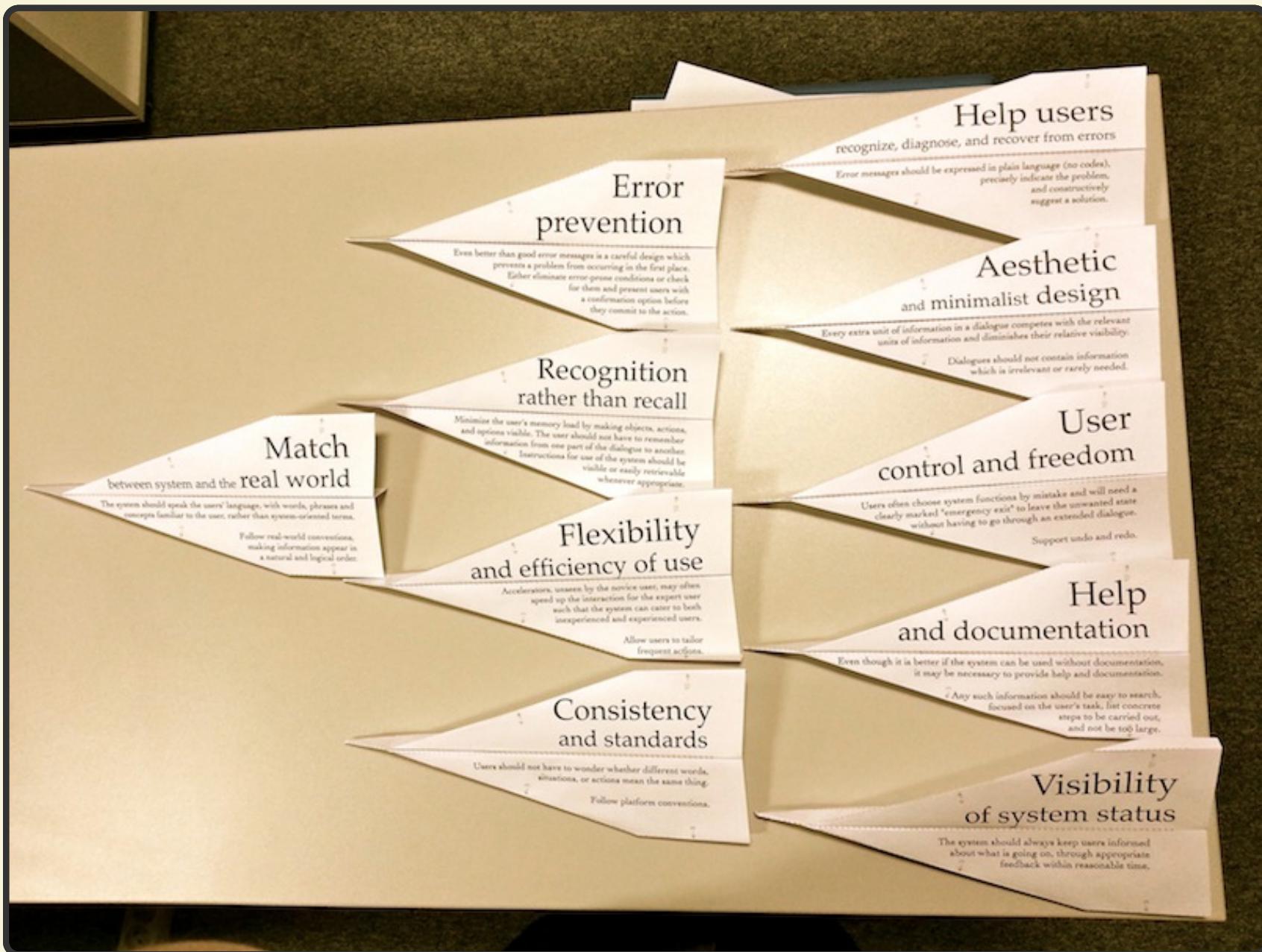
Because, when there was a before, an upon a time I was a blank space
defined in contrast to your POSITIVITY, concrete version. now, a blank
space in the wall and I have to stand here, you're smothering in silence
your need out our master I wanted to be as often in your arms.

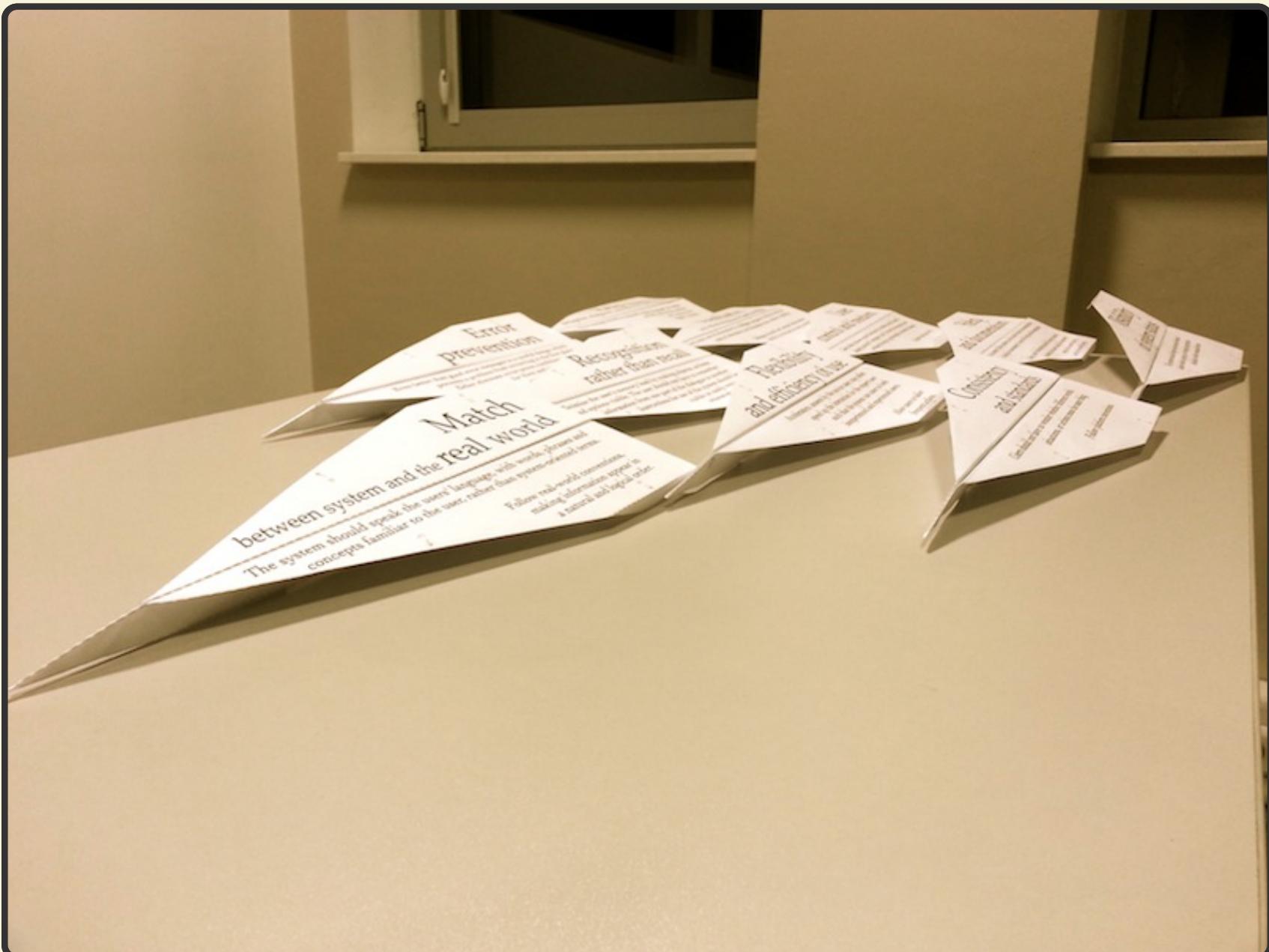
Dear you Capitalists, idiot, etc,

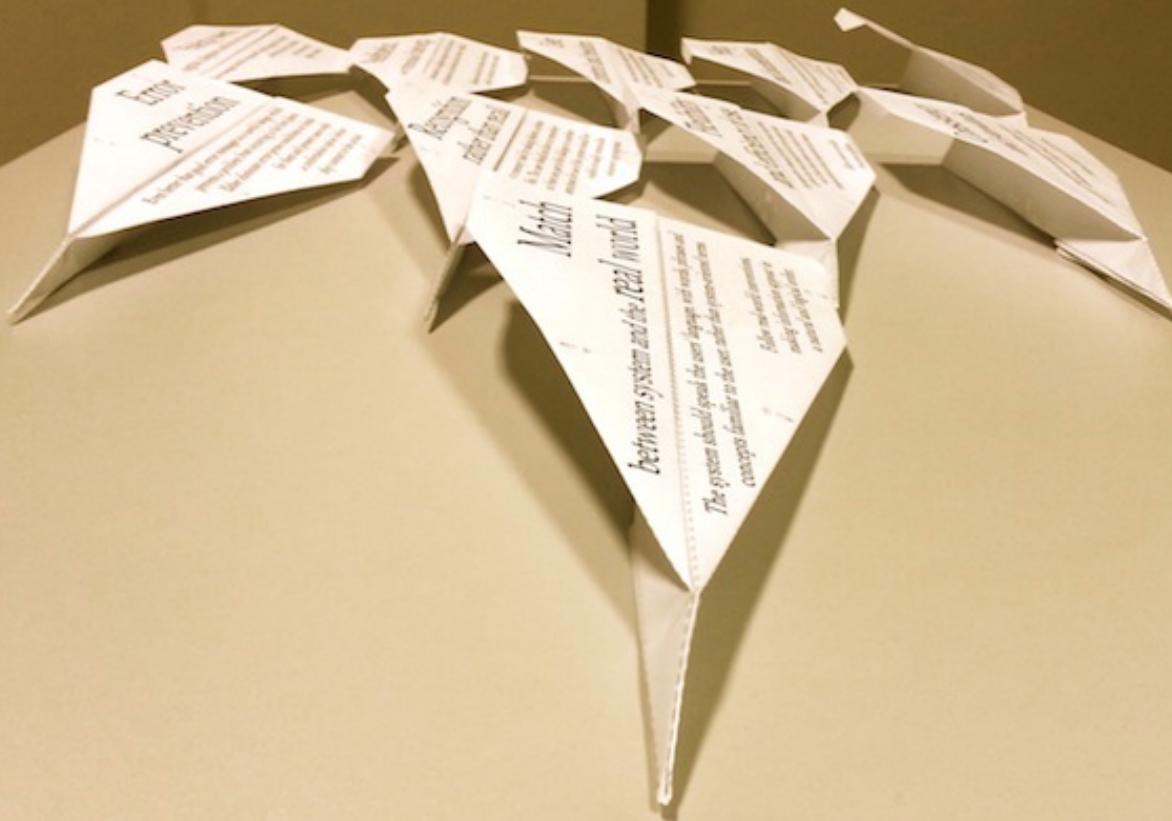
Now that I know...negative who you like your master and who you
raised your pigs flat to the sky, and the reason for your staining
African art collection, and the way we fought together, and
the promises you made and the lies -> rewrite, I am left here
alone to revere my stolid HISTORY without benefit of you, my com-
pliment, my enemy, my oppressor, my love

Should I never be heard from again, follow the boats of my purchases
and quietly go, or shall I seek to kill you, burning the last of
the fuel you gave me and expected of me?

?



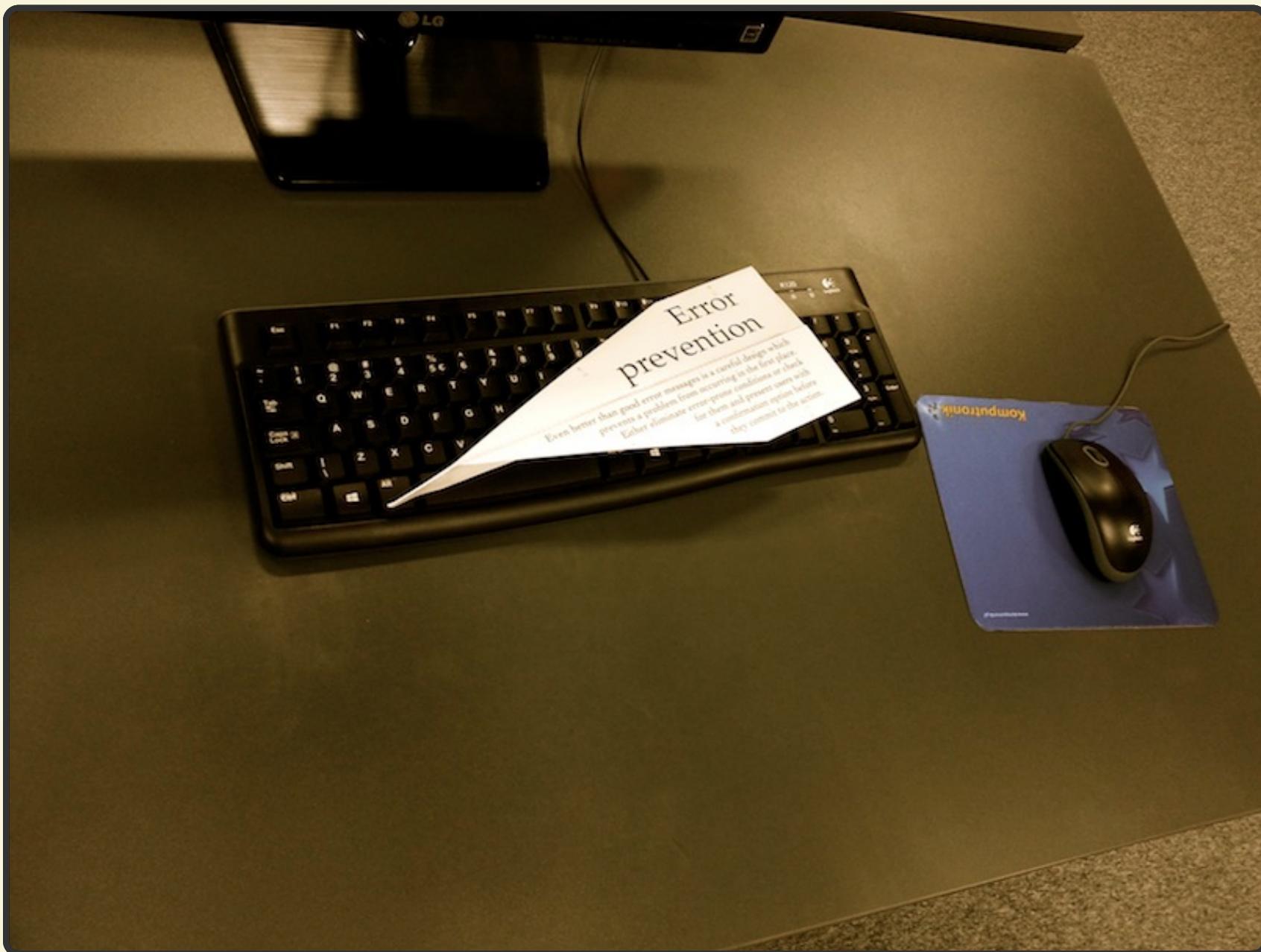




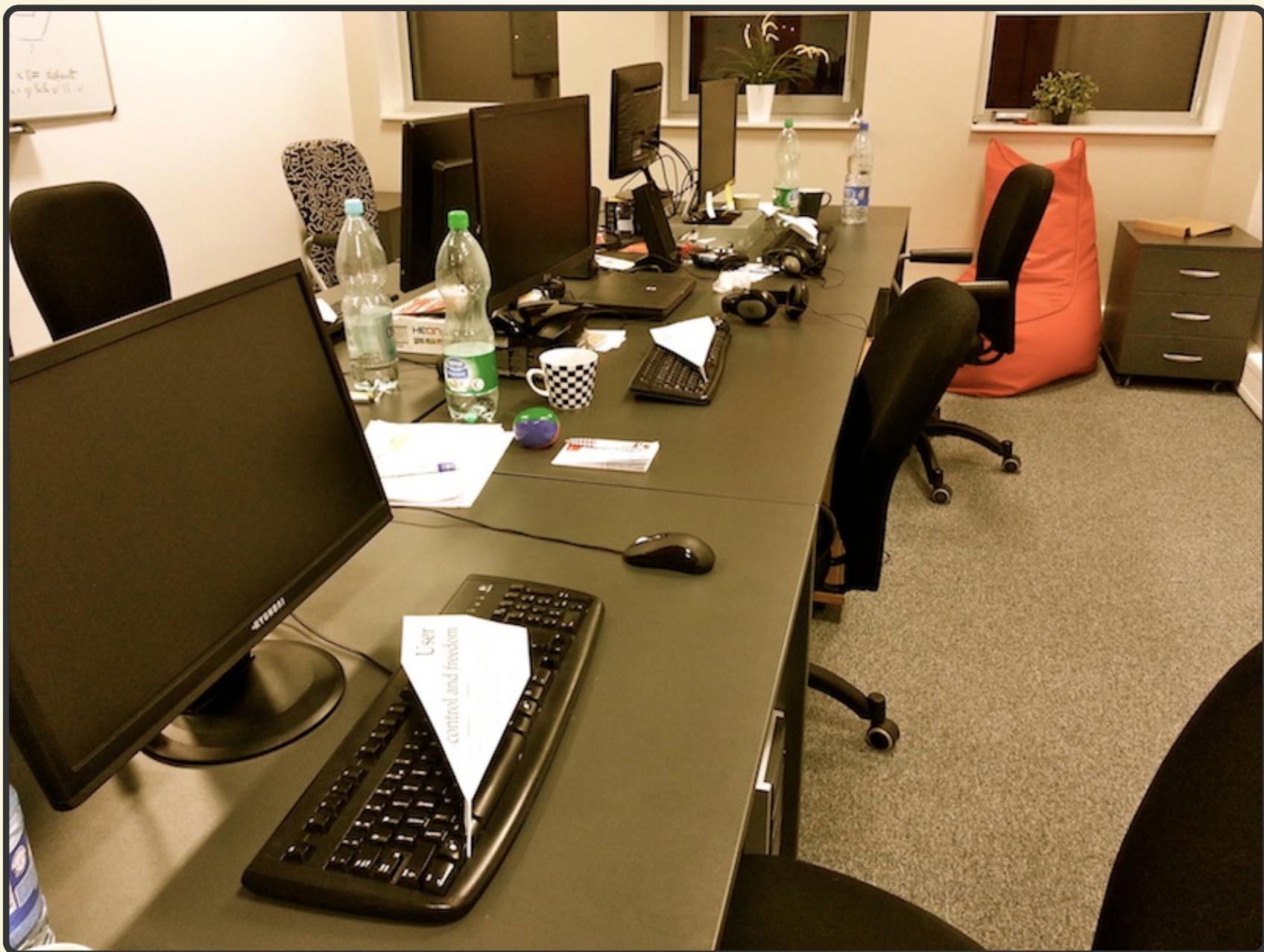


Aesthetic
and minimalist

Every time you sit at a computer, it's a choice of how you want to look. Designing around the central concept of "less is more," this keyboard is a minimalist design that looks great on any desk.







CAD

CAAD

COMPUTER-AIDED ARCHITECTURAL DESIGN

ARTIFICIAL ARCHITECTURE

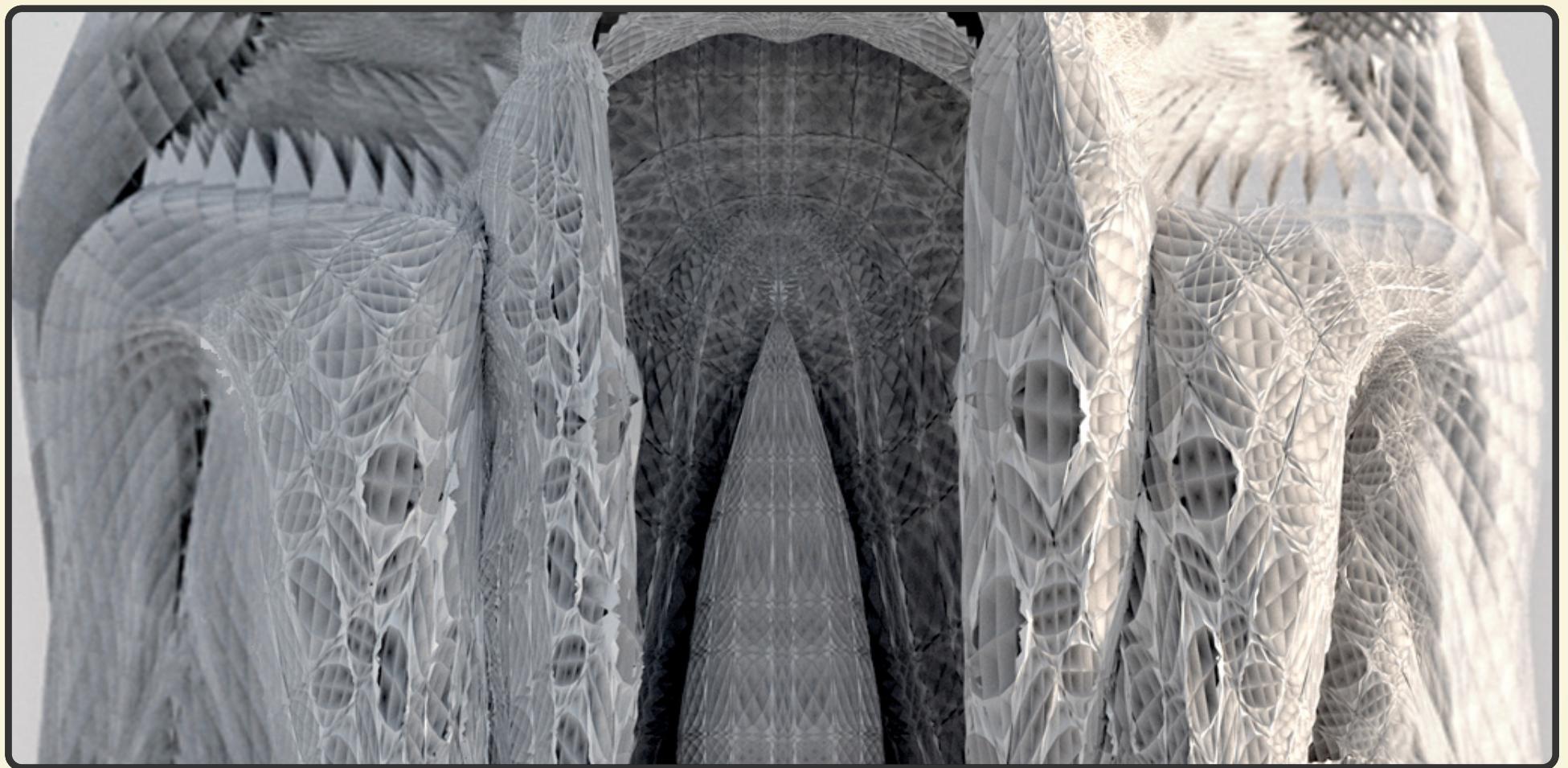
architectural design
+
artificial intelligence

GENERATIVE ART

Michael Hansmeyer



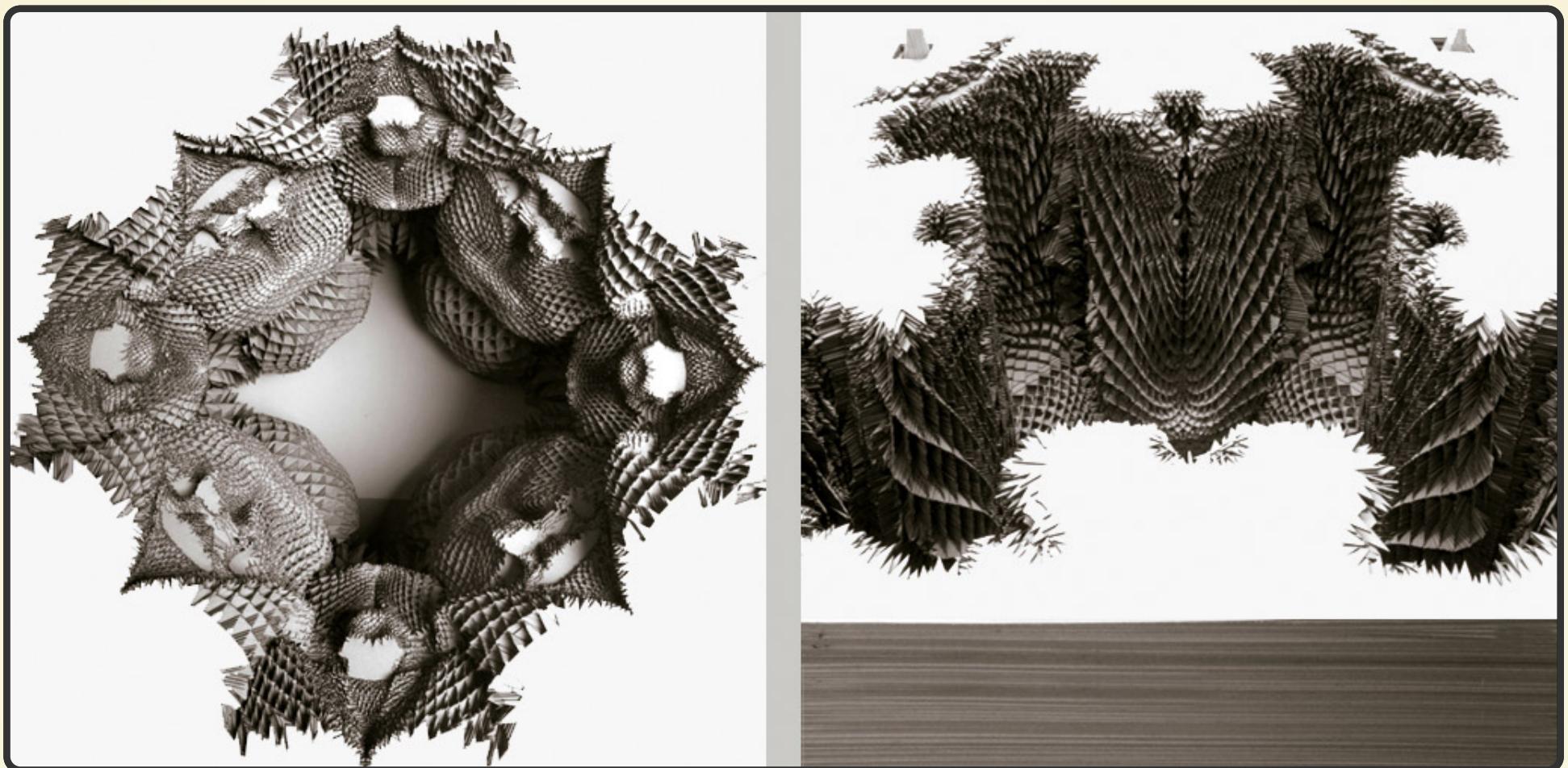


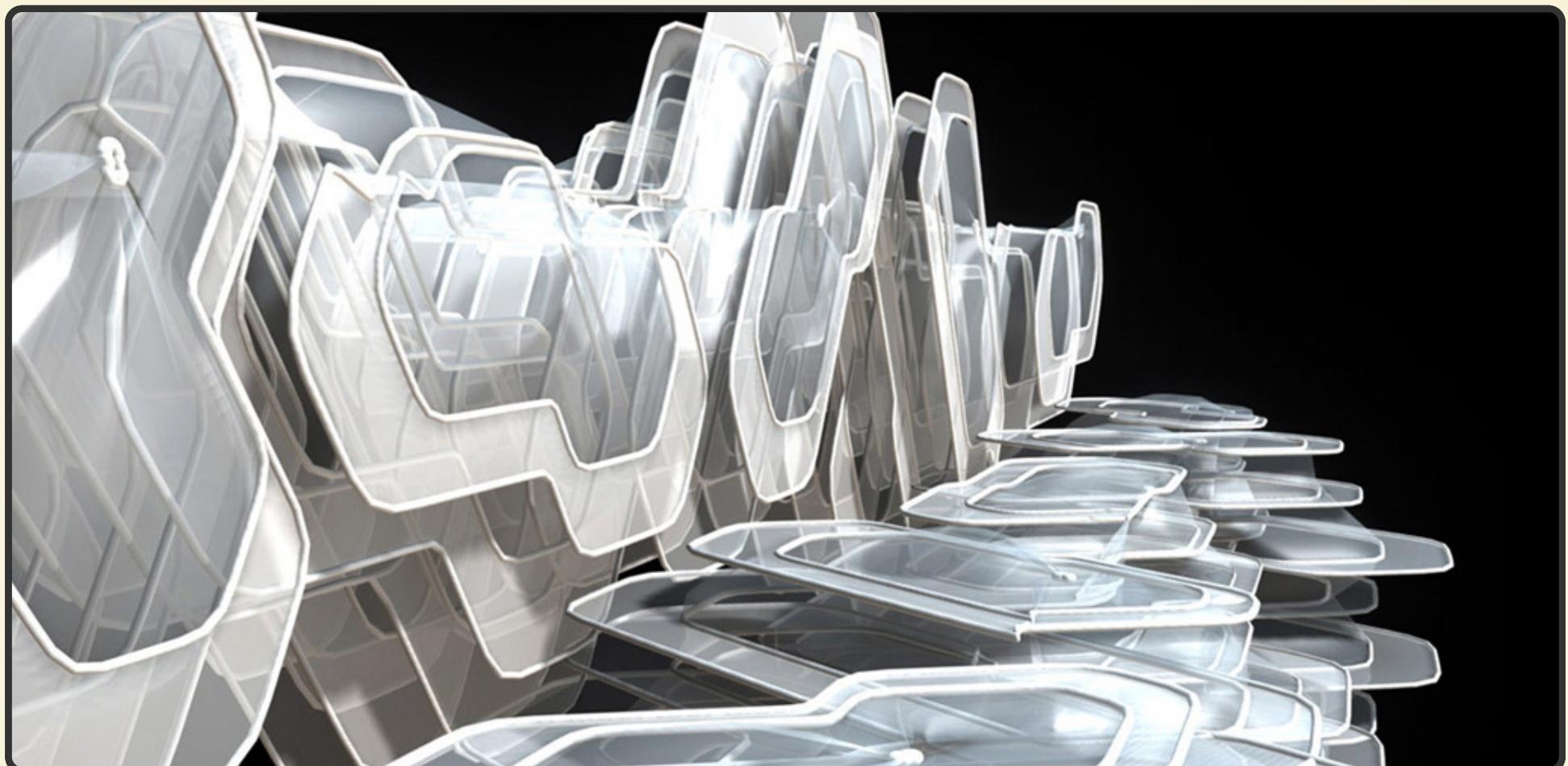


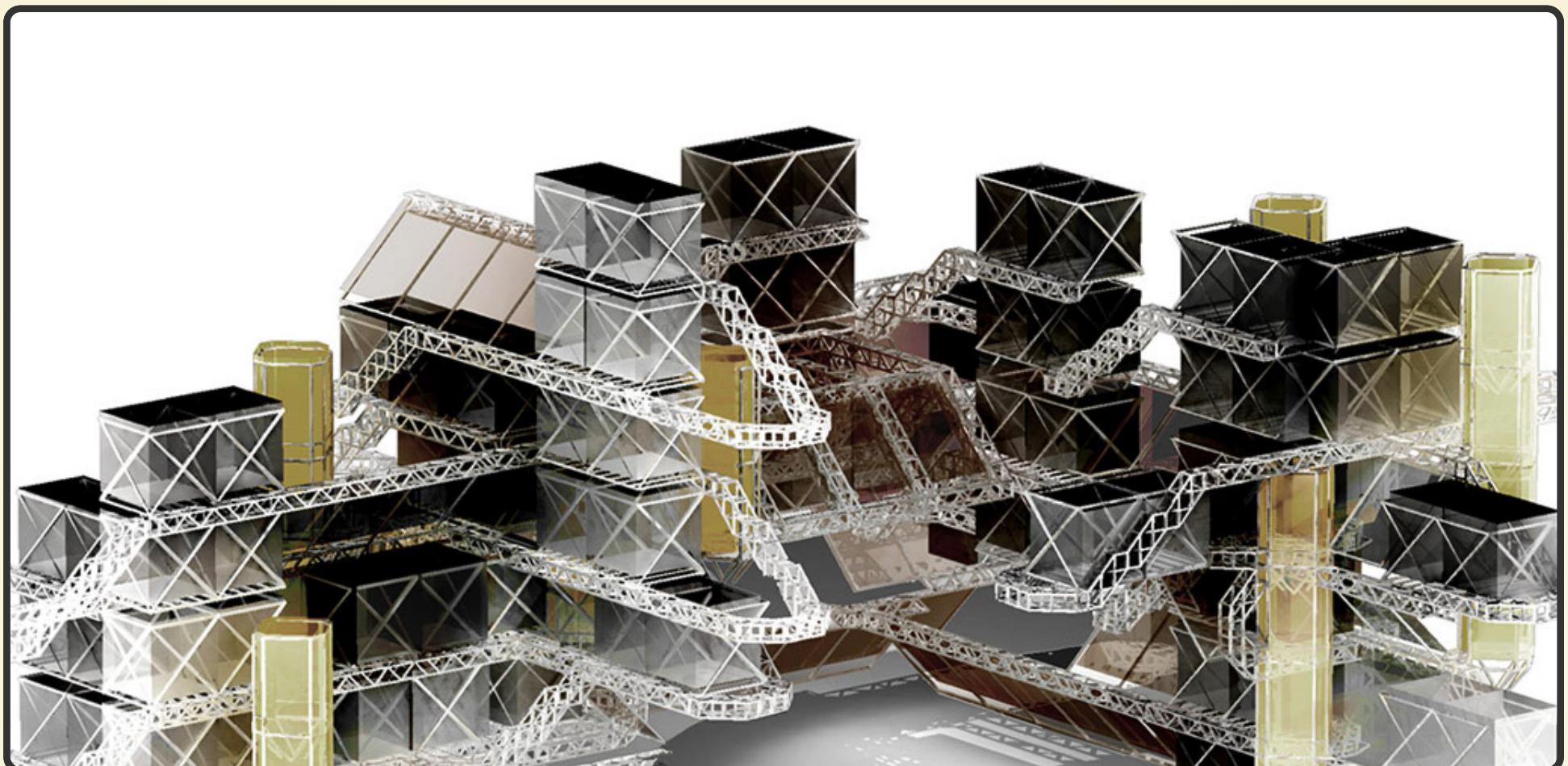




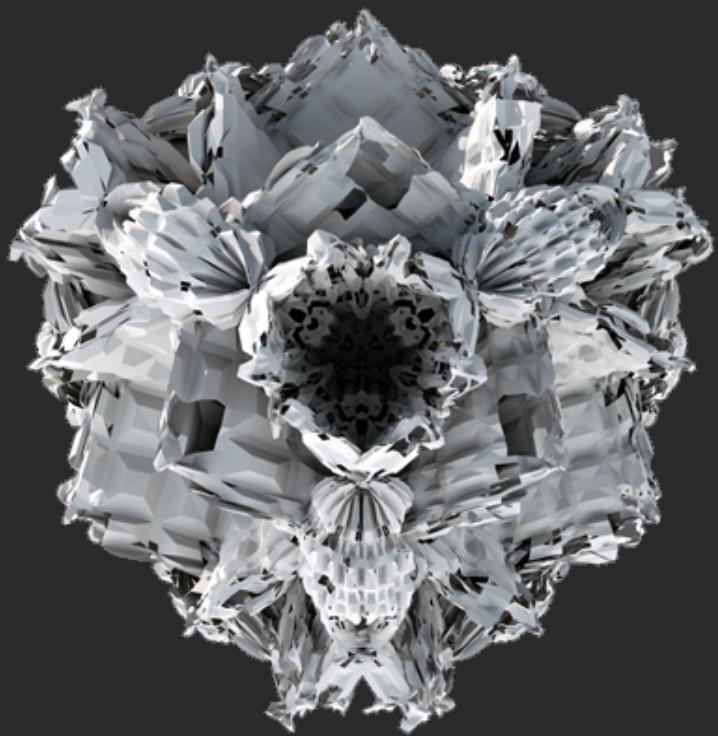
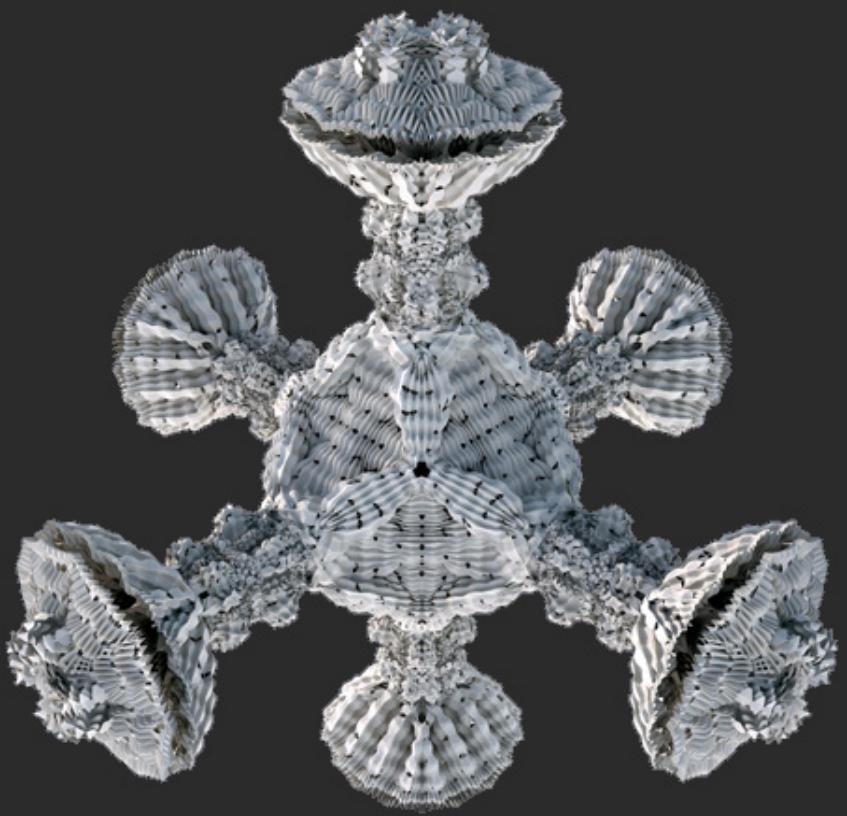


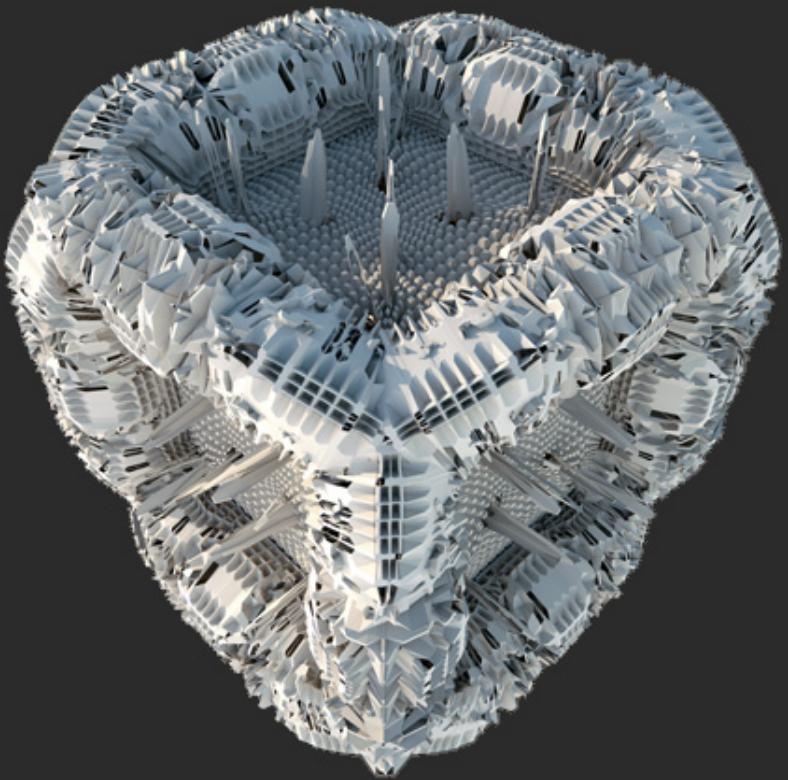












```
static __initdata char *message;
static void __init error(char *x)
{
    if (!message)
        message = x;
}
/* link hash */
```

```
#define N_ALIGN(len) (((len) + 1) & ~3) + 2

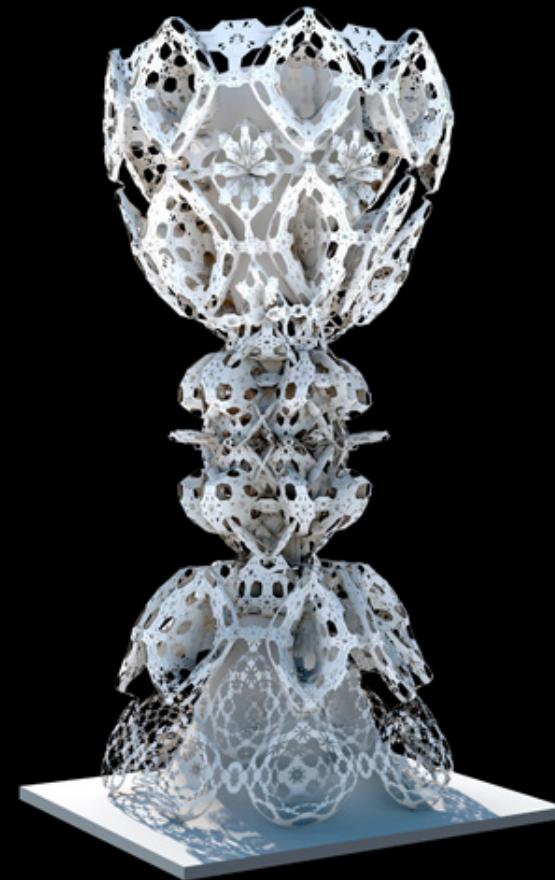
static __initdata struct hash {
    int ino, minor, major;
    umode_t mode;
    struct hash *next;
};

static inline int hash(int r)
{
    unsigned long tmp = r;
    if (tmp >= 16)
        tmp += tmp >> 5;
    return tmp & 31;
}

static __init struct hash *find_link(int major, int minor)
{
    struct hash **p, **q;
    p = head + hash(minor);
    if ((*p) == NULL)
        continue;
    if ((*p) > major)
        continue;
    if ((*p) > minor)
        continue;
    if ((*p) > major || (*p) < minor)
        continue;
    if (((*p) > mode) & mode)
        continue;
    return (*p) > name ? (*p) : NULL;
}

static __init struct hash *alloc_hash(int major, int minor)
{
    struct hash *q;
    q = kmalloc(sizeof(struct hash), GFP_KERNEL);
    if (!q)
        panic("can't allocate hash");
    q->major = major;
    q->minor = minor;
    q->ino = ino;
    strcpy(q->name, name);
    q->next = NULL;
    *p = q;
    return NULL;
}

static void __init free_hash(void)
{
    struct hash **p, **q;
    for (p = head; p < head + 32; p++) {
        while (*p) {
            q = *p;
            *p = q->next;
            kfree(q);
        }
    }
}
```



```
static long __init do_utime(char *filename, time_t mtime)
{
    struct timespec t[2];

    t[0].tv_sec = mtime;
    t[1].tv_nsec = 0;

    if (do_utimes(AT_FDNORM, filename, t, AT_SYMLINK_NOFOLLOW) < 0)
        return -1;

    return 0;
}

void __init dir_init(void)
{
    static __initdata LIST_HEAD(dir_list);
    static __initdata struct list_head list;
    static __initdata char *name;
    static __initdata time_t mtime;

    void __init dir_add(const char *name, time_t mtime)
    {
        struct dir_entry *de = kmalloc(sizeof(struct dir_entry), GFP_KERNEL);
        if (!de)
            panic("can't allocate dir_entry buffer");
        INIT_LIST_HEAD(&de->list);
        de->name = kstrdup(name, GFP_KERNEL);
        de->mtime = mtime;
        list_add(&de->list, &dir_list);
    }

    void __init dir_utime(void)
    {
        struct dir_entry *de, *tmp;
        for_each_entry_SAFE(de, tmp, &dir_list, list) {
            del(&de->list);
            kfree(de);
        }
    }
}

static __initdata time_t mtime;

/* cpio header parsing */

static __initdata unsigned long ino, major, minor, nlink;
static __initdata umode_t mode;
static __initdata unsigned long body_len, name_len;
static __initdata uid_t uid;
static __initdata gid_t gid;
static __initdata unsigned rdev;

static void __init parse_header(char *s)
{
    /* ... */
```

Moar code!

```
unsigned long parsed[12];
char buf[9];
int i;

buf[8] = '\0';
for (i = 0, s += 6; i < 12; i++, s += 8) {
    memcpy(buf, s, 8);
    parsed[i] = simple_srtoul(buf, NULL, 16);
}
ino = parsed[0];
mode = parsed[1];
uid = parsed[2];
gid = parsed[3];
nlink = parsed[4];
mtime = parsed[5];
body_len = parsed[6];
major = parsed[7];
minor = parsed[8];
rdev = new_encode_dev(MKDEV(parsed[9], parsed[10]));
name_len = parsed[11];
}

/* FSM */

static __initdata enum state {
    Start,
    Collect,
    GotHeader,
    SkipIt,
    GotName,
    CopyFile,
    GotSymlink,
    Reset
} state, next_state;

static __initdata char *victim;
static __initdata unsigned count;
static __initdata loff_t this_header, next_header;

static inline void __init eat(unsigned n)
{
    victim += n;
    this_header += n;
    count -= n;
}

static __initdata char *vcollected;
static __initdata char *collected;
static __initdata int remains;
static __initdata char *collect;

static void __init read_into(char *buf, unsigned size, enum state next)
{
    if (count >= size) {
        collected = victim;
```



GENERATIVE MUSIC

```
main(t){  
    for(t=0;;t++)putchar(  
        tx((t>>9|t>>13)&25&t>>6)  
    );}  
    
```



PIPE to an 8-bit 8-kHz PCM channel
(e.g. unix /dev/audio)
discovered by: visy

```
main(t){  
    for(t=0;;t++)putchar(  
        (t>>7|t|t>>6)*10+4*x(t&t>>13|t>>6)  
    );}  
    
```



discovered by: viznut
(by combining findings of

PRAWIE KONIEC...

MANIFEST

- Pamiętajcie o formie!
- Pielęgnujcie swoją kreatywność!
- Upowszechniajcie informatykę w świecie!

KONIEC

Mikołaj Pastuszko | @mPastuszko

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