

Mac vs. PCs: Why PCs Still Suck

There has been much discussion of the choice between MACs and PCs. This is a complex issue with significant historic context and detailed technical issues. But basically, PCs just suck.

For starters, Windows is a dumb name. What the hell kind of name is that? Architectural elements and computers are wholly unrelated fields of research. And the MAC gives you menus, icons *and* windows. And they kick it all off with a happy face. Who doesn't like a happy face?

Let's talk mice. For starters, Windows mice have no control. They drive like Pintos. Macintosh Inc. made a good decision when making the scaling algorithms necessary for the MAC's mouse. (My mouse is called Barry White.) Furthermore, Windows' mice have too many buttons. When I push my fingers down, I want them all down. We're clicking here, not playing the piano!

I've been using MACs and PCs for years, but when my MAC broke down, a friend offered me the use of her Windows machine. She should have shot me, it would have been quicker.

No sooner did I get it home, than I got this phone call. It was my friend Larry, an old college buddy. Larry has a PC, too. He lives out in the San Fernando Valley; we haven't talked too much recently. Larry's a nutritionist.

I told Larry about my current dilemma. He suggested a low fat, high fiber diet rich in betacarotene and anti-oxi-

dants. I told him Pentiums suck. And granola gives me gas.

Larry lives on a farm. He has two pigs, three cows and a duck. The duck's named Henry. But Larry calls him Butch. I said what kind of a stupid name is Butch for a duck? It's not like he's that tough, you know? He doesn't even migrate. And Larry just gave me that look he gives you, you know? Of course, he was on the phone, but I knew he had more than just his ears into it.

Not many people know this, but ducks are not always migratory. As it turns out,

The Professor wasn't even a real scientist. Of course, that doesn't mean the rutabagas won't consolidate next year.

Next, how about the overall look and feel. The MAC is far more organic, since it was built from the ground up to be a GUI (Graphing User I n t e r v a l). Windows are built on top of DOS (Digitally-O r i e n t e d S o f t w a r e), which really sucks.

The World's Wide WEB offers opportunities for excitement!

Hey gang, time to get with the nineties—and no, I'm not talking about the Macarana. I'm talking about the Information Super Highway! It's totally cool, and I'm sure all of you have seen or heard of it by now. The Web will be the ultimate force that transforms our society into a trans-cultural matrix of international empowerment, equality, and wonder.

The Web is the most exciting technological development since the airplane. It will change the world by giving individuals power never before realized, or even conceived. Prof. Billy-Lee Turner III of Clark U., and formerly of Bad Company, says "the Web will bring out a side that we've never seen before." By connecting everyone with a computer to everyone else who has a computer, we'll all be connected.

The World Wide WEB crosses partisan boundaries a hundred times over. Vice President Al Gore and House Speaker Newt Gingrich don't agree on much, but when it comes to the Web, it's all smiles. "The Web will give our citizens the means to access any piece of information anytime, anywhere, anyhow. There's never been anything like it," exclaims Mr. Gore and the House Speaker at a recent press conference in Elbonia.

Plus, the WEB has a part of it called "Java." Java is the most amazing programming language, because it incorporates a technology called "object-oriented programming." Without going into a detailed technical explanation, let's just say that, because Java is object-oriented, most people already know how to program in it. Plus it makes everything compatible with all computers—instantly!

Java and other hot technologies facilitate multimedia, right over the Web! This will insure that all information found on the Web will be useful and relevant. Multimedia, also known as "hypertext," can give information in ways never thought of before, such as combining pictures and text... even sound! This is far cool, but you're probably thinking "Gee, I bet all of this is hard to learn." Think again. Read on.

So now you must be asking, "OK, but what do I need to do all this?" We'll start with some tips on how to get on the road and navigate like a Pro. All you need is the "Home" button. After that, the world is your oyster. First, let's find the mouse—and no, I'm not talking about some Disney character. The mouse is that thing with the ball. Move it until the "cursor" is over the box that says "Home." Click the mouse. And you're done!

Be sure to check out the snazzy tutorial at "<http://beatrice.clarku.edu/wombat/entrance.html>" for a comprehensive, interactive look at all the possibilities the World's Wide WEB has to offer.

[This article was compiled from every article written about the Web by every idiot know-it-all hack journalist since Marc Andressonn wrote Mosaic. The web site above is real, babybaby, hot diggity, yeah!]

Bits & Bytes

- The implementation of polymorphism in a static object-oriented language such as C++ is worthy of some examination. In particular, with pipelined processors, the overhead of a virtual function call can be reduced to zero. The main idea behind this is to build a virtual-table for each class, where the table is filled with v-pointers which are method addresses. The method addresses in the table are set to the appropriate values for each class. Each instance of a class that has a virtual function implicitly contains a pointer to this v-table. To send the correct message to a given object, its v-pointer just needs to be used to look up the correct address in the v-table and then calls that address.

- Current constraints in pipelining and superscalar design logically point to a fundamental re-examination of the procedural programming language paradigm. The central problem arises from a single-threaded instruction list being re-organized and re-ordered during execution. This results in decreased performance from wait states and significantly increased die sizes. Both of these factors ultimately result in a higher cost to produce a desired level of

performance. The author proposes a new approach to code generation based on re-orderable code and increased focus on compiler hazard avoidance rather than hardware. Code would still be authored in traditional high-level procedural languages, but with additional extensions to facilitate the creation of multiple encapsulated levels of procedurality. Within each level, each object can be re-ordered without introducing any explicit hazards. Implemented properly, this approach could facilitate far more cost-effective multi-processing.

- Vegetarian Lasagna: You will need 1 box fresh mushrooms, 1 large onion, 1 box frozen broccoli, 2 cups pesto, 2 green peppers, 1/2 oz. parsley, 1 16 oz. can stewed tomatoes, 1 qt. pasta sauce, 1 pound (each) Mozzarella, Romano and Ricotta cheese, 1/2 pound smooth tofu, and 1 box of lasagna noodles. Grate all cheeses and dice (finely) all vegetables. Coat the lasagna pan with vegetable oil and lay the first layer of noodles. Build the layers as follows: #1 Mozzarella, peppers and onion, #2 Romano, pasta sauce and broccoli, #3 Ricotta and mushroom, #4 Pesto, stewed tomatoes and mozzarella. Top with light coating of pasta sauce and grated mozzarella. Heat at 450° for 1/2 hour or until cheese has visibly melted. Garnish with parsley.