

INFOPULS



**The National College of Computer Science
Students' Magazine
Piatra-Neamț**

Issue 22, XII Year, February 2015



THE EDITORIAL STAFF

COORDINATING TEACHERS

SILVIA MORȚE
CLAUDIA JINARU
BRÎNDUȘA ANGHEL
DIANA BEJAN
CARMEN ZAHARESCU

INFOBRAND

Editors:

LUIZA NEAGU, 11th A
IOANA CORDUNEANU, 11th D
ANTONIO ȘALARU, 11th A
CRISTIAN STĂMATIN, 10th A
ADRIAN CRĂCIUN, 12th E

DIVERTISMENT

Redactori:

MĂDĂLINA-IOANA ZAHARESCU, 11th A
DIANA LICIU, 9th A
MĂDĂLINA-ELENA TRIFAN, 10th C
DRAGOȘ GHIUREA, 10th E
ANDRA TANASĂ, 12th D

HOBBY

Redactori:

MĂDĂLINA-IOANA ZAHARESCU, 11th A

RECENZII

RUXANDRA BOBOC, 9th B; ANTONIA LUCA, 8th A
ADINA IORDACHE, 12th C; CORINA ANDRONACHE, 8th B
CARINA ANDREI, 9th A; PETRONELA DOLCAN, 8th B
ALEXANDRA LAIU, 8th B; TEODORA POPA, 9th A
ANA-MARIA UNGUREANU, 8th B; ANDREEA ALEXANDROAIA, 8th B
ȘTEFAN LAZĂR, 8th B; MUHHAREM BEHAJ, 8th B
GHIUREA DRAGOȘ, 10th E; VLAD ABICULESEI, 8th B
GEORGIANA PURCARU, 9th A; ADELINĂ BONTAȘ, 9th B

Translation team:

ANDREI PETRARIU, 10th E; ALEXANDRU TUDOSE, 12th A
GEORGE MORARIU, 12th A; COSMINA PAULA COJOCARIU, 12th A
JULIAN BOTĂ, 12th A; ȘTEFAN ARĂDĂVOAICEI, 12th A
ADRIAN CRĂCIUN, 12th E; ALEXANDRU COJOCARU, 10th E
CODRIN IONUȚ APETREI, 9th C; ANTONIO ȘALARU, 11th A
RĂZVAN PASCARIU, 10th E; SIMONA PATRULEA, 10th E
ANDREI ONICA, 10th E; MĂDĂLINA-IOANA ZAHARESCU, 11th A
VLAD GEORGESCU, 10th E; MĂDĂLINA SAUCIUC, 10th E
ALEXANDRU HORGHIDAN, 10th E;

Cover design:

students from the SCA/CDS "Techniques and photography"

Draws:

EMILIAN LUNGU, 12th D

CONTENTS

INFOBRAND

Microsoft Innovative Educator Expert.....pg1
Prosoft@NT Multidisciplinary
Contest.....pg2
Building a Better World for Us to Live
In.....pg5
Chouette - A Different Kind of 'CNI'
Ambassador.....pg7
Superlative Moscow.....pg9
All Aboard the ISS.....pg10
LDV Project - "Developing the Professional
Skills in Computer Network".....pg13
The Young Entrepreneurs' Club,
CNI.....pg14
The Way to IT.....pg15
My Dream.....pg15

REVIEWS.....p16

TRAVEL DIARY

To be or not to be a Paris lover?.....p22

ENTERTAINMENT

The Halloween Party.....p24
Global Village.....p24
Carnavalul de la CNI.....p25
Dance Info-Style.....p26

HOBBY

The Fire Competition.....p27
What are you looking at?.....p28

Descriere CIP
a BIBLIOTECII NAȚIONALE A ROMÂNIEI

INFOPULS
REVISTA ELEVILOR
COLEGIULUI NAȚIONAL DE INFORMATICĂ
PIATRA-NEAMȚ

Editura "ALFA" a Casei Corpului Didactic NEAMȚ
2009

ISSN: 2065-7854

Editura "ALFA"

str. Petru Rareș, nr. 24, cod 610119, Piatra-Neamț, jud.
Neamț



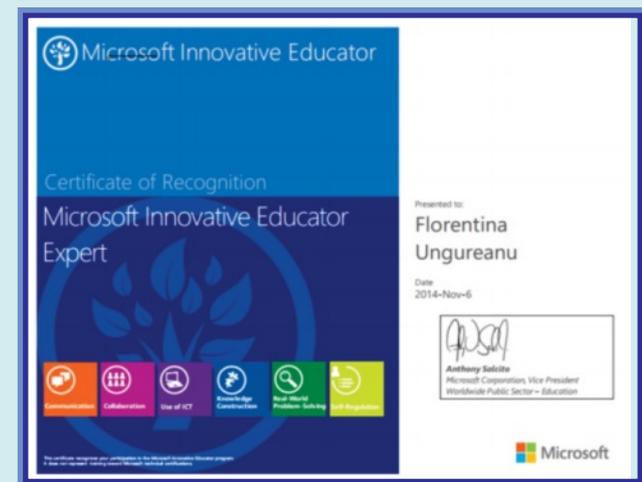
MICROSOFT INNOVATIVE EXPERT EDUCATOR

Every year, Microsoft supports teachers from different domains around the world, who are talented and preoccupied with the innovative approaches of the educational system, facilitating the exchange of experiences between themselves.

Thereby, for the second consecutive year, we will be joining over 800 expert-educators from 100 different countries in the Microsoft

naming the Informatics inspector Florentina Ungureanu and teacher Gabriela Blaga so as to become part of this elite group.

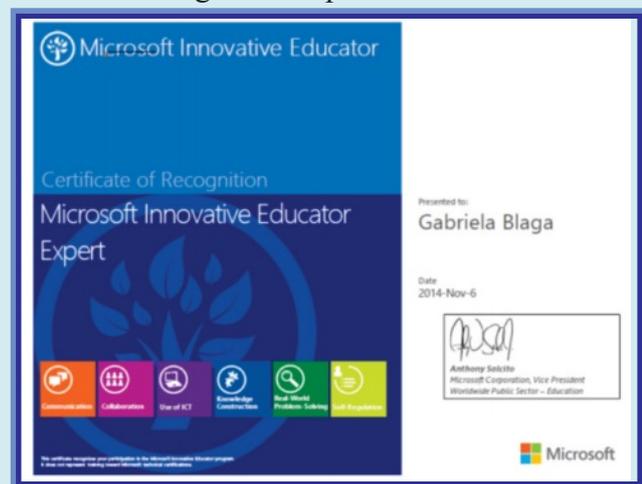
In March 2014, at the Global Microsoft Forum in Barcelona, Anthony Salcito, vice-president of Microsoft Worldwide Education shared with us the program coordinators' opinion, who advised us “not to make out of technology a celebrity in education, but an instrument for creating amazing learning experiences.” The technological methods represent only one piece of the puzzle which helps us in the process of educating young people in the 21st century. Participating at this forum has proven me once more that at a global scale, helping teens integrate in the society is being researched on the one hand, while on the other hand, they focus on developing their potential at an increased rate. I also had the occasion to discuss with qualified teachers last year at the Microsoft Innovative Expert Educator Program, and discover the incredible things they do in their schools.



Innovative Expert Educator program.

The activities and projects held within the National College of Computer Science have led to

For a whole year we will be alongside the selected teachers and we will be working together with the Microsoft experts in education. Monthly there will be live-meetings where participants will share their thoughts on creativity, innovation, digital instruments, which can help us identify development tendencies of school education, focusing on the scale of the collaboration and the solid interactions which will be carefully watched by the teacher through advanced technologies. We will try to identify possible solutions with which the school can help young people acquire values, general skills and key competencies that will help them adapt to an ever-changing reality.



*Written by teacher Gabriela Blaga
Translated by Andrei Petrariu, 10th E*

Become an Expert Educator

Win a trip to the Partners in Learning Global Forum
Join a community of innovative teachers worldwide
Receive free technology for your classroom

Apply at
www.pil-network.com/expert



**PROSOFT@NT MULTIDISCIPLINARY CONTEST
– THE STARTING POINT TO EXCELLENCY**



Prosoft@NT Multidisciplinary Contest became a tradition at the National College of Computer Science and achieved the status of a National Contest recognized by the Ministry of National Education. Its main goal is to encourage students to study mathematics, informatics and physics at advanced level. At the same time, the contest aims promote real communication and cultural exchanges between students from all over the country and also from Russia. The General Inspector from MNE, Mrs. Nușă Dumitriu Lupan, when participating at this edition, pointed out the qualitative progress of the Prosoft@NT contest which has completed itself since its beginning with different components, such as team and experimental contests. She said that “Prosoft@NT Multidisciplinary Contest is a form of training for the competitions in mathematics, informatics and physics and because of that, it respects the structure and the typology of the subjects of the Olympiad”. Her expectations about the contest: objectivity, fair play and righteousness, were materialized due to the collaboration of all those who were involved in its organization.

The day of 20th February, 2014 started with the individual contest at mathematics which took place under the strict supervising of Mr. Mihai Gontineac, a PhD Associate Professor from University of Mathematics-Iași. At the end of the day the winners were: Roca Ioana Maria - School nr. 3, Piatra Neamț (7th grade); Leontică Sebastian - School nr. 2, Piatra Neamț (8th grade); Spiridon Călin - National College “Petru Rareș”, Piatra Neamț (9th grade); Georgescu Sabina - National College “Unirea”, Târgu-Mureș (10th grade); Puiu

Andrei Bogdan - National College “Vasile Alecsandri”, Galați (11th grade); Bucătaru Mihai - National College “Emil Racoviță”, Iași (12th grade).

Later on, there were the team contests at informatics and educational software, guided by Mr. Emil Crețu, a PhD Engineer, Professor at the University “Titu Maiorescu”-București. Tacu Iulian and Ungurean Cristina from The Economical College “Dimitrie Cantemir” Suceava got the first place at the Educational Software Contest.

On the same day, the physics contest took place under the supervision of Mr. Ioan Dumitru, a PhD Lector from the University of Physics “Al. I. Cuza”-Iași. He proposed the subjects himself. It is worth mentioning that this contest is at its second edition, being integrated in the Prosoft@NT Multidisciplinary Contest two years ago. Its unique part consisted in the practical-experimental contest, which was enjoyed by all the participants. The winners were: Diaconu Cristina Diana - National College “Emil Racoviță” Iași (9th grade); Albu Dumitru Cristian - National College “Costache Negruzzi” Iași (10th grade); Diaconu Camelia - National College “Emil Racoviță” Iași (11th grade).

On Friday, February 21st, 2014, The National College of Computer Science was full of the same scientific and creative effervescence and so the Prosoft@NT Multidisciplinary Contest was open. At 09:30 a.m. the International Methodological and Scientific Communication Session “VASILE ȚIFUI MEMORIAL” started and it took place in the Multimedia Laboratory. Some of the personalities invited were: Mrs. Nușă Dumitriu Lupan - General Inspector from the Ministry of National Education, Mr. Viorel Stan - PhD Professor and General Inspector from ISJ Neamț, Mr. Emil Crețu - PhD Eng. Professor from the University “Titu Maiorescu” București, Mrs. Carmen Bostan - PhD Professor and Researcher from the Scientific Institute of Education, Mrs. Florentina Ungureanu - Teacher and Informatics Inspector from ISJ Neamț and Mrs. Daniela Neamțu - PhD teacher and headmaster of the National College of Computer Science, Piatra Neamț.



Because the session had a live meeting component, the representative of Microsoft Romania, Mrs. Sanda Foamete, spoke about the long term collaboration between the college and Microsoft. Actually, the proper works started with the presentation of the opportunities given by those 25 tablet PCs, received from Microsoft, as a form of recognition for the implication and the outstanding results achieved by our college in “Partners in Learning” and “Mentor School” Programs. In this way it was highlighted the capacity of making the act of learning, an act that crosses the boundaries of school classes, considering that skills training is more important than transmitting information. The teacher Cristina Luca together with her students showed us how Windows 8 applications can give a modern and creative dimension to music classes.

At the same time, we were given the presentation of a student, Răzvan Berbec (7th grade - CNI) coordinated by the teacher Claudia Jinaru, who created a new concept named by him “The Link-Watch” by using applications. From the universe of tablet PCs, the attention was focused on the universe of robots brought in by the IT Ace Team in a presentation, coordinate by the teacher Diana Bejan -. The team won the second prize in Zero Robotics World Competition, organized by DARPA - USA, NASA - USA and ESA (European Space Agency). Mrs. Nikitina Tatiana and Mrs. Pankievich Lubov - teachers from Gymnasium 1517 Moscow, along with their students presented an entrepreneurial project about finding a drink which would contain a high amount of oxygen, useful on rising school performance. Then, they described “Higgs Boson” - the popular scientific journal of the High school students' scientific organization “Astrum Incognitum”. During the session the following presentations were given: “The Maze Problem”³

by Mrs. Florentina Ungureanu; “Mediated Learning Experience in the E-learning Century” by Mrs. Mariana Roşanu - teacher from School nr. 2, Piatra Neamţ; “Learning Environments” by Petrişor Adrian - student from The National College “Ştefan cel Mare”, Suceava; “Design of Web Pages ASP.NET” by Carmocanu Gheorghe - student from the Theoretical College “Nicolae Iorga”, Botoşani; “Active Inspire - a learning environment for excellency” by Sichim Cristina - student from National College “Ferdinand I” Bacău; “Statistical Models in Clinical Studies” by Enache Florin - student from School “Căiuţi”, Bacău; “Assisted Graphical Elements in Geometry” by Mr. Anastasiu Gabriel - PhD student from the National College “Dragoş Vodă”, Câmpulung Moldovenesc; “Education for Excellency in the Virtual Environment” by Mrs. Hogeana Ana Maria- teacher at CNI; “Internet Safety” by Mrs. Costrachevici Elena and Ms. Ene Dumitru- teachers at CNI ; “Innovative Technologies in the 21st Century” by Mrs. Blaga Gabriela -teacher at CNI ; “E-Learning” by Mrs. Nour Georgeta- teacher at CNI ; “Dermatoglyphics Determination. Relationship between Dermatoglyphics and Behaviour” by Mrs. Sauciu Alina- teacher at CNI ; “ICT in Teaching Religion” by Mrs. Berea Maria- teacher at CNI ; “Learning in the Virtual Environment” by Mrs. Andone Elena - teacher at CNI; “Development of Creativity and Innovation in Physics” by Mrs. Florescu Carmen - teacher at CNI. So, the session was a real success being a bridge between new ideas and the people of the 21st century.

On the second day of the contest the mathematics team contest was also held. The participants were from 1517 GYM Russia, the National College "Unirea" from Tg. Mures, the National College "V. Alecsandri" from Galaţi, the National College "A.T. Laurian" from Botoşani, the National College "Petru Rareş" from Piatra Neamţ, the National College of Computer Science from Piatra Neamţ. The problems were challenging and revealed the most flexible minds. The teams won the following prizes: 1st place: "MURFATLAR" made of Paraschivescu Tudor, Spiridon Călin, Ştefan Cristian – the National College "Petru Rareş" from Piatra Neamţ. The 2nd place: "MATH LEGENDS" made of Georgescu Sabina – the National College "Unirea" from Tg. Mureş, Ionescu Alexandru – the National College



"V. Alecsandri" from Galați, Mitrea Andrei Ionut – the National College of Computer Science from Piatra Neamț. The 3rd place: "CHEWBACCA" made of Asavinei Constantin, Sandovici Ruxandra, Tănase Vlad – the National College "Petru Rareș" from Piatra Neamț. Honorable mention: "M.G.G." by Brumă Marius, Rusu Gabriela, Mihailă George – the National College of Computer Science from Piatra Neamț.



from Suceava, the National College "Alexandru Dimitrie Ghica" from Alexandria, the National College "Cuza Voda" from Huși, the Technological High School "Nicolae Iorga" from Negrești, the College "Gh. Roșca" from Bârlad, the High School

On the same day, the individual contest at computer science, programming took place. For this contest, the students came from Gymnasium 1517 from Moscow, the National College "Gh. Vrânceanu" from Bacău, the National College "Ferdinand I" from Bacău, the National College "Grigore Moisil" from Onești, the National College "A.T. Laurian" from Botoșani, the Theoretical High School "Nicolae Iorga" from Botoșani, the National College "Mihai Eminescu" from Botoșani, the National College "Andrei Șaguna" from Brașov, the National College "Vasile Alecsandri" from Galați, the National College "Mihail Kogălniceanu" from Galați, the National College "Costache Negruzzi" from Iași, the National College "Emil Racovița" from Iași, the Theoretical High School "Dimitrie Cantemir" from Iași, the "National" College Iași, the Theoretical High School of Computer Science "Grigore Moisil" from Iași, the National College "Unirea" from Tg. Mureș, the National College "Ștefan cel Mare" from Târgu Neamț, the National College "Petru Rareș" from Piatra Neamț, the National College of Computer Science from Piatra Neamț, the Commercial High School "Spiru Haret" from Piatra Neamț, the National College "Roman Vodă" from Roman, the Theoretical High School "Filadelfia" from Suceava, the National College "Ștefan cel Mare" from Suceava, the National College "Dragoș Vodă" from Câmpulung Moldovenesc, the Economic College "Dimitrie Cantemir" from Suceava, the National College "Mihai Eminescu" from Suceava, the National College "Petru Rareș"

"Ștefan Procopiu" from Vaslui, the High School "Mihail Kogălniceanu" from Vaslui, the College "Al. I. Cuza" from Focșani, the Theoretical High School "Ioan Slavici" from Panciu, School Nr. 3 from Piatra Neamț, School "Caiuti" from Bacău. The difficulty of the subjects led to a small number of winners only in the 9th grade, respectively, 12th grade: Popa Andrei - National College "Mihail Kogălniceanu" from Vaslui (9th grade) and Popa Ștefan Adrian – the National College "Ferdinand I" from Bacău (12th grade).

On Saturday, 22nd February 2014, in the Great Hall of the Youth Theatre from Piatra Neamț the winners of the Pluridisciplinary National Contest Prosoft@NT were awarded. The prizes were awarded to the winners by two of the competition presidents, Mr. Emil Crețu - PhD Engineer, Professor from the University "Titu Maiorescu" București, and Mr. Adrian Iftene PhD Associate, Dean of the Faculty of Computer Science from "A.I. Cuza" University from Iași and the headmasters of the National College of Computer Science from Piatra Neamț, PhD Daniela Neamțu and teacher Vasile Diaconu. The awarding ceremony of the best students at mathematics, computer science and physics was complemented by unique artistic moments, designed not only to entertain the audience, but also to emphasize the multiple concerns of the students and teachers of the National College of Computer Science from Piatra Neamț.

*Written by the editorial staff
Translated by Alexandru Tudose
and George Morariu, 12th A*



This project has been funded with support from the European Commission. This web site reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



BUILDING A BETTER WORLD FOR US TO LIVE IN



Within the time interval 2013-2014, the bilateral Comenius project "Building a better world for us to live in" went on at the National College of Computer Science, in collaboration with Selçuk Anadolu Teknik Lisesi Ve Melseki Ve Teknik Egitim Merkezi, Selçuk, Turkey. This project promotes non-discrimination under all its forms, as well as tolerance. The main fields exposed to debates during the implementation of the project were: linguistic progress, both social and civic in order to promote the interculturalism, the equality of chances and the social cohesion inside the community. The aim of this project was to establish a communicational, social and cultural partnership, to stimulate the interest for other cultures and for the active exchange of knowledge, to create an active environment of participation in an international activity and, not



least, to stimulate team spirit, the determination to progress and self-improve, communicative competences, the interest in reading, research and to promote a positive model towards the

environment.

In 2014 the project consisted of 3 motilities.

First mobility took place during 28th May – 8th June, in Selçuk, Izmir, Turkey, for a group of 25 National College of Computer Science students accompanied by Mrs. Elena Genoveva Irimia, Cristina Luca, Cristina Iftime and Brîndușa Anghel. There, the Romanian students and teachers enjoyed a new exchange of experience. The staying in Turkey was sprinkled with new experiences, accumulation of information and traditions. The theme of the mobility was to get to know and promote cultural diversity. To realise



this aim, a lot of activities were organised, including Romanian and Turkish language courses, which the purpose to get initiated in the mother tongue of the two partner schools, but also to develop communication skills in English, because both courses used it.



This project has been funded with support from the European Commission. This web site reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



In this way the students managed to enjoy a new environment and a new culture. The most enjoying part for them was visiting the touristic and historical objectives around Selçuk, as well as knowing Turkish culture, because they had the chance to combine work with pleasure for the most favourable result.

The next mobility was in September, the same year, in Selçuk, Izmir, Turkey again, when



the 3 Romanian students selected for this mobility, guided by teachers Maria Berea and Elena Costrachevici, completed a part of the products of the project along with their friends from Turkey. As in the previous mobility, the



students tried to familiarize themselves with some of the Turkish traditions and culture, visiting touristic attractions which are significant for the Turkish religion and culture.

The last mobility took place between 23rd Oct-2nd Nov 2014, when the host country was Romania. This led to the completion products of the bilateral project "Building a better world for us to live in", when the Turkish and Romanian students ended everything that this project aimed at. Surprised by the environment they were in and by the cultural differences, traditions and



mentality, the Turkish students were willing to gather as much information as possible about Romania.

This project was a new one, having a positive effect on the Romanian students, but also on the Turkish ones, because knowing new



mentalities, new cultures and visiting new countries leads to pleasant memories which remain for a long time in the soul and mind of the young people.

*Written by Luiza Neagu, 11th A
Translated by Cosmina Paula
Cojocariu, 12th A*

CHOUETTE - A DIFFERENT KIND OF 'CNI' AMBASSADOR



"...I consider theatre a temple, while the performance is a ritual dedicated to existence, to the world, to our fellow beings" - Valeriu Sârbu

On the 8th of April 2014 we were in the hall of the French Institute from Florence, Italy, in Piazza Ognissanti 2, starting the five days of French theatre festival dedicated to the youth. The first day was an accommodation one, during which our two teachers, Raluca Ene and Teodora Hulpoi, presented us The French Institute and the schedule for the next days.

Our grand moment came, actually, on the first day of the festival. After seeing a couple of sketches acted by different-aged performers, we nervously went to prepare. Our French teacher introduced us and soon after that we walked on the scene a bit apprehensive about any possible



bad outcomings. We got into our roles pretty fast, and the scenes seemed like the pages of a story book. That's how the teacher, Ms. Alina Pamfil, imagined the story of "The Return of the Little Prince". When the performance ended, the applause came in waves. We got down the scene and turned into spectators again. We sometimes analysed critically the other performances and troupes.

On the second day of the festival, we and the Russian troupe had the pleasant surprise of finding out that the members of The French Institute decided to show us round to some places of interest in Florence. They talked about Chiesa Di Ognissanti and explained us some symbols, as well as the links between the royal families during



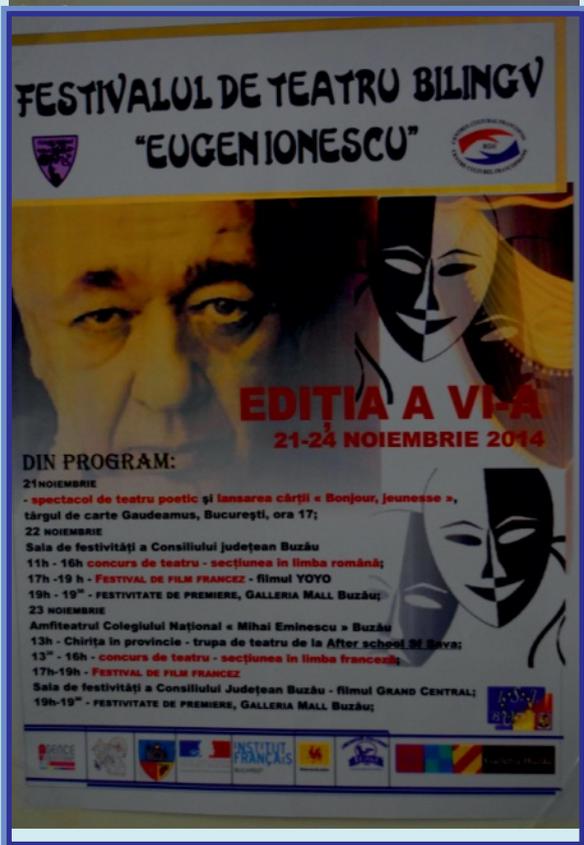
the Renaissance. Other amazing monuments were shown to us, as well. On the same day, we took part in some workshops meant to improve our acting on stage.

There followed numerous troupes, as well as numerous workshops. We worked hard and enjoyed it all very much.

On the last day we had to present our work during the workshops in the previous days and everything was a real success. We were the only troupe to be permitted to present two assignments from the workshops. On the same day, we were invited on stage to be handed in the certificates and the engraved plaque. And so, after five wonderful days, the festival ended, but the story of Chouette troupe went on. We had a fresh re-start in September, when the troupe got 8 new members from the college.



This year, the troupe included Corduneanu Silvia Ioana, Țepuc Ana, Ricinschi Dan, Marcoci Răzvan, Petrilă Anilea, Ungureanu Ana-Maria, Ciurezu Bogdan, Costan Mălina, Curcan Mădălina, Curcan Ramona, Mihăilescu



presented a play in which lots of work and time were invested: LES LUMIERES DE DJANGO (LA MORT MARRAINE) - an adaption of Paul Madec based on the Grimm Brothers' fairy tale. After the performance and a round of applause, we left the National College 'Mihai Eminescu' (where we were on stage) and waited until the prize awards ceremony. As in the previous years, our troupe was in the top three, being on the second position. We were congratulated and



Georgiana and Șchiopu Mihai, students from grades 8th to 11th at the National College of Computer Science, took part in the "Eugen Ionescu" Bilingual Theatre Festival from Buzău.

The festival gathered multiple troupes from different counties. There were troupes from



received the cup and the certificates.

We went home as winners, being happy for our result. As before, the Chouette troupe will go on with its activity and will obtain multiple prizes in the near future.

*Written by Ioana Corduneanu, 11th D
Translated by Iulian Botă, 12th A*

Brăila, Vrancea, Vaslui, Neamț and the host-county Buzău in the Romanian language section. As for the French language section, there were troupes from Buzău, Vaslui and Neamț.

On the 23rd of November, a day dedicated to plays written in French, the Chouette troupe

SUPERLATIVE MOSCOW


Between 16th -20th April, I participated at the International Conference “SCIENTIA UNESCAMUS”, conference addressed to international projects, accompanied by our teachers Preisler Octav and Costrachevici Elena, together with the students Mădălina Sauciu,



Andra Costrachevici, Florinela Rotaru și Tudor Ciurezu, which took place in Moscow, Russia.

Within the conference we submitted three projects “Building a Better World for us to live in”- presented by Florinela and me, “S.O.S Water”- presented by Andra and Tudor, and “FLORA” presented by Mădălina.

The emotions and the desire for winning determined us to realize detailed presentations. We succeeded to win a deserved third prize for “S.O.S Water and a second prize for “Building a Better World for us to live in”.

We were hosted by Russian students, and therefore we had the chance to live their lives for 5 days. We tasted local cuisine, we visited the main tourist attractions such as Red Square,

Moscow underground and University, and we met new people.

Nowhere in the world can you find more obvious contrasts like here. Old monasteries and modern monoliths are put together, one by another, the new country's millionaires and poor pensioner walking together on the same streets. But the real joy of the city is given by its lonely and unknown streets.

Red Square is the most popular square in Moscow. The square divides Kremlin, former imperial residence, currently the Russian president's headquarters from the Kitay-gorod commercial area. This is the place from where Moscow's big streets and Russian highways start in all directions, being therefore considered the center of Moscow and Russia.

The Underground – If in the new subway stations one feels common sense, a rather practical vision as in most of the world's subway stations, the oldest ones have impressive beauty. Stalin probably wanted to prove what can be achieved under his leadership, so things were pushed to an opulent visible to everyone, not exactly specific to socialism or communism. These subway stations are decorated like palaces, with marble of different colors, brought from long distances, mosaics in the Byzantine style but with socialist themes, gemstones, bronze statues and chandeliers. Some of the subway stations have become tourist attractions.

Moscow left me the memory of some dreamlike days which I would never forget and where I hope to get back.

*Written by Antonio Șalaru, 11th A
Translated by Ștefan Arădăvoaicei,
12th A*





ALL ABOARD THE ISS



The Zero Robotics Competition, organized by NASA, MIT and ESA, is a programming contest where students from all around the world compete to see their code running on the Spheres aboard the ISS. The Spheres (Synchronized Position Hold Engage and Reorient Experimental Satellites) are mini satellites, currently located on the International Space Station (ISS), which are designed to fulfill tasks which are unsuitable to humans.

The competition, as in the past 5 years, started in September. Back then, the Zero Robotics (ZR) team at MIT broadcasted the starting event where they talked about this year's competition and timeline. There they announced that by the end of September all the contestants should have already signed their teams up for the competition. Our team, CODE::SPACE had 7 members: Gavriila Andrei and Nohai Claudiu (11D), Craciun Adrian (12E), Ciurezu Bogdan, Stoleru Cristian, Ghiurea Dragos and Georgescu Vlad (10E). Our coordinator was Mrs. Diana Cristina Bejan, physics teacher at our school and during the competition, Mrs. Gabriela Blaga, informatics teacher, helped us when we needed.

As every year, the theme of the competition was related to an important scientific event. This year, it was somewhat based on the Rosetta mission, its statement being: "NASA scientist found an abnormal number of asteroids that left the asteroid belt. They determined a general model for comets but some of them were out of the ordinary. They presumed that those may contain ice or even new materials. It's now up to the ZR contestants to observe an asteroid and take

photos of certain points of interest (POIs)."

The actual task that each team had to do was to write the code that would run on the Spheres and that code had certain key requests:

- Locate the POIs and position in order to take photos of them.
- Get details of the incoming solar flares and hide behind the asteroid, the Shadow Zone, if the flare is near. If you were caught by a flare, the penalty was a loss of points.
- Upload the photos taken while situated in a safe zone, far from the asteroid.
- Optionally, pick up memory packs to increase the capacity of the Sphere.
- With each stage of the competition there was an increase in the difficulty and the game got harder and harder until the finals.

The first stage was the 2D phase. At this stage, the game, which was usually in a 3D environment, had its Z axis removed in order to make it easy for the new teams. It was not an eliminatory round in its full meaning, and by that, I mean that only one line of code was enough to get through this stage. Its true purpose was to eliminate the inactive teams.

The next stage was the 3D stage. Here one team needed more than just one line of code. You had to come up with a strategy to win. At the end of this, only the first 84 teams out of the 151 passed to the next stage. For this stage, each team had the whole month of October to work.

The alliance forming event, shortly after the end of the 3D, consisted in a video conference where all the teams were split into 2 groups, even and odd numbered, in order to form alliances of 3 teams each. The only restriction was that each alliance had to have at least 2 teams from 2 different continents. Here, our team allied with team Yobotics and team AGHS from America

The next stage of the game, the alliance stage, was the one that required the most teamwork.



Not only did we have to overcome time differences, but the game got harder than before. The asteroid started spinning, therefore the POIs were no longer static. Locating their position became a more serious work and every team had to come up with different algorithms to project the best course of action. Also, the penalty for the solar flare got worse, meaning that now it diminished our memory by one slot, unless we were hidden in the Shadow Zone. Also, they introduced the Earth into the equation, and now each team had to make its Sphere point towards the Earth in order to upload. At the end of this stage, on the 12th of December, our alliance got the second place which meant that we had a bypass for the first games of the finals which really meant a lot.

After the alliance stage, there was no longer a running leaderboard, therefore we couldn't check how our code worked in almost real time. All 14 teams that got to the finals had to get the code ready by the 5th of January, and then the ZR team uploaded our codes on the **ISS Spheres**. At this point in the game the environment became real, the final games taking place on the ISS. As in the alliance stage, the game got even harder because they increased some restrictions for precision. This made us be more cautious about how we selected our trajectory in order to ensure a safe travel.

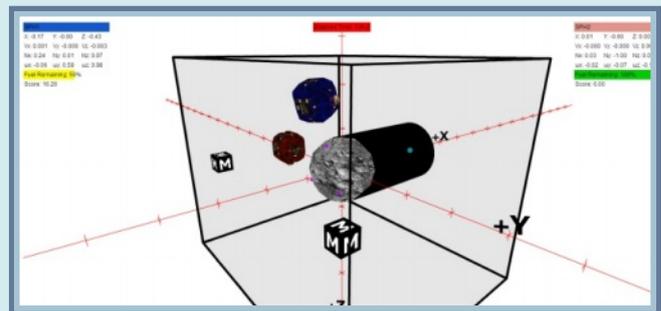
The final event took place on the 16th of January in **Noordwijk, Netherlands** and at MIT, America. Before getting there, we had to find sponsors to support us, as the competition didn't offer us any finance. In the end, it turned out that we didn't have to look for sponsors, but they looked for us instead. They helped us a lot, enabling us to get where we got and we would like to thank all of them for their support: **Grupul de firme TCE, SC. Luna Transport, Kapitan Construct, Bibliopolis, Starmet, SC. Qualitas, Digitron, Tomas grup SRL, and BSPrint.**

We got to Amsterdam with no incidents, and from there we took a train to Leiden, the city where we stayed. In the morning of the competition, a bus was waiting for us on a designated spot near our hotel. After a 15 min ride we experienced a change in scenery. Just outside the town, we entered an area with large white buildings surrounded by a lot of green space. That was the **ESTEC** complex, a massive area where

scientists work, study, relax and some even live there.

Firstly, we entered the Security Building where we were given ID's and some general information regarding the surroundings. After that, we took a small walk towards a dome-like building, named Space-Ex. There we were met by the welcoming committee who presented us the schedule of the trip and the upcoming competition. We also had some time to interact with the other teams and the Europe-side organizers of this year's Zero Robotics.

After the warm welcome, we were divided in two groups, one of which took the virtual 3D tour of the ISS and the presentation hall and the other group went behind the curtains, where real space hardware was displayed, some brand new and in testing, other blackened out from entering the atmosphere at high velocity. After about one hour of wandering around and poking the fragile machinery, the groups were reunited and we all



took a picture between the satellites.

We then moved on to another building, this one covered in dark glass, but as big as the others. We rushed in the main hall, took our seats and stood in awe at a presentation on “Force-Feedback and Telemetry” held by a young but brilliant scientist that has made history with the floating hardware in the ISS. Shortly after, we were given a piece of the pie: we became part of a team that “played” with telemetry and robots. We were divided in teams of eight, given a laptop and a LEGO programmable robot and the task to drive around an obstacle course and take the temperature of an object on the opposite side. The catch was that we had to program it in real time and only one member of the team could observe the course and, literally, shout at the programmer what was happening and what changes should be made.



It was all interesting and a lot of fun, and this was just the prelude of our real competition. Finally, before we gained direct feed with the ISS crew, we established a video chat with the other teams from America, which were located in a similar setup at MIT. After the obvious, shouted "HELLO!"s and frenetic waving, we got to meet our special guests, Matt Taylor and Dante Lauretta, that provided us with some heads-up regarding the **Rosetta** and **OSIRIS-Rex** missions.

The competition went almost flawlessly, we just had 2 small periods of loss of signal, a very common issue when dealing with outer space transmissions. When our games were up next, we were really eager to see how everything would work. The problem was that even though in the virtual environment everything seems perfect, the real world always beats it. Anyway, in the real life this issue happens all the time. There were some issues in our code that we didn't account for, to be honest, even now we don't know what those issues were, but our Sphere didn't behave well and we ended up losing our game. We were upset but then we realised that we had already won something. The percentage of people that get to do what we did is really small, and by small I mean about 1 in a million, therefore it's already something so big that we shouldn't be upset that in the end not everything went according to our plans.

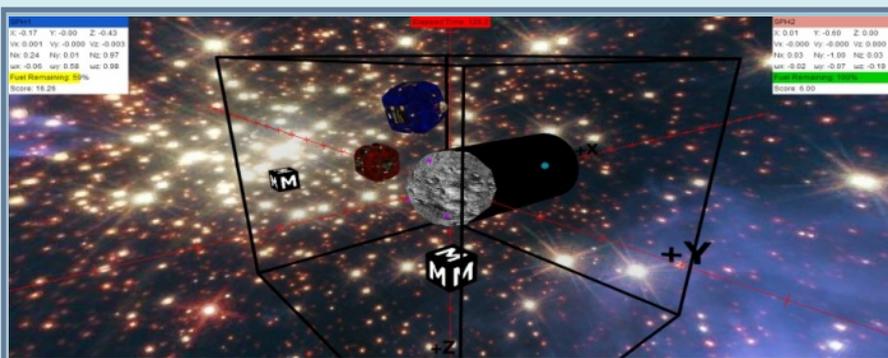
Even though the schedule was strict and we didn't have much free time, we couldn't go there without visiting the famous city of Amsterdam. **Amsterdam** is the capital and the biggest city of the **Netherlands**. We had only a day to visit it but we had a guide, Ioana, a former student of our school. The first objective was to visit Amsterdam University College and the University of Amsterdam. It was open-gates day

and we took a small course of nanorobotics, mostly an introduction to this exceptional field. The next thing we did was to eat Dutch traditional food. The bitter balls, the most traditional food of the Netherlands, ended up being really great. Another thing that impressed us was that, Amsterdam has more bicycles than cars and I think this is very good because people get to be healthy and the environment is less polluted. Also, everything that we had heard about Amsterdam being the capital of freedom was true: homosexual couples, narcotics and strange people were all around the place and that, in our opinion makes Amsterdam a unique place in this world.

This uniqueness wasn't really just for Amsterdam. Leiden is a wonderful city and when we arrived there we realised that the freedom of self-expressing is a considerable matter for citizens. While we were walking on streets we could observe an amalgam of people who were trying to maintain a creative image of the area. This fact determined us to learn about this sort of system more and more. This experience gave us a different point of view regarding a well-structured society, and we hope to have another chance to visit this city in the future.

To conclude our thoughts about this experience, we want to say that it changed the way we think about physics and informatics. One can do great things if he wants. You just have to find friends that share that passion and explore everything that science has to offer. In the end, you'll end up realising that the laws of physics apply everywhere and if you know them, and you have the means to explore them, i.e. computers, maybe the next big discovery will be yours. That being said, we would like to invite new students to join this competition next year (www.zerorobotics.mit.edu) and meet us in the finals.

Written and translated by:
Gavrila Andrei 11th D,
Nohai Claudiu 11th D,
Ciurezu Bogdan 10th E,
Crăciun Adrian 12th E



LDV PROJECT – “DEVELOPING THE PROFESSIONAL SKILLS IN COMPUTER NETWORKS”



The project “Developing the Professional Skills in Computer Networks” is a LDV project aimed at students that wish to further their knowledge regarding computer networks and their managing. The project consisted of a three-week trip to Germany, during which we took part in networking and German language courses, we worked at a company, Root Solution and, of course, we visited three cities: Leipzig, Dresden and Berlin.

Obviously, I was one of the students who were interested in the project's theme and I really think that, on an educational level, it has helped me in more than one way.

Firstly, as it was expected, taking part in this project consolidated my knowledge about computer networks, during the classes having learned to manage them on multiple operating systems: Windows Server 2003, Debian and Macintosh. To understand how they work, we used a program that simulated network and server managing. Furthermore, we learned about creating a webpage that was to be hosted on the server, by using CSS, PHP and JavaScript. Thus, we gained a new skill from this project; truly, I became interested in creating webpages, since a well-made website sells very well.

Of course, the project helped me a lot, both socially and linguistically, because I had to communicate in English with the employees of the host company and with the students housed in the same campus, who, just like us, came to Germany with various projects. As a result, I got used to constantly using English, a universal language, in both casual and professional discussions. Besides that, I took part in 40 German language classes, both in my country and during the mobility in Germany. Considering that German is an international language as well, I believe that the linguistic skills gained in this project will help me in securing a job on the European job market.

But work and classes weren't all what this project was about. During the three weeks we had time to visit the cities of Leipzig, Dresden and Berlin as tourists. In Berlin we actually stayed for a whole weekend, and with the help of a guide we visited basically everything there was to be seen:

the Brandenburg Gate, the Parliament, The Berlin Wall, the Checkpoint Charlie, the Holocaust Memorial, the German Museum of Technology. I must say that this museum was the one that impressed me the most, because it presented the evolution of technology in every branch and because of the multitude of real-life models of trains, cars, airplanes, bikes, boats, the first types of computers, old models of sowing machines and many others. Even if I had an hour to visit the museum, it wasn't nearly enough to visit it entirely.

However, Leipzig was the city I enjoyed most, because of the spectacular historical center, which I had plenty of time to thoroughly visit. I don't know how it happened, but we had the chance of being in Germany during the Goth festival in Leipzig, during which the city streets were full of people dressed in a gothic and steam-punk fashion. Even if some of my colleagues thought everyone was rather weird, I loved the festival and I'm happy that I had this occasion.

I'd like to end by saying that taking part in such a project has implications in so many domains (professional, social, touristic) so I can only advise everyone that reads this article not to have second thoughts and sign up for the next LDV project that will be organized.

Claudiu Neculau, the XIth A class

Translated by Vlad Ghiurea, the XIIth E class



This project has been funded with support from the European Commission. This web site reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



THE YOUNG ENTREPRENEURS' CLUB, CNI - PIATRA



Young people believe in the powerful impact which entrepreneurship has in creating jobs, economic growth and improving the quality of life.

Bucharest, May 29th 2013 – Junior Achievement Romania (JAR) has designated on the Romania Athenaeum's stage in Bucharest the winners of the Company of the Year entrepreneurship competition on the pupils' and students' categories, event opened by Mr. Remus Pricopie, the Minister of Education.

The winners were announced on May 29th at the Romanian Athenaeum, within the awards ceremony, an event that marked the end of the Company of the Year 2013 national entrepreneurship competition, the 11th edition, which brought together 27 of the best pupils and student companies from all around the country.

Our activities continues in the following school year and here are the awards won in 2014 at national and international entrepreneurship competitions:

*** The FedEx Global Joint-Venture 2014 Award** in order to reward the most innovative, long lasting and profitable border crossing JA partnerships on www.jaewb.org during the whole school year.

AlbaŃa Vlad, Mihăilescu Georgiana, Ţepuc Ana and Trifan Mihai from Xth B class, coordinating teachers: Dorina Mormocea, Pavăl Constantin and Magda Sandovici from the National College of Computer Science, Piatra NeamŃ and business consultant: Dumitrache Victor - Junior Achievement©Romania.

*** The TMF EWB 2014 Award** for the best company in the programme of international commerce exchange: Enterprise Without Borders.

“One's Souvenir of Bison Land” Romania for the team consisting of: AlbaŃa Vlad, Mihăilescu Georgiana, Ţepuc Ana and Trifan Mihai from Xth B class, coordinating teachers: Dorina Mormocea, Pavăl Constantin and Magda Sandovici from the National College of Computer Science, Piatra NeamŃ and business consultant: Dumitrache Victor - Junior Achievement©Romania.

*** The Company of the Year 2014 – The Investment of the Year 2014 Grant and The Best Business in Direct Sales** awarded by Amway for the team “**One's Souvenir of Bison Land**” consisting of AlbaŃa Vlad, Mihăilescu Georgiana, Ţepuc Ana from Xth B class, coordinating teachers: Dorina Mormocea and Pavăl Constantin from the National College of Computer Science, Piatra NeamŃ.

*** The IIIrd Prize** with the project: **We Deserve a Chance!** at the International Social Innovation Relay Competition 2014 for the team consisting of the students Bozdoro Paula Bianca, Pricop Laura, Bucur Raul and Lupei George Răzvan from the 9th B class, coordinating teachers Dorina Mormocea and Claudia Jinaru from the National College of Computer Science, Piatra NeamŃ

With the prize “Investment of the Year 2013” which was worth 1500 USD the “Young Entrepreneurs' Club” was equipped. The goal of founding such a club is the development of key skills in pupils through extracurricular entrepreneurial education programs. The partners in this process are Junior Achievement Romania, the Association of Support for People with Special Needs – Luceafărul, NeamŃ and 14 schools across the country.

Some of the activities of the Young Entrepreneurs' Club in the 2013-2014 school year are:

- Presenting the Junior Achievement educational offer and the registration of 200 pupils in 8 entrepreneurial or financial education Junior Achievement programs.

- Between the 17th and 18th of March 2014 there will be organized, in partnership with the NeamŃ School Inspectorate, Junior Achievement Romania and the NeamŃ Chamber of Commerce, the Regional Competition “Today's Youth, Tomorrows Entrepreneurs”.

- The “School in a different way” week will be marked by the club's members by spending a day in the “shadow” of a parent or of an employee in a company or institution to learn as much as possible about the work's responsibilities. The pupils' distribution in companies/institutions will be made within the limited number of places offered by the NeamŃ Chamber of Commerce.

- The participation of the young as volunteers at the organization of local fairs according to the demands of the NeamŃ Chamber of Commerce.

- The participation to competitions organized locally (Paşcani) or nationally/internationally (The Social Innovation Relay, The Company of the Year etc).

Vlad AlbaŃa, the Xth B class

Translated by Mihail Buruiană, the IXth E class

**THE WAY TO IT**

I was asked to write an article about some views of an Olympiad winner and about some of my performances.

Firstly, I want to introduce myself. I am a senior student at the National College of Computer Science. I participated in local, national and

international competitions in mathematics, computer science and chemistry. Last year I was awarded with second place at the National Olympiad of informatics and this year I've managed to get in the final of Zerorobotics competition with my team.

Even from a small age I was good at math (before being in school) and after I started my life as a primary school student, my parents and my educator supported me and encouraged me to

study math and that resulted in some national and local awards. I think the first step is the most difficult and the results continued to show years after that. My main field of study is algorithms but this was more like a matter of chance. I believe I can study in a lot of others fields and have some results because it's more important to have the right habits and to work a lot than just to have talent. Personally, I think talent is overrated. Passion is also overrated because every field has some aspects that can trigger "a passion".

I want to talk about how life is when you are a performer in some field in high school age. First of all, you meet a lot of people from all over the world and you get in some social groups with these people who have common interests. At school you have some advantages because Olympiad winners are positively stereotyped by teachers. Last but not least, you can build a strong CV with your results, which can help you a lot.

*Written and translated by
Adrian Crăciun, 12th E*

MY DREAM

During my school years, I have been guided by a powerful ambition, which gave me the possibility to demonstrate and to implement my skills and my value. Through diligent work, which had been accompanied by pressure and sleepless

nights, I managed to achieve the desired success, and through these to contribute to promoting both my image and the college's at national and international level.

To achieve these results, I developed my own schedule of personal development, closely related to school, which made me become more disciplined, oriented and convinced that I have to achieve more performances. Beside the work on myself, the program offered me the required discipline and motivation to innovate in IT and

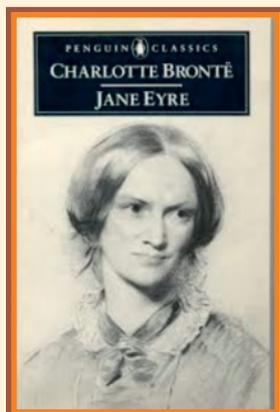
improve my abilities in this field, because I think it has a future and it offers you multiple ways of being promoted. In improving my IT knowledge, I am guided by a very good teacher, but, to get performance, I solve difficult problems; I try to apply some new algorithms which offer me a larger vision on informatics. This working schedule is an efficient way to become a valuable programmer not only in my country, but in the whole world, too. At the same time, wishing to accomplish my dream, I needed to leave my native country, facing the difficulties of the unknown by participating in different extracurricular activities that helped me integrate easier in society and made me stronger and more determined to reach my target.

I am convinced that my wish for being promoted, accompanied by real passion, can make my dream easier to be fulfilled.

*Written by Stamatın Cristian, 10th A
Translated by Alexandru Cojocaru,
10th E*



JANE EYRE by Charlotte Bronte



It all began last year, when I was looking for an interesting book; my thirst of a smart combination of drama, romance, action and happy end started. In a school book I discovered, by chance, the title of the novel “Jane Eyre”, written by Charlotte Bronte. At first, I was reserved, but

someone recommended me to read it without knowing that I had already heard about that book. That was the time when I understood that I had to do this, so I started reading the book. After that, I couldn't stop!

Jane is an orphan girl who lives at first with her aunt, Mrs. Reed and with her naughty cousins, in a big house, in the north of England, which she hates. Later, she is sent to a charitable institution for orphan girls – Lowood. After a long and unpleasant period of time there, deprived of love and care, she learns a great deal: she becomes a teacher. Miss Eyre is able to leave Lowood and finds employment as a governess at

Thornfield Hall where she teaches the daughter of Mr. Rochester, named Adele. Soon, this little French girl becomes very fond of Jane, while Mr. Rochester is fascinated by Jane' intelligence and independence. In a short time, they fall in love and decide to get married. Yet, the story continues with twists of fate and the two are indirectly separated by Mr. Rochester's mad wife, Bertha.

They are, eventually, to be reunited after she is saved by St. John Rivers and his sisters, who later prove to be her cousins. Jane is also about to marry St. John, but she dreams of her first love calling for her, so she returns to Thornfield Hall. Mr. Rochester is there, badly burnt and almost blind after having failed to rescue Bertha and the mansion.

“Jane Eyre” by Charlotte Bronte is definitely a must read. It is a strange story, but it is interesting at the same time, especially for the details that have a strong impact on the reader! I recommend it to everyone interested in unusual romance stories. There is nothing in this book that left me disappointed. I assure you that you won't regret choosing this novel.

*Written by Carina Andrei, 9th A
Teacher Silvia Morçe*

Images' source: INTERNET

DIVERGENT – by Veronica Roth

Veronica Roth is an American novelist and short story writer known for her debut in the New York Times where she published her bestselling Divergent trilogy throughout a year. This trilogy includes the volumes: Divergent, Insurgent and Allegiant. She won Best Young Adult Fantasy and Science Fiction prize in 2012.

In Chicago, the city where Beatrice Prior lives, the society is divided in five sections, each keeping a virtue: Frankness (those who are honest), Self-denial (those who are generous), Bravery (those who are brave), Friendship (those who are peaceful) and Erudition (those who are smart). Every year, the students who are 16 years old have to choose the section in which they have to live for the rest of their lives and they can change their names. Beatrice chooses Bravery and the name Tris, and during the initiation stage, she discovers who her friends and her enemies are,

and she has her first love. But Tris keeps inside herself a huge secret that can kill her. The Erudites are starting a war and Tris is the key for stopping it.

I think it is an interesting book because it keeps you breathless. The actions that Tris undertakes are various and unexpected while she follows her dreams. I love this book, so I also bought the second volume “Insurgent”, which, like the first one offers the readers an exciting adventure.

*Written by Corina
Andronache,
8th B
Teacher Claudia
Jinaru*



THE HUNGER GAMES – the movie

The Hunger Games is a movie series which combines elements of a success story: emotion, tragedy, courage and passion.

The first movie was entitled *The Hunger Games* and released on March 23 in 2012. The second movie is [The Hunger Games: Catching Fire](#), which hit theaters on November 22, 2013. —[The Hunger Games: Mockingjay Part 1](#) is set to be released on November 21, 2014 and —[The Hunger Games: Mockingjay Part 2](#) is set to be released on November 20, 2015.

Katniss Everdeen is the main character of the trilogy *The Hunger Games*. Katniss and her family come from District 12, the poorest and least populated of Panem. Although she has to participate in the Games, her younger sister, Primrose, Katniss volunteers to save her. During the Games, she uses her knowledge and archery hunting to survive.

In order not to starve, Katniss starts hunting. To help her family, she goes to other districts, with the hope that she can steal something from the garbage of the rich. Peeta Mellark is the boy who was elected as District 12 tribute, along with Katniss. His father is a baker, so his family is richer and better fed than the rest of the District.

Before the Games, Peeta attended the same school as Katniss, but there were no links between them, because Peeta stood with his group, while Katniss preferred to stand alone. Five years before, he had helped her to feed her family. Intentionally he burned some bread, knowing that he would be discarded. But instead of giving pigs bread, he gave it to Katniss, whose family had not eaten for days.

President Snow is the tyrannical ruler of Panem and the Capitol. He appears for the first time at the end of Volume I of the trilogy, but he

does not talk to Katniss. He has a sadistic mind and can be considered psychotic. Also, because you cannot be in the centre of attention as long as Katniss, he threatens her family.

Haymitch Abernathy is a middle-aged man who won the 50th edition of the Games, 24 years before the beginning of the story. Because he is the only survivor of District 12, Abernathy is bound to become mentor of tributes. Katniss realizes that Haymitch is tired of training children, just because they die during the Games.

Effie Trinket works as an escort for District 12, Katniss and Peeta especially. Her responsibilities include the drawing of the names of tributes and escorting them to the Capitol. Also, Effie must encourage them to be happy as they will participate in the Games, but the efforts they make are usually in vain.

After winning the 74th Hunger Games in the previous novel, [Katniss Everdeen](#) and [Peeta Mellark](#) return home to [District 12](#), the poorest sector in the country of [Panem](#). But on the day that Katniss and Peeta are to start a "Victory Tour" of the country, [President Snow](#) visits them unexpectedly and tells Katniss that he is angry with her for breaking the rules at the end of the last Hunger Games, which permitted both Peeta and Katniss to win. Snow tells Katniss that when she defied the Capitol, she inspired rebellion in the districts.

The Capitol is angry with their defiance, which inspires rebellion in several districts. Katniss and Peeta tour the districts, after the games, attempting to subdue the rebellion. Then, the reaping for the next Hunger Games takes place. Winners of previous games are forced to participate in these games, which are part of the "Quarter Quell" that takes place every 25 years. When only a few participants remain in the games, including Katniss and Peeta, the arena is destroyed. Three of the tributes, including Katniss, are rescued by survivors of District 13, but the other three tributes, including Peeta, are captured by Capitol hovercraft.

If you are curious to see what will happen next, I recommend you to watch the movie.

*Written by Petronela Dolcan /
Alexandra Laiu – 8th B
Teacher Claudia Jinaru*

Images' source: INTERNET



THE DECLARATION by Gemma Malley

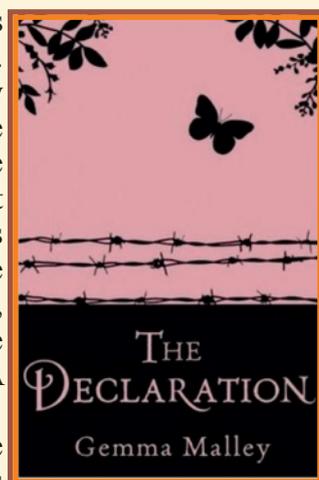
This book presents the life of a girl who believes that being born is a mistake and it is common that a child should be treated as an intruder in the world of Legals. In this world it's a crime to be a child; you are treated like trash that everyone wants to get rid of. The only thing you are believed to do is steal the others' air.

Why are they treated like this? In 2140, scientists found a therapy which could give people immortality. The condition imposed was to sign the Declaration, which forbade you to bring a child in the world. But some people have broken the law. Their kids are considered a surplus of society. Their fate is to be taken to Grange Hall, where they get harsh treatments, being considered prisoners. They are trained to be useful for society and take responsibility for their parents' sins.

Anna was brought up in this place and her only way of escaping was to get employed, at the age of fifteen, as an abigail. But her hope was shattered, as a result of Peter's apparition. He tried to tell her about life out-of-doors and about her parents, but she didn't trust his words. With the lapse of time, Anna began to understand in what kind of place she was living and the fact that

she needed to leave it as quickly as possible. With Peter's help, they could escape and arrive at her parents. There the authorities caught them. Anna's parents took pills to die, to save their children's life, because The Declaration said: "A life, for another."

Although the idea of eternity sounds very good for many people, a big part of us stand in fear of it. This book teaches us to appreciate life as it is and to live it as beautifully as possible. We recommend this book because it will open your eyes and will help you to always see the good face of everything.



*Written by Ana-Maria Ungureanu /
Andreea Alexandroaia –
8th B
Teacher Claudia Jinaru*

Images' source: INTERNET

IF I STAY by Gayle Forman



"If I Stay" is a psychological and fictional novel, written by Gayle Forman and published in 2009. The story follows a 17-year-old girl, Mia Hall as she deals with the aftermath of a catastrophic car accident involving her family.

Mia is a talented cellist, with a lovely family and a wonderful boyfriend, Adam. She just has to choose whether she will attend the Juilliard University, in New York, or she will stay in Oregon with her beloved. Unfortunately, on a

snowy morning, everything in Mia's life changes and the decision is dramatic and painful. She loses her parents in a car accident and even if she can't remember the crush moment, she can see herself and the people around her.

The novel's perspective is subjective, Mia talks about events in her life, describes what she sees and hears in the hospital even if she can't feel anything and she is weaker and weaker. "If I Stay" talks about life, death and how everything can become irreparable in just a second.

I really liked this novel and I think it has become my favorite book ever since I saw it and opened it in the bookshop. It can be tricky, but you cannot help reading it, once you have started.

*Written by Teodora Popa, 9th A
Teacher Silvia Morțu*

LEAGUE OF LEGENDS – video game



The Hunger Games is a movie series which League of legends is a MOBA video game developed and released on October 27 2009 by Riot Games. It is a free-to-play game, supported by micro-transactions to unlock additional options using "Riot Points" (RP) and "Influence Points" (IP). Riot Points must be bought using real money, while Influence Points are earned by playing the game. In January 2014, over 67 million people were playing *League of Legends* per month, 27 million per day, and over 7.5 million concurrently during peak hours.

League of Legends has spawned a large, active competitive scene. In North America and Europe, Riot Games organizes the [League of Legends Championship Series](#), which consists of 8 professional teams in each continent. Similar regional competitions exist in China, Korea, Taiwan and Southeast Asia. These regional competitions culminate with the annual [League of Legends World Championships](#), which in 2013 had a grand prize of \$1 million and attracted 32 million viewers online.

Riot Games was co-founded by Brandon Beck and Marc Merrill. Their partners were [Steve "Guinsoo" Feak](#), the previous designer of the popular [Warcraft III: The Frozen Throne](#) custom map, [Defense of the Ancients](#), and Steve "Pendragon" Mescon, the administrator of the former official map support base. Using the original DotA created by Eul (the original Defence of The Ancients map for [Warcraft III: Reign of Chaos](#)) as a base, Guinsoo made DotA Allstars by inserting his own mix of content, greatly expanding the number of heroes, added recipes and items, and introduced various game-play changes. Guinsoo then passed version 6 of the map on to a new developer, Ice Frog.

Riot Games officially opened its office in September 2006, and currently has over 1,000

people working on *League of Legends*.

Now let's talk about the in-game experience:

In League of Legends, players take the role of a character, called a "champion", with unique abilities, battling with a team against other players or computer-controlled champions. The player is identified and recognized as a summoner. Here, on the Summoner's Rift, the most played map ever, each team's goal is to destroy the opposing team's nexus, a building which lies at the heart of a base protected by defensive structures. Each League of Legends game is discrete, with all champions starting off each game fairly weak and progressing by accumulating gold and experience over the course of the game. After you reach level 30 by playing games, you can join the ranked queue in which you can battle other players that are also level 30 but the second criterion is to have tiers from the lowest to highest: Bronze, Silver, Gold, Platinum, Diamond, Master and Challenger. Every tier has 5 divisions, from the 5th (the lowest) to the 1st (the highest). You advance in the divisions by winning ranked games, in which you gain LP (League Points). At 100 points, you qualify for a series, in which you have 3 games to play (or 5 to advance from one tier to another) and you have to win 2 out of 3 (3 out of 5 for the tier series).

We recommend this game to everyone who likes playing online and experiencing exciting adventures.

*Written by Ștefan Lazăr /
Muharrem Behaj –
8th B
Teacher Claudia Jinaru*



Images' source: INTERNET



MINECRAFT – video game



Minecraft is a sandbox type game, which, basically means that you are given a world somewhat infinite in which you can build almost anything. In the original, non-modded version also known as Vanilla there are 3 game modes: The Survival game mode puts you in the situation of building a lot and not dying by monsters, which are, on purpose, not even a bit scary. The Hardcore mode puts you in the exact situation, only that you have one life only. The Creative mode lets you build whatever your mind is thinking of, without having to worry about monsters.

As I mentioned above, one can build almost



any thing, but not in the Vanilla version, where an automatic farm or a portal to game's hell, known as Nether are the top line. You can build more, from cars to fully-working industries by installing a few mods, which can be done by anyone who knows how to 'click' and follow basic instructions. You can even explore real building in the virtual world with certain programs that reproduce any real life object to the game. Monsters come in different sizes and shapes, from the boring zombies to a huge fire-spitting dragon, defended by an army of demons that steal your blocks.

Despite all of these attracting features, there is an enormous drawback, which is the graphics. They make you feel that you are rather in a 90's game instead of a 2008's one. The main problem, that makes it so hated in the view of

others, is that it resembles a Lego world, with terrible shading and shadow effects. Even on ultra-settings there are a bunch of lighting problems. This can be fixed, by installing a texture pack, which can make that Lego world have really good graphics for our times. The chunky, boxy, world blocks cannot be solved, though, because it would ruin all of its charm.

Minecraft will always be a game that many will play and develop. The accessibility to its 'core' gives it endless content for people to



explore. Yes, this game is code only, which is seldom found in today's games. It is going to be kept in people's minds as a breakthrough in gaming, because of the other games inspired by it and the ways it stands out.

My personal opinion about Minecraft is that it will never cease to thrill through its gameplay, complexity and general feeling that



this game has. Everything about it, even the sound makes you feel in another world, a world in which you can get away from stress and daily issues, but not like any other game, where you are doing the same steps every time, but creating a sort of virtual world with a real one's small details.

**Written by Ghiurea Dragoş, 10th E
Teacher Silvia Morçe**

Images' source: INTERNET

THE FAULT IN OUR STARS – the movie



"The Fault in Our Stars" is a movie about teenagers, far from fiction, which makes us see life from another perspective

. This romantic comedy-drama is based on the novel, written by John Green, which tells this story filled with humor, intelligence and great sadness.

Hazel Grace Lancaster is a 16-year-old teenager suffering from thyroid cancer, a patient with weak lungs and an oxygen tube. Her mother made her join a support group and her life changed in an unimaginable way. There, among other participants, she meets Augustus Waters,

aged 17, a teenager suffering from bone cancer. The boy shows her that there are many things worth enjoying and that every moment of life has to be lived to the fullest.

Kindred spirits, sharing the same charm and the same sense of humor, Hazel and Augustus start a race against time. The boy is the one who first loses the fight, but after his funeral Hazel reads Augustus' words, which state his acceptance of death and his love for her.

One thing which made me consider the film was the metaphor of the cigarette- the moment when Augustus keeps an unlit cigarette clamped between his lips and says to Hazel: "You put the killing thing right between your teeth, but you don't give it the power to do its killing."

After I saw the movie I started to think whether my life would change in such a different way and I began to be more careful with the people in my life.

*Written by Georgiana Purcaru, 9th A
and Adeline Bontaș, 9th B
Teacher Silvia Morțe*

ABDUCTION – the movie -

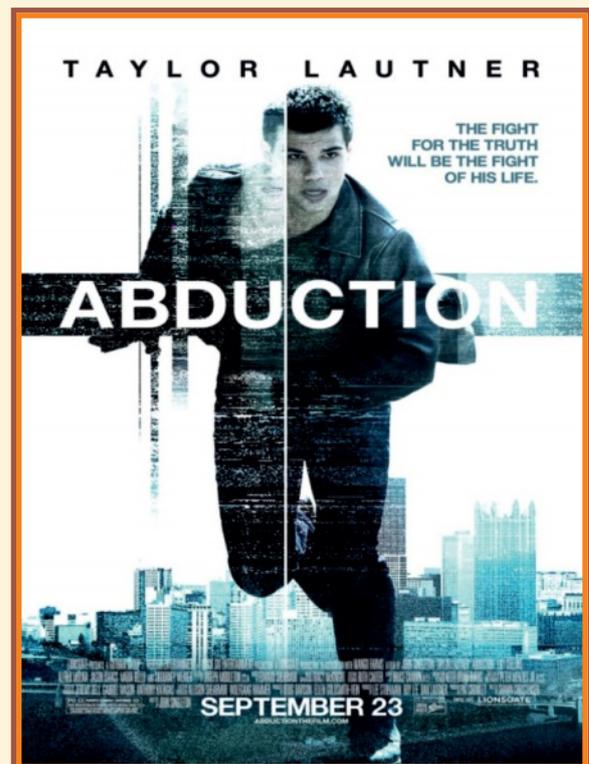
Images' source: INTERNET

Abduction is my favourite movie. It was made in 2011 by John Singleton. The movie is an action thriller and lasts 106 minutes. Taylor Lautner, a 19 year-old boy, and Lily Collins, his friend, are the main characters of the story.

Nathan (Taylor Lautner) always had the feeling that he was a stranger to his own life. His strongest fear became real one day when, unwittingly, a friend found his photo on a missing persons' website. He realized that his "parents" were not his real parents, they were not who he believed and his reality was just a fatal lie. Nathan embarked on a search for truth and his biological parents with his childhood girlfriend, Karen (Lily Collins). In a short time, the two ended up being watched by assassins and FBI agents. Nathan's journey became a terrible fight for survival.

I recommend this movie because I was impressed when I watched it and because Taylor is very handsome and acts very well every scene.

*Written by Vlad Abiculesei, 8th B
Teacher Jinaru Claudia*





TO BE OR NOT TO BE A PARIS LOVER?



We hear it from all the couples, it's written in books, and the media adores it, this sentence gets, in a way or another, to us for at least 10 times per year: Ah, Paris is so romantic! But is Paris really what it is said to be?

I must admit, I was surprised when I went for the first time to Paris. In a good way or not, we will see it later on.

Ok, so you are in Paris. What are you going to do? Well, that depends on which type of person you are.

The curious-type:

Paris is a place of contrasts, where the



ancient and the modern combine. That means that if you want to know more about.....uhm, mostly anything, you have a looot of museums where you can go to, one good example is: Le Musee du Louvre, a maze of knowledge. Once you are in Louvre it's good to think about what you desire to see, because if you want to visit only this whole museum it could take you an entire week or more.

The nonconformist-type:

If hot-air balloon flight, bungee jumping, or visiting catacombs sounds good for you, then Paris is the perfect place to spend your holiday.

The art-lover-type:

Where can I start? Ok, museum: Le Centre de Pompidou, The Orangerie museum, The Orsay museum, are just some examples. Also, the cathedrals: Nothe Dame, Saint Chapelle, Sacre Coeur... The city itself is a masterpiece, so there is no chance for you to get bored.

The quiet-type:

If you go to Paris to find that peaceful



place, to escape from the everyday routine, you can choose to go to the following parks: Boid de Boulogne, Parc Monceau, Parc des Buttes-Chaumont. Visiting the opera or going to a teather play can also be a nice experience. If you like sports, it's good to know that you can rent a bike from any park at a very low price.





The shopaholic-type:

If you love books, a good choice is: Shakespeare and Company, a bookshop where you will, certainly, find The Book that you need.

But, if you are a more fashionable kind,



there are not so many things to say. France, and especially Paris has had a lot to say in the evolution of vogue over the years in Europe.

Last but not least...

The romantic-type:



You are with that special person and you want to show them how much you love them? So on the couple's day OR Valentine's Day OR her birthday OR your birthday OR any other day, Paris is the perfect place where you can find the romantic atmosphere that you are looking for. A walk on the Champs-Elysees, a tour on the Eiffel tower, a luxurious ship cruise, no matter what you



choose you can't go wrong.

As you can see, Paris is the perfect city for any type of person. Therefore, all the more for the complex type of person that can empathize with all the other categories. I am part of this category and that's why Paris was a magical, unforgettable



experience for me.

*Written and translated by Mădălina-Ioana Zaharescu,
11th A*



THE HALLOWEEN PARTY

Should Romanian students celebrate Halloween? Difficult question to be answered. And yet, we decided not to skip this kind of holiday, but to throw a little party to bring most of our young College's students together, on a special occasion, like Halloween is supposed to be.

As our older colleagues did for us, when we were in the 5th grade, we, similarly, decided to keep the tradition alive and go on with it, hoping that we will make a good impression and that the next generation will do the same in the following years. On October 31st we organized the activities in the Multimedia Laboratory and the Canteen of



our College. Our team gave the students from the 5th to the 8th

form, coordinated by their English teachers, Mrs. Silvia Morțe and Claudia Jinaru, the chance to act, sing, recite and dance. On top of that, the event was seasoned with a costume parade and a pumpkin contest. Because of our determined and honest jury, the winners deserved their diplomas and their prizes, and our "Miss & Mister Duckling" were on top of everybody's expectations.



So, I have to confess that this exhausting and full of impediments experience was, eventually, nothing but a complete success. And for that, we would like to thank everyone that was part of 9th A team, the ones involved in organizing the events and especially our form teacher, Mrs. Cristina Iftime!

Written by Diana Liciu, 9th A

GLOBAL VILLAGE



If it's November, then we are present to Global Village, the annual team competition between our county's high schools. Our team, consisted of Berbece Răzvan (8th B), Radu Raclariu (9th D), Bogdan Ciurezu, Bogdan Covrig, Dragoș Ghiurea, Alexandru Horghidan, Răzvan Pascariu (10th E) and Raluca Smău (12th E), coordinated by the English teachers Mrs. Silvia Morțe and Claudia Jinaru.

This year's theme was "Food

Security". The topic was rather ambiguous, if you ask me, but very soon we gathered many ideas and enough information. Our presentation was vivid and consisted in a protest against the insecurity of healthy food for all the people, with banners, "protesters" and stand-up comedy.

All of the presentations were followed by random questions from the audience. The teams were graded for their Power Point Presentation, Oral Presentation, Proficiency in English, General Impression and Answers to Questions from the public.

Although we did well, there were others who did better, so we came on the third place, out of eight. Even so, we gained more than a diploma, and that is experience in presenting our point of view and better proficiency in English. We had fun as a team, acted together and waited for public response, but what is more we defeated our fear of speaking in public.

Written by Dragoș Ghiurea, 10th E

THE CARNIVAL AT...THE NATIONAL COLLEGE OF COMPUTER SCIENCE

A night of Latino dance rhythms. This is what the students form 12thD grade planned to provide you in the evening of October 24, 2014, evening in which the atmosphere of the Rio Carnival was present in Central Plaza Club, the place where the Freshmen Prom was held.

Until the evening of the event the students form 12thD grade and the presenters as well, had got days full of stress, looking for sponsors and organizing the whole show, things that had put them at real test. But fortunately, this thing was not an impediment for them; they followed their initial plan of completing the elaborated project, waiting only for praise words at the end of the event.

The competitors for “Miss and Mister Freshman 2014” had constructive emotions, I hope. The ten students chosen after selections (five girls and five boys) proved seriousness and maturity at the rehearsals, accepting the organisers' advice and putting their hearts and souls in every moment of their evolution on the little stage of Central Plaza Club.

The start of the entertaining evening was given by the presenters Mihaela Corfu, shortly Miha, (Miss 2011) and Teo Agavriloaiei (12thB grade) with an incendiary latino dance moment, taking over all the competitors emotions, and also giving them confidence in themselves.

After all the four challenges: introducing themselves, pair dancing, talent show and a surprise demonstration (that consisted in general knowledge questions for girls and checking diction for boys) held by those aspiring at the Miss and Mister titles, the jury made up of the teachers Nicu Luca and Mariana Fronea, and also three students from the organising class, chose the winners. This was the ranking:

First place together with the “Miss and Mister 2014” title was awarded to the students Livia Romaniuc and Emilian Mitronche.

Second place to the students Diana Liciu and Codrin Apetrei;

Third place students Alexandra Brem and Darius Avadanei.

Just when some people thought that the party is almost over, there appeared on stage the special guest of the evening: Connect-r, with two of his dancers.

The atmosphere maintained by DJ Mike Maiden, but also the artistic moments offered by the students of our college, were firing, and this thing is not only told by me, but also by the people who took part at this incredible and unique party in our town.

So, let's “listen” to others' opinion about the Freshmen Prom of National College of Computer Science, 2014.

This year's winner, Livia Romaniuc, told us the



secret of the key to success at this competition:

„I have repeated for thousands of times the dance and talent demonstrations and I have done my best in order to be very good on the stage. I enjoyed it very much when I heard my name called at the end of the competition and I would repeat this beautiful experience any time. I made a lot of new friends during the

rehearsals and I am glad for this. I would like to thank my parents, who supported me all the time, the dance teachers Ioan and Irina David, who showed me the beauty of dancing and, not least, my wonderful partner, Emilian Mitronche, without whom I could not have won. The organisers did a great job, Every detail was well established, having the most beautiful Prom of all times.” Livia also told me that she would urge anyone to take part in such competitions, because she lived a unique experience out of which she took full advantage.

As well, Emilian Mitronche, “Mister 2014” told us something about his participating experience in the competition: “The Freshmen Prom at C.N.I. was the same as every year, that is, amazing! The organisers prepared a stage full of colour as only at the Rio Carnival you can see. I, now, miss a lot the rehearsals and especially the pressure I felt when I walked in front of 1000 people.”

I also managed to get some phrases about the show's general atmosphere from our dear main presenter Teo Agavriloaiei who made the show lively, just like a real moderator.

“A unique experience... to be on the same stage and to see how a big crowd is watching you and is even being captivated by what is happening ... well, I found this thing just amazing. Honestly, I tell you that at the beginning I did not believe that it would be such a difficult task to present an event, but during rehearsals and while I realised that the big evening is coming I started to be nervous, wishing, as well as the other organisers, to make a unique show for Piatra Neamț.

I had the biggest emotions when I danced with my partner, Miha... and I think that she would say the same thing. Definitely, I would repeat this experience... and what I enjoy the most is that we could start new friendships, with the freshmen, and with the organisers.”

Just as Teo said, The Prom eventually meant, for all those who were present in the Central Plaza Club that evening, a way to start new friendships, some of them long lasting and honest, which pleases not only me, but also the organisers because of the success of this EVENT.

*Written by Tanasă Andra, 12thD
Translated by Vlad Georgescu, 10th E*



INFO-STYLE DANCE



Besides the mathematics and informatics clubs, the students from our college also take part in different clubs with extracurricular activities. One of them is the modern dance club named InfoStyle, made up of students from 9th to 12th grade of our college. Under the guidance of the choreographer Mrs. Laura Miron from the sportive dance club “Milady”, Piatra Neamț, and with the help of the coordinating teacher, Mariana Fronea, Dance Troupe Info-Style has participated in several events and competitions.

At the beginning of the school year 2013-2014, they had an artistic moment at the Junior's prom, but also at the Ceremony of rewarding of Multidisciplinary competition ProSoft@NT organized by our college. After that they participated in the competition “The Students from Piatra Neamt Have Got Talent” where they obtained the first place from 26 moments and they were qualified in the county level competition named “The Students from Neamț Have Got tTalent”, where they got, once again the first place.

Here are some impressions of our troupe's members: “I can't describe what I felt on the stage. It was a wonderful feeling. All of us gave what was the best in us. It was a beautiful experience for each of us, which we hope to repeat in the future”, said Ina Handaric, one of the troupe's members, a student from class 10 E.

“When the music started, I felt a wave of adrenaline and from that moment, I couldn't stop dancing”, said Petruț Mihuț from class 12 E, a lover of sportive dance and not only.

At the beginning of the school year (2014-2015), the troupe participated in the international competition called “Dance Cover Contest” within

the “Romanian K-pop Festival”, intercultural festival Romania-South Korea, where they obtained the fifth place from 27 artistic moments. This competition was organized by Kompas Events Romania and the Cultural Association Mall4Art.

“Being a competition, the heartbeats didn't miss, even more, all the troupes had a good performance, and all the members were talented and beautiful. We tried to be better than them, to be original, but at the same time we tried to show that we dance with pleasure, not necessarily for a prize” said Țapuc Andrada, from 11 C.

“For this competition we prepared beside a modern dance, a Korean dance. So we understood how difficult it is to learn an Asian dance. We are proud that we managed to be in the first five places, in an international competition and the winner was a troupe from Moldova. There's always room for improvement, but we are happy and pleased for the place have got. We thank the School board for this great chance to participate in this competition.” said Nicoleta Trifan, from 10 C.

In the future, the troupe wants to participate in many competitions in which to win many awards. We thank them for the effort and work, but above all for making the name of our college known in the country, and maybe abroad, in the future.



*Written by Mădălina-Elena Trifan, 10th C
Translated by Mădălina Sauciuc and
Alexandru Horghidan, 10th E*

THE FIRE COMPETITION


Hi, my name is Mihnea Gabriel Baciu. Just as you, I am a student at the National College of Computer Science in Piatra Neamt.

I have thought about telling you more about one of my passions, which is sport. I have been a member of the Ronin Karate Club in Piatra Neamt ever since I was 7.

KARATE-DO is a Japanese martial art

which is performed with bare hands: KARA mean bare/free, TE means hand and DO means path, which might also be interpreted as “the path of bare hands”.

Many people mistakenly believe karate is what they see in movies, when, in fact, it represents exactly the opposite. This sport does not teach you about violence but about respect, trust, self-control and modesty.

Karate has also improved my ability to focus on work and study, has offered me trust in myself and by doing it, I have also got a positive attitude towards life, because I have learned what self-discipline is, and also, to have respect for the ones around me and for myself. It has given me the motivation and the feeling that I can solve any



problem.

I have been practising this sport for 12 years now, and I have taken part in many national, European and international contests, becoming many times national and European champion,

winning more than 100 medals. Owing to these results, the ministry of Romanian Sports and the Local Council have declared me “Laureate of the local sport”.

This year I have also got the Black Belt, the dream of every Karate practitioner. This has made my coach, Mr. Ionut Stefanescu, gain trust in me and choose me for the national Karate team. After a few stages of training, we represented Romania at the European Karate Championship, which took place in London between the 30th of October and the 2nd of November 2014. About 500 athletes from 10 countries, such as England, Portugal, France, Romania and many others took part in this championship.



This contest lasted 4 days. On the first day, all the competitors were registered and weighed. The official scale is considered to be the hell of all participants. It was a true obstacle for me too, as I was almost disqualified, because I weighed more than I initially declared when I registered.

The actual competition took place on the following three days. Basically, on the first day I took part in the team contest, with my colleagues and we obtained the bronze medal. On the second day I took part in the individual contest where I obtained the 4th place. On the third day we were awarded the prizes. It was, by far, the most beautiful day in the entire championship. It is the moment they call your name, you get on the podium and everybody is proud of you for the performance you have achieved. That is how the European Karate Championship ended. But, a true sportsman is always with his mind on the next competition.

*Written by Mihnea Baciu, 12th D
Translated by Antonio Şalaru, 11th A*



„WHAT ARE YOU LOOKING AT...?“



Fashion becomes more and more important in our days, especially for teenagers, for people that want to find the clothing item that represents them the most.

The trends change from year to year, every time there MUST be something fresh, something mind-blowing that represents the decade. When it comes to finding something and buying that item it is always an on-going fight with the voices that whisper: “That dress makes you look so fat!”, “That isn't really your color”...and the most popular of all ” Honey, don't you have enough

we have a large palette of colors: bright pink, emerald, violet, neon orange...just some of the choices made by the fashion critics, but the star of this year is...red. Red has been considered for a long time to be the color of strong people, of passion, but also of war. It is most of the times worn by women, symbolizing honesty and happiness.

For make-up, we choose something more natural, that highlights in a subtle way the features of the model.



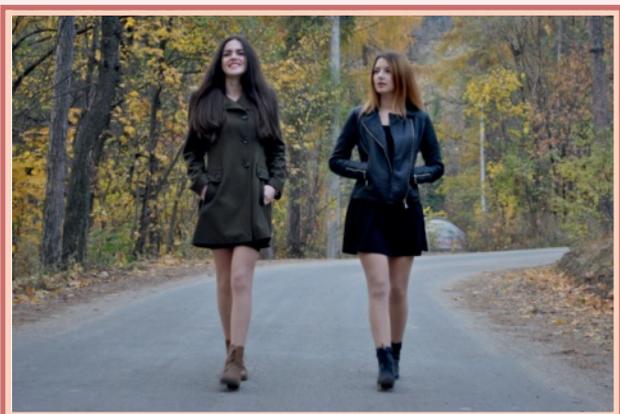
So, what are you waiting for? It's time to find the model in you!

*Written and translated by
Mădălina-Ioana Zaharescu, 11th A
Models:
Georgiana Ilie și Miruna Muraru , 11th A*



clothes already?”. The answer to the last question is always...NO. And how could it be different when all those “annoying” designers always come with something so wonderful, so unique, a new and exciting adventure.

About the trends of 2015, we can say that





INFOPULS



**The National College of Computer Science
Students' Magazine
Piatra-Neamț
Issue 22, XII Year, February 2015**

ISSN 2065 - 7854

Editura "Alfa"
CCD Neamț
str. Petru Rareș, nr 24
cod 610119, Piatra-Neamț
Tel 0333 401 92
Fax 0233 223 885