THE FIREWALL

THE NEW DEAN SHARES HIS Thoughts

USABLE HEALTH
EXECUTING A HEALTHY LIFESTYLE JUST GOT EASIER!

MEREDITHGOODMAN.SENDMESSAGE("GOODBYE")
WELL-LOVED CoC EMPLOYEE MEREDITH GOODMAN DEPARTS

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THE FIREWALL TEAM

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WELCOME TO THE CoC

Hi there!

On the behalf of the FIREWALL team, welcome back to Georgia Tech! Or, if you're a freshman, we're glad to have you with us!

We are currently looking to recruit new members to our organization, in the areas of writing, copy editing, graphic design, layout, and publicity, so if you're interested, email karthik.narayan@gatech.edu. You'll get a chance to work with some of the brightest students in the College of Computing and learn a variety of new skills while at it! While you're at it, you can get your work published to a large audience!

The FIREWALL team has more waiting for you this semester, so buckle up your seatbelts, and sit tight, and enjoy the September issue!

Karthik Narayan
President and Chancellor of the FIREWALL magazine
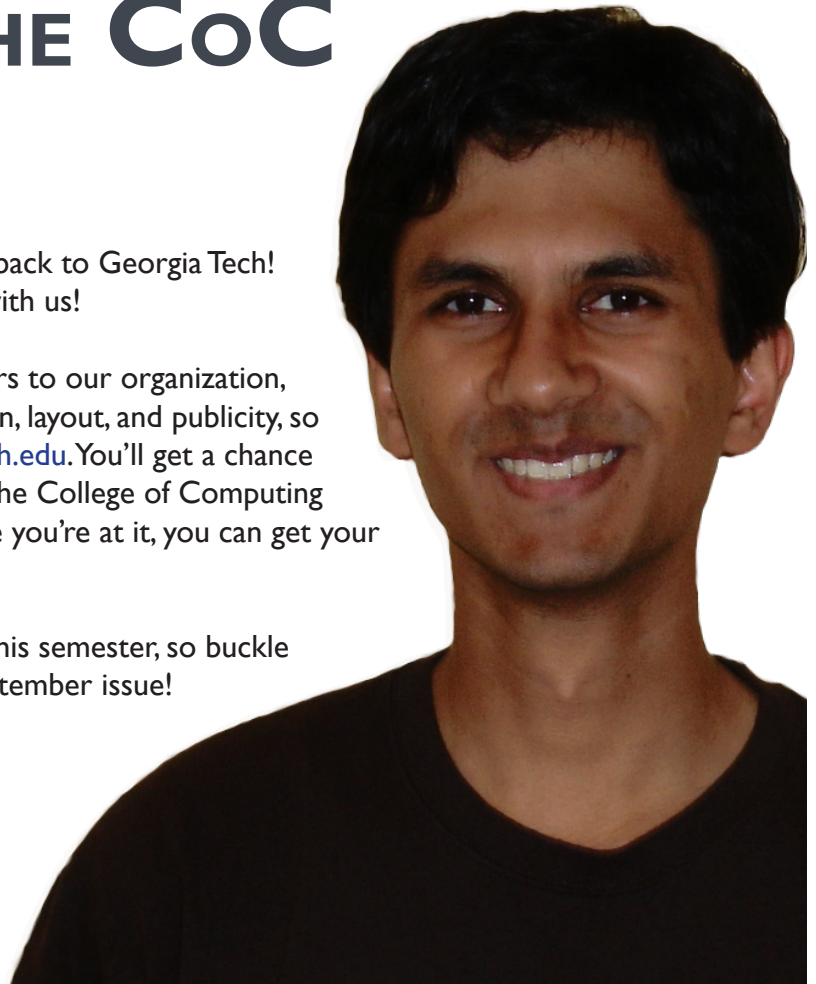
COME HELP SPREAD THE FIRE

You can contribute to the College of Computing Student Community!

ConocoPhillips

Debugging with Eclipse

BY KARTHIK NARAYAN

A debugger is a tool used to do precisely what it suggests: eliminate bugs from a program. Generally, debuggers are computerized code tracers which allow programmers to step through code. With each step, debuggers may display updated variable changes or make changes to variables on the fly. It turns out that Eclipse has a debugger, which does all of this and more.

Let's take a look at the following piece of buggy code, intended to find the largest element in an array a:

```
1:public class FindMax {
2:   public static void main(String[] args)
3:   {
4:     int[] a = {1, 2, 3, 4, 5};
5:     int max = a[0];
6:     for (int i = 0; i < a.length − 1; i++)
7:     {
8:       int val = a[i];
9:       if (max > val)
10:         max = val;
11:  }
12:
13:    System.out.println(max);
14: }
15:}
```

To your dismay, the code prints out 1 as the answer. The error lies in line 9, where the > is supposed to be replaced with <. Let's see how we can use the Eclipse debugger to help us spot this problem.

Setting up the Project

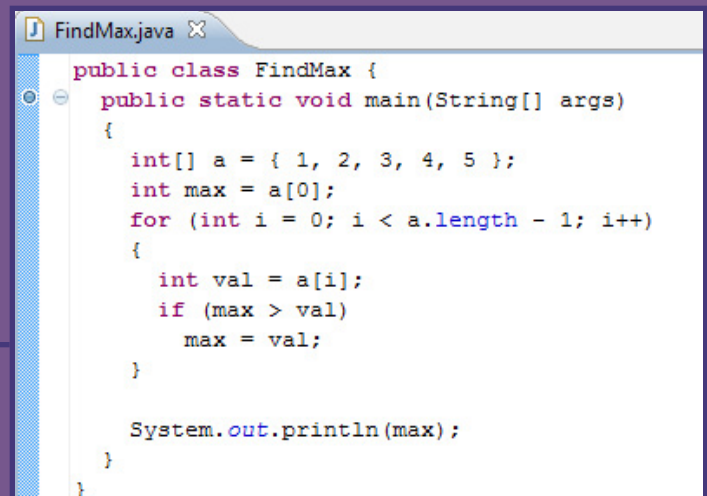Start a new Java Eclipse project:
File -> New -> Java Project.

Set the Project Name field to be DebuggingWithEclipse.

Right click on the project that appears in the Package Explorer window, and select New -> Class.

Type FindMax into the Name field, and select Finish. If you see a warning which says "The use of the default package is discouraged," ignore it.

Type the code to the left into the Eclipse Java Editor.

Your screen should look something like this now:

```
J FindMax.java
public class FindMax {
  public static void main(String[] args)
  {
    int[] a = { 1, 2, 3, 4, 5 };
    int max = a[0];
    for (int i = 0; i < a.length − 1; i++)
    {
      int val = a[i];
      if (max > val)
        max = val;
    }

    System.out.println(max);
  }
}
```

Starting the Debugger

The first step to debugging this code is setting a breakpoint. A breakpoint is usually needed to set the starting point for the debugger. It is also used to jump over segments of code; we'll cover that in a later issue.

Set a breakpoint on line 2; do this by either double-clicking in the gutter, the gray margin to the left of the coding area, or using the shortcut Ctrl-Shift-B while the cursor is on line 2.

Start the debugger by either clicking on the Debug button on the Eclipse toolbar, or click F11.

If using the debugger for the first time, Eclipse should ask you whether it should preserve the perspective changes for the Debug view. Click yes and select the checkbox to remember this choice.

Don't pull out your fly swatter, it is inside of your screen

Debugging the Code

If you followed the steps above properly, you should now see a highlighted line in your code with a blue arrow in the gutter, where you placed your first breakpoint; the array declaration should be highlighted. The blue arrow lets you know where the program is in execution; it hasn't executed the highlighted line yet, but will do so as soon as you continue running the code. The most commonly-used commands to step through code are located in the Debug window, where you should see a play button, a stop button, and various other buttons.

Click on the "step over" button (F6). You should observe that a new entry appears in the Variables window, a.

Click on the variable a in the Variables window. You should notice that the contents of the array appear immediately below the window.

Click on the "step over" button again. You should observe that max appears in the Variables window, and is appropriately set to 1.

Click "step over" two more times, until the blue arrow is on line 3, above. What do you think will happen if you step over once more? Since the conditional evaluates to false, it should be that the blue arrow jumps back to line 2.

Click "step over." Sure enough, the blue arrow does indeed move back to line 2. What happened to val? It disappeared, since the variable went out of scope.

Click "step over" again. You should notice that i in the Variables window is now highlighted yellow. This is because the value of i changed during execution.

Click "step over" again. Line 9 should now be highlighted. What do you think will happen when you click "step over" again? As of now max is 1 and val is 2.

Click "step over" again. We see that max isn't updated, even though the value encountered was greater. We saw that the problem here occurred on line 9. We now realize that the > should be a <.
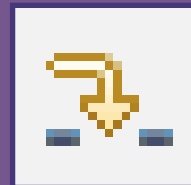
This was a pretty simple application of Eclipse's debugger. How do you get better at debugging? Practice, practice, practice. Also, check out the tips to the right.

Usable Health

http://www.food-faq.net/

BY **JOY BUOLAMWINI**

Ever walk into a cafeteria or restaurant hoping to find something fairly healthy but also somewhat tasty? Perhaps you have even considered changing your diet to gain more muscle or lose weight, but you wanted a way to enjoy food at numerous places without having to calorie crunch. If researchers at Georgia Tech have their way, making everyday healthy decisions will be easier than ever before.

BACKGROUND

Most of us lack the resources, will power, or knowledge to make healthy diet decisions on a regular basis. Usable Health, a company spawned from research at the Georgia Tech Graphics, Visualization, and Usability Center (GVU), uses emerging technology to make healthy decisions easier by providing personalized real time information at crucial decision making moments. CEO Jiten Chhabra, a medical doctor by training with a degree in human computer interaction, and CSO Chad Bonner, a former healthcare consultant, co founded the company with the goal of advancing healthcare technology beyond serving solely as monitoring tools.

Chhabra acknowledges that there is a lot of healthcare information available. However, in its current embodiment, the information isn't very usable because "it is hard for the average individual to process, typically pedagogical in nature, and seldom dynamic." To the Usable Health founders, the Center for Disease Control is a prime example. The organization has expended many resources in order to create an online database of health related information.

However, Chhabra and Bonner attest that the information like that of other health information hubs does not address present realities. Bonner has noted that the" average individual consumer of health information has a really hard time finding trustworthy information and getting actionable advice they can use in their everyday life." How can the information be useful to the general populous if few people know how to use it or even what to look for?

AUTOMATED HEALTHCARE INTERVENTION

Instead of merely capturing health data and alerting a healthcare provider if dangerous values are observed, Usable Health has moved passive data capturing forward to automated health care intervention.

Rather than just keeping track of temporal data such as weight, Usable Health employs the concept of automated health care intervention by matching a user's information to real life datasets and profile information in order to provide real time recommendations. These recommendations can be accessed via touch-screen kiosks installed in cafeterias and restaurants, a toll-free interactive voice response telephone support line, simple text messaging, smart phone applications, and any web-enabled personal computer.

For example, if a user has been logging weight electronically and wants to know what to purchase at a particular restaurant when she has arrived, she could log into one of Usable Health's systems to get a recommendation for that

specific restaurant in keeping with her goals.

Generating a real time recommendation at a decision point empowers users by giving them information about the nutritional value of various combinations of their choosing and also suggested combinations with the best health scores that also match their taste preferences. Still, does this information lead to any significant behavior change?

RESEARCH

In the last two decades, healthcare research has mainly focused on hospitals, healthcare providers, and doctors. The push to digitize healthcare records has galvanized the technological integration of health data to make it easily accessible to healthcare professionals. However, the main focus in recent years has not been on enabling ordinary individuals to use their own health data practically in everyday situations. Chhabra and Bonner are at the forefront of a new branch of healthcare research that investigates the efficacy of self monitoring health programs that are built using evidence based recommendations. Their research is advised by Dr. Elizabeth Mynatt, the head of the Every Day Computing Lab and the director of the GVU. With funding from the National Science Foundation and the Georgia Research Alliance, the team is investigating the main question in this research space: "Does delivering real time recommendations based on legitimate medical data make a difference in health?"

To address this question, Chhabra and Bonner perform standard trials with their product deployments to compare the impact of their technology to the results of the currently accepted practices. They have broken these trails into several phases.

The first phase has focused on assessing the level of empowerment this technology gives to users. Research was conducted with Usable Health's flagship product Dr. J Says. After interviewing students, Chhabra discovered that a major hurdle that reportedly prevented the interviewees from reaching some of their health goals was knowing what to eat on a meal by meal basis at various on campus dining locations. Though it would be improbable to have a personal dietician sitting on your shoulder giving you advice in Jiminy Cricket fashion, Chhabra embodied this idea of ubiquitous personalized recommendations from an expert source in Dr. J Says.

Dr. J Says employs automated health care intervention by allowing users to fill out health profiles, and then using a powerful patent pending recommendation algorithm, provides menu suggestions to keep users on track. They system was first tested with Georgia Tech cafeterias, Woodruff and Brittain. After completing a short profile, students could simply swipe their identification cards and then see a list of suggested meals in keeping with their health goals based on the food available during the current dining period. While older versions of the system allowed users to customize their own meals, newer iterations of the system not only show the health scores of combinations but also the amount of minutes running or walking needed to burn off the calories. The system even goes a step further by offering the locations of near by gyms. Preliminary data from the National Science Foundation-sponsored research study have been very promising. Based on responses to a standardized questionnaire administered by a registered dietitian, 80 percent of user reported confidence in making health decisions after using the software, compared with only 50 percent reporting such confidence in pre-study evaluations.
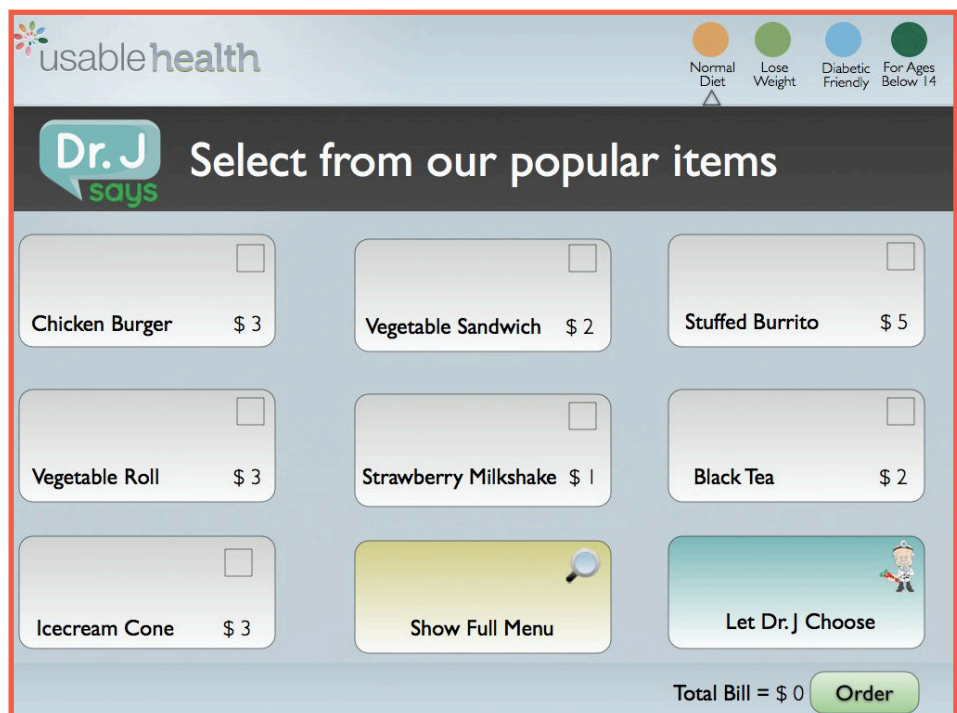
RESEARCH AND INTERNSHIP OPPORTUNITIES FOR STUDENTS

Studying the effect of personalized healthcare technology on behavior change is largely unexplored territory. The results of current research could significantly change the way in which healthcare providers engage with the rest of us, and how we go about making healthy decisions. If it is shown that Usable Health's products do lead to significant changes in behavior that reduce overall health costs and preventable ailments, the ramifications will be huge. According to Chhabra, "Georgia Tech students have been instrumental in shaping Usable Health and much of the current success has been the result of graduate and undergraduate involvement." You can continue the legacy of student contribution by becoming a part of this groundbreaking work.

Current Research Positions available:

1) Study administrator
2) Nutritional information analyst
3) PHP-MYSQL web developer

Current Business/Internship Positions available:

1) Market Analyst
2) Public Relations Intern

The second phase of research will examine if automated health care intervention makes any significant changes to behavior. In addition to offering Usable Health for free to the entire Georgia Tech community this spring, the team will deploy pilots of their software with Georgia-based Norfolk Southern and Lowndes County Partnership for Health. They have also release an Iphone app that is integrated into the new Official Georgia Tech Iphone Application under development.

Chhabra and Bonner will be inviting all members of the Georgia Tech community to become free users of the software in a "private beta" release of the software in Spring 2010. By signing up, Tech students, staff, faculty, alumni, friends and family will be able to get very personalized dietary recommendations at restaurants and grocery stores on and around campus. To receive a "private beta" invitation, send an email to: chad@usablehealth.com.

If you happen to see a Usable Health kiosk on campus—or a Usable Health sticker on a restaurant window—give it a try, and give the team some feedback. You can find more information about the company at www.usableheatlh.com.

Hear our exclusive interview with the Usable Health founders at www.gtfirewall.com. ■

EXTRA INFORMATION:
Funding details:
1) NSF: Technologies for Nutrition and Diabetes
   Management through GVU   - $500,000
2) Georgia Research Alliance: VentureLab Phase 0 - $10,000
3) Georgia Research Alliance: VentureLab Phase 1 - $40,000

TECH bytes

BY **ANDREW PANFEL**

How would you like to work the *other* 9 to 5?
I mean working from nine in the afternoon to five in the morning every weekday. Such was the daily schedule for my internship at ABC News - news that have to be made 24/7.

My internship was for participating in the video segment TechBytes, a tech news video chunk that gets sent nationwide to all local ABC affiliates (your local station). My partner for this adventure was Brett, who writes and produces the segment along with MoneyScope, a business related segment. TechBytes gets recorded and broadcast nationwide weekday mornings as part of your local news. This means that the tech news have to be suitable for all audiences, not just tech-minded people. Being broadcast in the morning means that the segment has to be ready the night before the morning it is to be broadcast.

The first thing Brett and I did when coming in on Sunday night was to find tech-related stories. This is something that felt quite familiar to me. Engaging in such stories in times when I usually should have been doing schoolwork, I happily looked through my favorite

sites: Engadget, Gizmodo, Digg, Google News, etc, to find suitable stories to use. I started compiling a list of headlines and sources for story topics. I found a mixed assortment of popular stories that people should know about, and I also dug around and found some interesting stories that weren't so popular yet. I showed this list to Bret, and he would like maybe one or two of the popular ones, but never really liked the more tech-oriented stories that I thought would be interesting to most people. He explained that my choice of less popular-but interesting stories wouldn't make a good story for TechBytes.

But what exactly makes a story good for TechBytes? That question would interest me during my entire internship.

I first noticed that a lot of the stories that were chosen for the show were iPhone related. I was understanding of this since the popular news topic was the release of the new iPhone 4. But after a full week of what seemed like non-stop apple iPhone madness, I had to know why there was such a strong focus on a single topic.

One day as I was finding topics, I was relieved to find a lot of interesting tech news going on. I wrote down over ten possible stories for Brett to look over, only to notice that most of them dealt with news about Android, my phone's OS. I didn't realize it at the time, but the stories which I picked that seemed absolutely newsworthy were really geared for my interests. I picked mostly stories which interested and excited

technology. Most of the country hasn't taken psychology courses at Georgia Tech; they just wouldn't get the idea, like Brett.

One story we used wasn't very well known though. We used a story that described a new flying car which looked no more ready for production than all the other prototypes from over the years; but we put the story on the air anyway. A general audience can relate to a future tech story. The topic of human progression into the future is welcomed in tech related news.

After we gathered all of our stories, Brett had to write the script for the prompter. The news anchor would read this script and it would go to air. Brett, who is a talented writer, used clever phrases to explain different parts of the story and to paraphrase the important details. The thing to note is that he has to write five stories for a two minute segment, and he has about an hour to write all five.

As Bret started to write the stories, I split up and visited the editing department. I participated in capturing video for the segment. Whenever an anchor talked about a subject, for example a kindle, a b-reel video of the kindle would usually play full-screen for the story. The video could have been from numerous sources; ABC could have filmed it themselves at the product's launch, Amazon could have sent us a press video, or we could have used the TV commercial

me, even though I was purposely looking for stories aimed at a broad national audience. Brett, who chose most of the iPhone related stories, doesn't have an iPhone, even though he has an iPod touch. He cited that more people would be interested in the popular iPhone stories than the weaker Android topics; he was probably correct after looking at the number of people who bought the iPhone 4, but that lesson made me realize to keep my biases in check when finding articles for stories.

I eventually figured out some of the secrets to a good story. We used topics for stories that people could directly relate to. For example, because of a heat wave, we presented a story about a new air-conditioning technology that was more efficient. It's a little weird though; the story gets to be popular because of the public's interest in the story, and that's

how the story got to us to be published again. It's this reason that less popular stories don't get to be used as often.

One time, I found one story about battery terminals which could accept batteries being inserted in either direction, but Brett rejected the story, saying that it's not difficult to know how to insert batteries correctly. Thinking back to my psychology and people design course, I tried to strengthen my argument, explaining that he was missing the point. The design of the new technology would make things easier and simpler for people, and that deserved the story in itself. Looking back now, I guess I could imagine people staring at their TV's and wondering why it was a newsworthy story; the majority of people nationwide don't have issues with their batteries, and would laugh at the concept of a need for such

for the product. When I asked Brett what difference it made, if it made one at all, he explained that we didn't want to commercialize a product; it would be best to use our own footage instead of what the company sends us.

Finding the right video to use is a difficult job to accomplish because all these different video sources come in different formats. First you would have to search for what you want – in our case we would search for kindle related items. Finding a video we recently used would keep it in the editing system for up to a week, but after that, the search would return with no results and the video would be archived on DVD or in digital storage. The previous week's related videos could turn up nothing. Then we would search all the scripts for the news shows that mentioned kindle hoping that some other show already tracked down a relevant video. If that worked, we could track down the DVD in big binders. If not, we would have to order the video on digital archive storage or find it in the building somewhere.

If the news were really recent, then we would have to capture it ourselves. We would capture new videos using a device called a scando. This expensive (and somewhat aging machine) would directly capture the output of a computer's display, capturing smooth video. We used this for capturing websites and online videos, including YouTube videos.

After we captured all necessary video for the segment and Brett's finished writing, he would rejoin us in the editing Department, and the editing process would begin. The videos would first be removed of all sound; that's where the anchor's voice and narration would later go. Then multiple videos would be quickly chopped and aligned to where the script prescribes them. This is the important part. The timing of the words of the prompter was matched up with the video. For example, if we were describing the features of the new iPhone, we would mention the new screen, the video-chat feature, and the antenna in the script, and the video would be edited to sync with the words of these features. So in theory, when the anchor talks about these individual things they appear right on the screen on queue.

Just as the editing finished, we would go to the set to watch the segment get recorded. Here, a number of things could go wrong on the first take. For example, the first time the anchor started to talk for my story, the wrong image was loaded for the story and the recording had to stop. Later the wrong video was loaded. There could be a technical reason the segment must be restarted, or the anchor could just stumble on the text. That perfect sync between the story and the video could be lost for a stumble on a single word. It's humorous for a second when the anchor's tongue gets twisted in knots, but it's obvious that many people worked hard up to this point, and that it needs to get done right. The segment starts again and every word syncs up to the video, each image is aligned perfectly on the screen, every title and text has the correct words; two minutes of

perfection. Finally, the segment is done and at this point it's about 4:00 AM. I'm exhausted, but Brett has to continue working in order to meet his 4:30 writing deadline for MoneyScope, his other news segment. It's only a matter of hours until TechBytes gets aired nationwide that morning, for people to wake up to and get their daily tech news.

My experience was a tiring one since I never really got used to the strange schedule. I fell asleep before the segment ever aired in the morning and usually woke up after the sun went down. I always felt like I only slept and worked and nothing else. Also, writing and finding stories for a broad audience was harder than I thought. I can take comfort in the fact that I only have to write for students in Georgia Tech majoring mostly in Computer Science. Brett tried to teach me that there wasn't an exact science for picking a good story to use; he gives the segment his own look since he writes it. I'm glad that I got to visit and see how technology news get molded for mass public consumption, but for now I'd like to get back to a normal sleeping pattern.

Some Links:

http://abcnews.go.com/Technology/AheadoftheCurve/techbytes-iphone-software-update/story?id=10968461

http://abcnews.go.com/Technology/AheadoftheCurve/techbytes-apples-announcement/story?id=11170654

http://abcnews.go.com/Technology/AheadoftheCurve/techbytes-iphone-arrives/story?id=11000752&page=1

http://abcnews.go.com/Technology/AheadoftheCurve/techbytes-kindle-app-upgraded/story?id=11041633&page=1

http://abcnews.go.com/Technology/wireStory?id=11036314

THE NEW DEAN SAYS WE ARE ALL PARTNERS IN THE SUCCESS OF THE COLLEGE

INTERVIEW BY AJAI KARTHIKEYAN

New Dean Zvi Galil

Over the summer, we welcomed a new member to the College of Computing family: our new Dean. Dr. Zvi Galil served as President of Tel Aviv University from 2007 to 2009, prior to which he was Dean of the engineering school at Columbia University. Dr. Galil's research interests include the design and analysis of algorithms, computational complexity and cryptography. Over the course of the summer, I got the opportunity to sit down with him and ask him a couple of questions.

Ajai Karthikeyan: Welcome to Georgia Tech and the College of Computing. What most attracted you to the College of Computing?

Zvi Galil: Thank you, Ajai, for your welcome. I have been touched by the warm welcome I have received from everybody at Georgia Tech. As to what attracted me to Georgia Tech, firstly, the College of Computing has an excellent setup which is quite unique. It is an independent college. Most universities have computer

science or computing inside of engineering, or science, or arts and science, and they are usually not happy there. I think that in the 21st century, computing should be a college in itself. Secondly, the college has a pretty good size, which allows you to practice a lot of interdisciplinary work and venture into the future. Also, the college has an excellent infrastructure. The College of Computing is a leader in computing education with

> "I believe that the students are the main constituents of the College of Computing."

Threads (many other universities imitate us now), the unique and greatly successful Computational Media, and the number of specialized graduate programs, including those offered by the School in Computational Science and Engineering

AK: Many of our students are unfamiliar with what the Dean does. What would you say are your main responsibilities?

ZG: The Dean is the leader of the college, but since this is an academic institution, that does not mean he is the boss. Here it is more democratic than a corporation and more collegial. He is responsible for the major decisions made by the college, such as tenure of faculty, setting the direction which the college should take and leading the strategic planning for the college (which I am working on initiating). The Dean also represents the college to the higher ups within Georgia Tech. I work for all the constituencies: the students, the faculty, the staff, the parents, the friends, the alumni, the donors, the institute, etc. My job is to support the students and faculty and give them the conditions and environments in which they can excel, because at the end of the

day, that is what is most important. This includes obtaining resources both within Georgia Tech as well as fundraising, and also being more efficient with our expenses.

AK: What do you hope to accomplish and change at the College of Computing?

ZG: I wish to improve both research and education. In research, the goal is to bring Georgia Tech's computing programs to the top 5 (we are currently top 10). I want to strengthen the relationship and communication with the students and alumni. I also plan to work on a strategic plan for the college with input from all the stakeholders in the college.

AK: What particular challenges do you think you will face, and do you look forward to tackling any of these?

ZG: Three in particular; there are more, but these are the immediate ones. Firstly, developing a meaningful strategic plan for the college and deciding the direction for the college. Then there is the challenge of limited resources due to budget cuts. We are doing more with less. The challenge is to keep the morale high and keep everyone focused and improve on what we are doing, even with limited resources. Finally, fund raising is always a challenge (especially in this economy) but I look forward to bringing some money in from friends and alumni for new initiatives and existing ones such as Computing for Good. In the end, I will offer hard work and collaboration with the chairs, the faculty, the students and basically all the stakeholders, since we are all partners in the success of the college.

The Dean at the Welcome Party held last April

AK: What roles do students play in the College of Computing?

ZG: I believe that the students are the main constituents of the College of Computing. We must make sure that the students have the best experience and a supportive environment at Georgia Tech. This is usually called the best time of your life, and I want it to be that way. I consider the students my charges as well as my partners. My door is open and I look forward to meeting with students and will be at student events - I hope you invite me [laughs]. I look forward to feedback and hope you will provide me with constructive criticism.

AK: Do you have any advice for the students?

ZG: Take the best advantage of your time here. Your four, five or six years here. First and foremost, excel academically; learn to think critically and open your mind to new ideas. Take advantage of student life and student experiences. Make friends; college friendships last a lifetime. This is an experience that you will never forget. Don't just learn. Finally, make some time to give back to the community. Volunteer your time, and this will enrich your life both now and in the future. Start contributing to the society, not just for compensation; it is

actually self enriching and not entirely altruistic to give to the community.

AK: How are you enjoying your summer at Tech so far?

ZG: I'm having a lot of fun. Not many surprises. I haven't been anywhere in Atlanta except the Georgia Aquarium [laughs]. I'm loving my time here so far.

AK: What is this I hear about your nickname from Columbia as the "email Dean?"

ZG: [Laughs] Right, I answer email from students. I usually try to do it the same day; sometimes in the middle of the night [laughs]. I will usually refer them and forward the issues to the right people, but I like to keep my finger on the pulse of the college. Also, my door is always open to students. If there are problems, I want to hear about them and fix them when they are young.

AK: Well, I'm sure our students would love to send you their feedback, sir. On behalf of the students of the College of Computing and the Firewall, welcome to Georgia Tech and we look forward to working with you in the coming years. ▪

![SAIC logo — From Science to Solutions]

MᴇʀᴇᴅɪᴛʜGᴏᴏᴅᴍᴀɴ.sᴇɴᴅMᴇssᴀɢᴇ("Gᴏᴏᴅʙʏᴇ")

For the past two years, the College of Computing has been tamed. Appearing among the herd of students (mostly guys) that wandered about the old orgs room, cracking nerdy CS jokes and gorging themselves with leftover pizza in between last minute homework coding marathons, was Meredith Goodman, the Program Coordinator for Undergraduate Enrichment.

Meredith was a heavy contributor for the CoC organizations. Always here at ungodly hours, she left an impact on our lives by tearing us out of us our bubble, and forcing us to see the world in a non-cs way. She helped introduce the CoC to recruiters and companies and helped coordinate programs, seminars, and social events, which served to provide the CoC with its colors.

After two years of constantly reining in the students, facepalming herself at our lame puns, and struggling to understand why we were so fascinated with the world of technology, Meredith has made her mark on the College, and has decided to move on. Meredith will officially be leaving the College of Computing at the end of September, so if she has made an impact in your life, be sure to go to her office and thank her for the following:

Meredith was an example of professionalism in the College. Meredith was a scolding mother to the students, making sure they acted less like technology-crazed children and more like future software engineers. Meredith was that constantly stressed lady that made sure everything ran smoothly. Above all, Meredith was a friend to all.

Goodbye Meredith, our voice of reason. We will truly miss you.

The FIREWALL Team

UPCOMING EVENTS

Career Fair

Whether you're looking for an internship, co-op, full-time job, or simply practicing your interview skills, September is the month for polishing resumes and dusting off suits. A campus-wide career fair will take place September 13th-14th in the Campus Recreation Center (CRC). Over sixty companies will have tables and recruiters sprawled around the floor, accepting resumes and, on occasion, conducting one or two on-the-spot interviews. On September 14th-15th another career fair will take place on in the Klaus Atrium. Unlike its West-campus counterpart, this career fair will be focused only on jobs for students from the College of Computing. There is bound to be some overlap of companies between the two fairs, but it won't hurt your chances to attend either one – or both, if you wish.

Date: September 13-14, CRC
        September 14-15, Klaus Atrium

September

S	M	T	W	T	F	S
29	30	31	1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	1	2
3	4	5	6	7	8	9

Grace Hopper Conference

Named after the World War II admiral and programming pioneer, the Grace Hopper Conference is an annual congregation held to commemorate and support women in science and technology. The conference boasts several talks by prominent women in the field, a career fair, and resume workshops, as well as more social events such as lunch sessions and a dance party. Although geared towards women, men can also attend by applying to be "Hoppers", or volunteers. This year the conference will take place between September 27th and October 1st, and attendance of all female students in the College of Computing is encouraged, especially since this year's conference will take place in downtown Atlanta.

Date: September 27- October 1

Women@CC at Grace Hopper 2009

13 Monday September 6 – 7 pm

Homecoming

Every year, hundreds of people participate in a campus-wide event known as Homecoming Week. Chock-full of a multitude of contests, events, and festivities, this Tech tradition will celebrate Tech's 125th anniversary. Although the usual participants are members of the panhellenic community and a handful of other smaller organizations, the festivities are open to all. The College of Computing, taking advantage of this open invitation, will participate in the annual in the annual celebration for the second year in a row, this October.

The College of Computing is still the only academic organization participating in Homecoming, but in order for our presence to be felt on campus, your help is needed. Last year, the College came in 3rd overall in its category, a great accomplishment given that it was our first year participating, and that we participated in only half of the events. With your help, we will be able to rise to the top!

Be on the lookout for information on how to participate in the plethora of fun-filled activities!

For more information, visit http://homecoming.gatech.edu.

Date: October 2-9th

October

S	M	T	W	T	F	S
26	27	28	29	30	1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31	1	2	3	4	5	6

CoC Students after the Mini-500 event.

The CoC boots up Homecoming.exe

FIREWALL
FIRST GENERAL MEETING

College of Computing
3rd Floor Room 347

Meetings every Monday 6-7 pm
at the College of Computing Building,
3rd floor, room 347.

Pizza and refreshments are served.

A variety of spots are open:
Graphic designers | Web Developers |
Writers | Photographers | Public Relations
Layout editors | Illustrators | Copy Editors

Contact info@gtfirewall.com
if interested in taking one of the spots
above for more information

Experience is welcome but not necessary.

WWW. GTFIREWALL.COM