Name(s): ____________________________

Circle Section(s): A (9am), B (10am), C (11am), D (12pm), E (1pm), F(2pm), G(3pm)

Computing Scavenger Hunt
Due at 11:45 PM on Thursday, January 16th
(you must put answers on these pages and upload to Gradescope; see page 3 for more info)

Points Earned: ___________  Scaled out of 5: ___________

For full credit on this assignment, you need to correctly complete at least **50 of the 70 possible points**. If you do not complete 50 points correctly, your grade will be the number of points completed out of 50. If you complete more than 50 points correctly, good for you (but you will not be getting any extra credit). Your grade on this assignment will be scaled to be out of 5 points and entered into Canvas. All of the answers can be discovered around campus, in zyBook assignments, or through some web searches online. Expect this assignment to take you 30-90 minutes (depending how much energy you want to put into it!) You can do this assignment with one friend/peer; if yes, both names (and both section numbers) should be included on the answer sheet; only ONE person should upload the assignment to Gradescope. Any student who receives 70 points will be put into a raffle for two CS@Mines t-shirts.

1. (4 points) Who is well known for developing methods to decipher messages during WWII?

2. (2 points) According to the zyBook, who is generally regarded as the first computer programmer?

3. (3 points) ...and what was the name of the device that he/she wrote programs for?

4. (2 points) What does “ACM”, as in the “Mines ACM Student Chapter” or the “ACM ICPC”, stands for what?

5. (4 points) When does the Mines ACM Student Chapter and the ACM-W Student Chapter meet this semester?

6. (3 points) Many CS@Mines students participate in events known as “Hackathons.” Describe what one of these events entail.
7. (3 points) The first personal computer was built by John Blankenbaker in his garage. What year did he build this computer?

8. (3 points) U-CLIMB is a near-peer mentoring program for this course. Write one fact about the program found on the U-CLIMB homepage. A link to this site can be found on the contact page of the 101 course website.

9. (4 points) Who popularized the idea machine-independent programming languages which led to the development of high-level programming languages?

10. (4 points) What is the name of the Linux lab located at BB 136?

11. (8 points) … and what does it stand for?

12. (3 points) What is the most fundamental difference between a Linux operating system and a Windows operating system?

13. (2 points) The “Isengard” server is accessible to all Mines students. Which operating system does it run under?

14. (2 points) Describe the difference between volatile and non-volatile storage. What type of storage is volatile?

15. (4 points) How much did the Osborne computer displayed in CTLM cost? What year was it debuted?

16. (2 points) How much memory did the hard disk on the Dell 320 Notebook displayed in CTLM building have?
17. (4 points) OreSec is a cybersecurity club at Mines that holds meetings on Mondays at 6:00 PM in the ALAMODE lab. Denial of service is a cybersecurity threat. Describe what that means.

18. (3 points) Where is the SINE lab located (building AND room) and what does it stand for?

19. (3 points) Guido Van Rossum published the first version of this high-level programming language in February of 1991. Which programming language was this?

20. (3 points) In the 1980s the first object-oriented language to be widely used commercially was developed by Bjarne Stroustrup. Which programming language does this refer to?

21. (4 points) Which of the following was the primary innovation of the Von Neumann architecture?
   a. Use of transistors instead of vacuum tubes
   b. Ability to perform floating-point (real number) calculations
   c. Storage of program instructions in the internal memory unit
   d. Purely electronic design, no mechanical parts for computation

**Gradescope vs. Canvas**
While all grades will be maintained in Canvas, we will use Gradescope for grading. Thus, all homework should be submitted to Gradescope. Using Gradescope will be good for you, as it will enable us to give you better and more consistent feedback. Gradescope will also be good for our mentors, as it allows them to grade electronically. Each Canvas assignment will link to Gradescope, where you will submit an electronic version of your homework. You should plan to edit this file directly OR print/scan this file (there are lots of scanners around campus or mobile app scanners). If you have any questions about submitting your homework, feel free to stop into office hours!