

The slide is titled "Genetic Drift" in a large, bold, blue font. Below the title, there is a diagram of a population bottleneck. It shows a large green rectangle labeled "population" with a smaller green rectangle labeled "bottleneck" inside it. To the right of the diagram, there is a bar chart showing the frequency of alleles in the population and the bottleneck. The chart has two columns: "population" and "bottleneck". The alleles are listed on the y-axis: "A", "a", "b", "c", "d", "e", "f", "g", "h", "i", "j". The bars for the population are colored in a gradient from blue to red, while the bars for the bottleneck are colored in a gradient from red to blue. The bottleneck bars are significantly shorter than the population bars, indicating a reduction in genetic diversity.

Genetic Drift

population

bottleneck

allele

bottleneck

population

A

a

b

c

d

e

f

g

h

i

j

allele 1

allele 2

allele 3

allele 4

allele 5

allele 6

allele 7

allele 8

allele 9

allele 10

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The diagram shows a hierarchy of software components. At the top is a blue box labeled 'Software'. An arrow points from 'Software' to a yellow box labeled 'Library'. From 'Library', two arrows point to two separate green boxes labeled 'Component'. Below the 'Component' boxes, an arrow points to a large red box labeled 'System'. To the right of the 'System' box, there is a note: 'Component is not a system'.

Below the diagram, there is a text box with the following content:

For library, programmer will not create/construct instance. The library will be loaded by the system only.

Below this text box, there is a diagram showing the relationship between 'Library' and 'Component'.

The diagram shows a blue box labeled 'Library' and a green box labeled 'Component'. An arrow points from 'Library' to 'Component'. Below the 'Component' box, there is a note: 'Component is not a system'.

Below the 'Component' box, there is a large red box labeled 'System'. An arrow points from 'Component' to 'System'. Below the 'System' box, there is a note: 'System begins with component'.

**Entity-Component Code:**  
The **Entity** part, everything would likely be implemented through this interface. Each **Entity** is an entity with a list of associated **components**, where each component is a specific functionality. Could use this for in game content and personalization (each user is an entity, etc.)

**Personalization:**  
Link your goals, their own data, such that you could store notes, personal messages, character data, etc. on a single and address it through Axiom

**Minimal Interface:**  
Use Axiom commands through an interactive interface

**Minimal Interface:**  
Use direct commands through an interactive interface