Tutorials Over (Whew)! Conference Opens ...

by Hal Hart (TRW)
SIGAda 2000 WOW Editor

By the time you read this, you are probably looking for or in a SIGAda 2000 conference session. In addition to Ben Brosgol's opening address and the two tracks of technical papers you have surely already studied in the FP, today features diversions to keep you going in every direction at once — including the Exhibit Hall opening at 10:30am and tonight's conference opening Gala reception and musical/parody entertainment provided by Ada Core Technologies, now a SIGAda tradition. Read more about these, reviews of more tutorials, more local color, & the continuing countdown of Top-10 90's Visionaries, Success Story Companies, and Trends in this issue.

We hope you particularly visit the exhibit hall often during the refreshment and mid-day breaks the next two days. A broad spectrum of Ada and software engineering products are being shown. Our exhibitors are a valuable, integral part of SIGAda conferences, and we encourage you to look at their offerings and ask them your tough questions – both in their booths and during the mid-day vendor presentation track *(see page 4 of your yellow Exhibits Guide available today for the Vendor Presentation schedule)*.

Tutorial Chair David Cook can finally smile.

Exhibits Open Today!

by S. Ron Oliver

The exhibit hall opens at 10:30 AM today. Don't miss the exhibits on display down the steps just behind the registration Desk. *(Previews on p.4.)*

The exhibit hall will be open until 4:30 PM today, then reopen at 6:30 for the vendor's reception and will remain open until 8:00pm when the Gala begins. The Exhibits will reopen at 10:15, and remain open until 4:30 PM on Wednesday. So ... what more could you ask for? – go see it!

Birds of a Feather Sessions — Less Formal Technical Exchanges

By David Harrison
(Logicon Technology Solutions)

Birds of a Feather (BOF) sessions will meet on Wednesday night from 7-10 PM. You may sign up to attend a session or to lead a session. (See page 9 of the Final Program.) If you have a topic that you would like to discuss with your colleagues, fill out the form on the main bulletin board. List the BOF TITLE, the COORDINATOR (your

Weather Forecast

Today (Partly Cloudy)
High: 8 C (48 F)
Low: -3 C (26 F)

Tomorrow (Mostly Cloudy)
High: 11 C (51 F)
Low: 2 C (35 F)

name), and a brief DESCRIPTION of the topic. You may check back after 1:30 PM on Wednesday to get the room assignment.

A BOF might be regarded as a *Workshop in the Small,* with similar objectives for people with shared interest in a focused topic to get together and work on a product, debate issues, or draw up blueprints conferences to round out and fulfill attendees' reasons for the investment of time and travel. *(Stay tuned for descriptions of scheduled BOFs starting Wednesday.)*

for advances. These complement the value of the conference's prepared technical program. As such, they have always been an asset at SIGAda conferences.

Fun with Ada

By Erin Briska (The George Washington University)

LEGO's anyone? This year the first ever "Fun with Ada" event will be introduced at the SIGAda conference. The goal of this project is to provide a focal point for individuals and Ada user's groups or SIGAda chapters around the world to share their ideas and work. The medium for this year's event is the LEGO Mindstorms™ robot, developed by Barry Fagin of the US Air Force Academy. (For more information on Barry Fagin's development, please see http://home.rmi.net/~fagin/Papers/AdaLetters.htm) Rush Kester, the SIGAda 2000 Local Arrangements Chairperson, had this idea. There are several challenges involved in Fun with Ada 2000 – these challenges are listed below.

(1) Assemble and program a vehicle that will travel in a straight line of a fixed length or for a fixed duration.
(2) Assemble and program a vehicle that will travel in a straight line until it hits an obstacle then stop.
(3) Assemble and program a vehicle that can follow an arbitrary white path laid-out on a black background.
(4) Assemble and program two vehicles that can locate each other and exchange a message.

Future "Fun with Ada" projects may include: model railroads, model cars, blimps, robot hands, road warrior robots, interactive games, and more! These projects are to draw the attention of both novice and experienced programmers. Keep an eye out for Fun with Ada 2000, and don't forget – have fun with Ada!

The information in this article was taken from the "Fun with Ada Challenge" newsletter, written by Rush Kester.

Geek Humor

If debugging is the process of removing bugs, then programming must be the process of putting them in.

Irish Proverbs

Few people realize that the ancient Irish were adept software engineers. We've captured some of their proverbs here to show you what they've learned in centuries past.

Regarding the gathering of requirements from various stakeholders:
Bíonn dhá insint ar scéal agus dhá leagan déag ar amhrán.
There are two versions to a story and twelve arrangements to a song.

Regarding well-defined and well-separated components:
An rud nach mbaineann duit ná bain dó.
Don't interfere with [any] thing that doesn't concern you.

The NASA Visitor Center

See for your self! Go behind the scenes of NASA.
The Visitor Center offers exhibits, tours, interactive presentations, and programs to show visitors from around the globe what the Goddard Space Flight Center is all about.

Open: Daily 9:00 a.m. to 4:00 p.m.
Closed: Thanksgiving, Christmas Day, and New Years Day
No admission fee.
Ample free parking

Tutorial MP3: Software Systems Architecture: A Practical Architecture Method

By Erin Briska (The George Washington University)

Yesterday I attended the tutorial session entitled *Software Systems Architecture: A Practical Architecture Method*, given by David Emery of the MITRE Corporation. This tutorial focused on many aspects of systems architecture, primarily the difference between systems design and systems architecture and how many often combine or confuse the two, as well as various views and viewpoints of systems architecture.

Emery answered the "who, what, when, where, why, and how" of

architecture. He thoroughly explained each concept and went in depth with his examples. The topic on distance learning and the TADLP architecture views, in my opinion, were the most interesting parts of the tutorial. He explained in detail the infrastructure, courseware, data, security, and enterprise management views.

As a novice to the Ada language and a first time attendee of the SIGAda conference, I felt that Emery made the material not only understandable and enjoyable, but also interesting and informative.

The Countdown
10 Visionaries of the 90's

Issue 0 (p.3) started one webfeed's countdown of the 90's Top 10 influence makers. Here's 5 - 7:

80's, but that he did it again in the 90's! Apple still makes the most user-friendly computers the world has ever *seen*.

6. **JEFF BEZOS: Mr. e-commerce, *the electronic salesman.*** Founder and CEO of Amazon.com. Neither recent bad press or red ink can diminish the lasting impact of the push he gave e-commerce at the key time.

5. **JOHN DOERR:** *The moneyman.* "Johnny Appleseed of Silcon Valley," venture capitalist who backed Netscape, Compaq, Symantec, Pixar, Intuit, Sun & others. Also called the "Anti-Gates" — would there be any other powerhouses without him?

Get your bets down now on who the Top 4 are going to be (in Wed.. & Thursday's WOWs).   *-H²*

The Countdown
10 Success Stories of the 90's — The Companies

Three more of the Top 10 companies that made the 90's the high-tech success story it was. *(See Issue 0 for the first 3.)*

- **CICSO Systems:** The Atlas of the Internet, that broad, strong back*bone.*

- **Dell Computer:** Don't mess with Texas!

- **Yahoo:** Thirty million users equals 60 million eyeballs. *(Did you see that movie where the guy CB's his stock-market conservative friend 30 years earlier to remember "Yahoo"? Identify the movie for recognition in WOW.)*

The Countdown
10 Trends from the 90's — Will They Shape the Future?

And, 3 more of ten 90's trends predicted to influence the 21st century:

- *"High Tech, High Fashion"* Personal gadgets become stylish accessories for modern living.

- *"PCs Get Dirt Cheap"* Affordable hardware makes computers available to *almost* everyone. *Remember what you would have paid for a PC in the 80's??*

- *"Gaming Goes Mainstream"* Moves out of the arcade and into living rooms everywhere.

Your "reviews" of the technical sessions you attend are welcomed. Indicate whether you want them printed anonymously or signed. Submission is via drop-off at Sheraton room 1007 or hand to a staff member.

"I'm not suffering from insanity, I am enjoying every single minute of it!"

Previews of the SIGAda 2000 Exhibit Hall

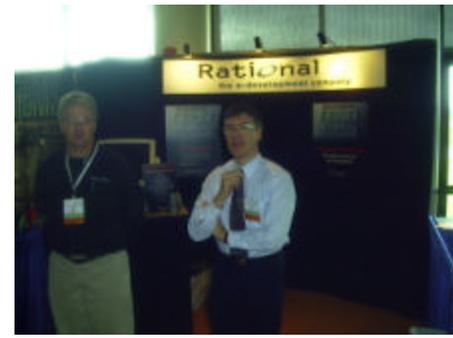**Ada Core Technologies (ACT's) Booth**

OC System's Booth

DDC-I's Booth

Aonix's Booth

Rational Software's Booth

Top Graph X's Booth

AdaSTAT's Booth