

RECURSIVE TIMES

MENTALLY INVIGORATING

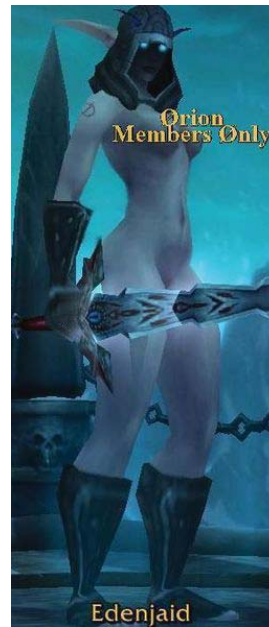
WARCRAFT IN SCHOOL?

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World of Warcraft should be allowed to be played in school because there are some aspects of education that World of Warcraft can help with. It can help in understand the flow economics; it could also be used to learn business skills.

You can use World of Warcraft to understand the flow of economics because there is a use of an auction house in the game which players post items for sale which then allows other plays to bid/buyout those items. If you check the auction house constantly you will notice inflation and deflation.



Edenjaid is the Founder/
Guildmaster of Orion.

When there is only a few of the same item on the auction house the price will be relatively high, but when more and more of that same item gets posted on the auction house the price will gradually begin to drop. It also helps you learn supply and demand. When a new expansion pack comes out all the items from the previous expansion drop in price because there isn't that great of a need for them, and all of the items that came out in the new expansion are posted at high prices because of the need for them.

World of Warcraft also allows you to learn professions and sell your items that can be made by your profession to people that need it.

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A LAPTOP IN EVERY LAP

Teachers complain that they have to waste too much paper and want to go "green." Parents complain that students are carrying around too much stuff and that it's giving them back problems. Students complain about having to keep track of that same stuff and paying for lost or damaged books and papers, in both grade and money forms. However, what our schools fail to realize is that all of these problems could be solved by switching our schools from backpacks to laptops. After carrying around heavy textbooks and countless sheets of paper that get crumpled at the bottom of bags

for years, it is time that we switch to computers.

Computers, however, would pose some problems, but not many that can't be fixed. A common defense would be that not all students can afford laptops. Although this may be true, as laptops lower in price they would probably equal out to the high cost of textbooks and papers, as a laptop can be used for a student's whole school career. Another defense would be that student could abuse them and go on Facebook or

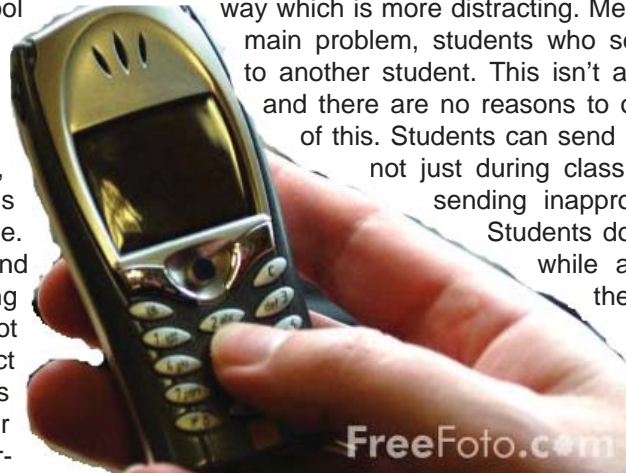
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CELL PHONES: SAFETY OR DISTRACTION

Cell phones should be allowed inside the classroom. If an emergency happens, students need to be able to reach the police or their immediate family members. Especially in high school the average student's day changes a lot, and they need to be able to notify their parents and arrange rides. Communication is important in many of school activities. There are many group projects, and you will need to notify other group members. If you can't find someone in today's large schools, you can locate them faster with a quick text message.

Many school districts have banned cell phone use during school hours, and some schools won't let you carry your phone with you. What if something serious happens and you can't reach anyone? This is a safety measure. The main reason against allowing cell phones is distractions.

Students send messages to one another during class. This is just like passing notes in a less noticeable way. If you take away the phones then you're left with the old school way which is more distracting. Message bullying is the other main problem, students who send unwanted messages to another student. This isn't a problem with phones, and there are no reasons to outlaw phones of this. Students can send messages like just because this anytime, not just during class. The last big problem is sending inappropriate photos. Students do this on their own time and while against school rules, having them in the class room does not cause this and has no affect what so ever. Some kids will abuse this power though and "bully" ing school and such, that's when the other student will notify a teacher or a principle to access the situation like in any other everyday activity at school. In all cell phones can benefit greatly, and aren't near as a distraction as they seem.



-Alexander

There are 10 types of people in the world - those that understand binary and those that do not!

VOLTAIRE'S VOICE

School administrators and teachers all complain about music being a "distraction" and therefore having a music playing device in class is prohibited. While this may seem like a good idea, it is not. We all know that music stimulates the mind while also introducing a relaxed mood. Research shows that students listening to music experienced a significant reduction in distractibility. Every class has their own "class clown" that distracts, annoys, and blocks out the teacher's ability to teach, but if these students were allowed to listen to their own music, then they would be less inclined to goof off in class. Music promotes

academic success by helping students focus on the tasks at hand and the rather banal, tedious assignments that they are given to complete during class. This in turn helps create a rather small time slot that is needed to complete assignments in if the students are focused, which would lead to more time available for discussions and avoid getting behind in the teacher's lesson. Therefore, music being called a "distraction" for education and being prohibited from bringing music playing devices is a mistake that should be corrected to improve our education nationwide.

RANDOM TIP

Random numbers can be a great benifite to programmers when some type of non-planned event needs to happen. But how exactly do you create a random number? Most languages have some method of random number generation built into it, and most have a method that will generate a random number between 0.0 and 1.0. There is a simple formula to turn this small random number into a random number between any range.

$\text{random} * \text{range} + \text{min}$

Use your random generation method then multiply by the range of numbers that you want and add the smallest number you want. So if I was using Java and wanted a number between 10 and 20 I would use:

```
Math.random() * 10 + 10;
```

If I wanted a number between -4 and 4 I would use:

```
Math.random() * 8 - 4;
```

- Digs

Warcraft, cont. from page n

A student can learn business skills from this because when in a main city you are entered into a channel called the trade channel, this allows you to communicate to other people that are in major cities. This channel is usually used by people to advertise their profession and sell their skills. When someone contacts the player they then can negotiate the price for their services. This could be turned into an assignment by giving the student a certain amount of time to advertise and sell their skills, then once that time finishes the students will be graded based on the amount of money they had made.

- The WoW Nerd

```
int getRandomNumber()
{
    return 4; // chosen by fair dice roll.
             // guaranteed to be random.
}
```

Building your own random generation method is not always a good idea.

Laptops, cont. from page n

cheat during class. However, if a student takes the effort to figure this out, they probably don't care too much about the class anyway. Cheating is a larger problem, however, and teachers would need to find creative solutions to solve this, like they do with written work.

Computers have developed enough that it is time they are used in schools. America has entered an age where other countries are overtaking us in technology, and if action is not taken now, the United States will be left in the dust. Laptops would make both students and teachers lives easier, so now that we have the resources, why shouldn't we take action?

- Bobby Joe Smith

THE CASE FOR WIKIPEDIA

English teacher and librarians have harangued me on nearly every research paper I have written to not use Wikipedia. The teacher will usually go on to talk about how anyone can edit Wikipedia and if they are serious they will even have a few tales of false information. Stories such as how Wikipedia claimed that Hillary Clinton was the valedictorian of her school for nearly 20 months (she talked at the commencement but was not the valedictorian) abound. Wikipedia is, however, as reliable as "reputable" sources and in most cases much more accessible to the common student.

Most opponents of Wikipedia argue that Wikipedia allows anyone to edit it, giving less credence to it than other closed systems. It should be wondered, however, why an article made by a few people is more reliable than an article made by more people. Britannica is often used as the most reliable encyclopedia largely because it has built up a reputation. This reputation was built up before the internet existed, however, and should be at least reexamined. When Nature reviewed the two encyclopedias in comparison

it found just as many serious errors in Wikipedia as it did in Britannica from a random sampling.

Ironically, in my research on the subject, it was the Wikipedia article "Reliability of Wikipedia" that was the most helpful. I, naturally, did not trust the information coming straight from Wikipedia. After every few statement Wikipedia forces authors to cite a source which the reader can then check up on. Wikipedia readers will frequently see [citation needed] which alerts readers to take the statement with a grain of salt.

Yes, a reader should definitely be critical of information coming from Wikipedia and check up on all sources and think for themselves. But shouldn't a reader do that no matter what they are reading? By allowing Wikipedia into schools teachers will help their students become critical of information. Forcing students to use only certain elusive sites as "reliable" content is not teaching students to be critical, it is just forcing them to do much longer Google searches.

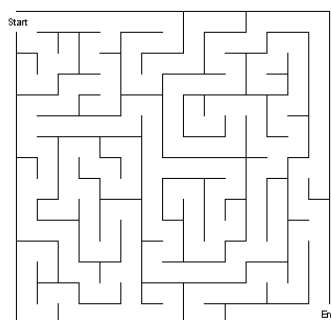
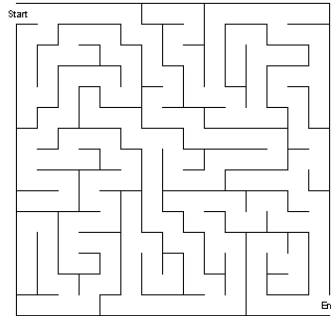
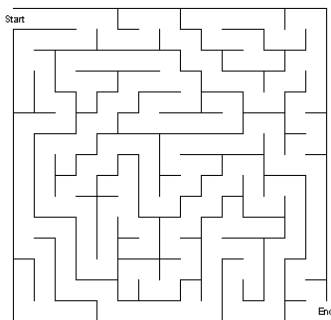
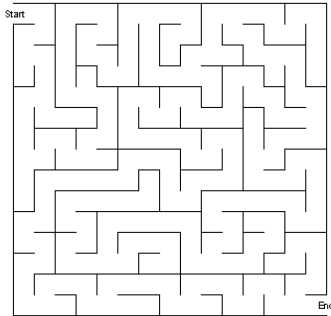
- D. R. Thomas

GENERATING UNIQUE MAZES

Generating thousands of unique mazes seems like it would be very hard to do, but with a simple algorithm it can be accomplished in less than one minute. Each maze pictured here was created with the same program ran multiple times.

```
create a CellStack to hold a list of cell locations
set TotalCells = number of cells in grid
choose a cell at random and call it CurrentCell
set VisitedCells = 1
```

```
while VisitedCells < TotalCells
  find all neighbors of CurrentCell with all walls intact
  if one or more found
    choose one at random
    knock down the wall between it and CurrentCell
    push CurrentCell location on the CellStack
    make the new cell CurrentCell
    add 1 to VisitedCells
  else
    pop the most recent cell entry off the CellStack
    make it CurrentCell
  endIf
endWhile
```



STUDY SAYS NO VIDEO GAMES ON SCHOOL NIGHTS

A new study suggests that kids who play video games or watch TV on school nights suffer academically. Weekends are a different matter.

By Eric Bangeman

<http://arstechnica.com/gaming/news/2006/10/7880.ars>

This article talks about a study that took place in New Hampshire and Vermont. Kids were asked about how much they watch TV and play video games during the week and on weekends. Then they were asked to rate their own academic performance. Dr Iman Sharif concluded that the more TV watched and the more video games played during the week, the worse kids did in school. He did say though, that TV and video games on weekends had no correlation with declining academic performance. The American Academy of Pediatrics recommends that children watch no more than two hours of "quality" programming per day. Kids under age two should not be allowed to watch TV at all. When it comes to video games, the Academy suggests that parents monitor video game play-

ing in the same manner that they do TV watching.

I agree that watching T.V. and playing video games during the week can negatively affect one's academic performance but this has nothing to do with these things affecting your brain and your capacity to learn. TV and video games are simply more exciting to kids than homework. They tend to distract children and keep them from studying. I am currently in high school and realize it myself. These "experts" need to quit looking for some grand answer to this supposed "problem". The answer is not to have rules on TV watching. Children need to develop self control in order to fix this. They need to learn to live with the distraction of technology and get to business.

-Hammypie54

PLEASE NOTE

A Special Thanks goes to the AP Computer Science class that took the time to provide the articles presented in this issue of Recursive Times.

For those of you that are not quite sure about what to do with the pseudocode please see your local Computer Science teacher, or send me an email at digs.jones@gmail.com.

