**ZBIRKA RAČUNALNIŠKIH NALOG PRI ANGLEŠČINI**

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### Cloud computing's security pitfalls

Adapted from http://www.bbc.com/news/technology-21754034

|  |  |
| --- | --- |
| (1) | The word cloud evokes images of all things soft and gentle; the kiss of a kitten or the soft |
| (2) | touch of a lambswool mitten. While that might be true of clouds in the real world, |
| (3) | those in cyberspace are turning out to be very different entities indeed, especially |
| (4) | when it comes to security. Some of them are downright dangerous. |
|  |  |
| (5) | The captivating idea behind using a "cloud" of computers is that it does away with having a |
| (6) | dedicated data centre. Instead, companies get their number crunching done by a benevolent |
| (7) | source of computational power that sits out there, somewhere, anywhere, on the net. |
|  |  |
| (8) | Researchers have shown that clouds are anything but misty and mysterious. The computer |
| (9) | servers providing that on-tap processing power can be identified by software tools. They |
| (10) | found that more powerful chips get processing done more quickly. Given that many on- |
| (11) | demand cloud services price by the hour, that could add up to a considerable saving. |
|  |  |
| (12) | But cyber-clouds are not as insubstantial as their name suggests. Unlike their wispy |
| (13) | namesakes, they can be found and become a target. That's bad because, as cyber-thieves |
| (14) | and hackers know, there is a fine line between interrogating a computer and bullying it into |
| (15) | coughing up details that help control it or can aid another attack. |
|  |  |
| (16) | "Outsourcing your data cannot remove the obligation to protect that data," said P Kothari, |
| (17) | head of CipherCloud which provides tools to companies to scramble the data being uploaded |
| (18) | and processed in a cloud. Fears about how the security of business information when it |
| (19) | committed to the cloud had the potential to dampen moves to use the technology, he said. |
|  |  |
| (20) | "When you get to large companies people are not comfortable," he said, "And with sensitive |
| (21) | applications that’s when people get very uncomfortable." For one of the biggest cloud firms, |
| (22) | many of the security worries being flagged up by ingenious researchers are problems that |
| (23) | are yet to be seen by the bad guys. |
|  |  |
| (24) | "Those kind of attacks tend to be more theoretical than practical," he said, adding that |
| (25) | many checks and balances on a live cloud service would stymie such an attack. However, he |
| (26) | was not complacent about the security of computation work being done in the cloud. All |
| (27) | day, every day, he said Amazon helped its customers defeat hack attacks of all kinds. |
|  |  |
| (28) | In many cases, he said, moving to the cloud helped companies find out what was vulnerable. |
| (29) | "Security starts with knowing what you have," he said. "In the cloud because of the way it |
| (30) | works, you cannot log someone on under the desk. You can see exactly what you have." |

1. Which line(s) in the text make reference to the following:
   1. Software tools can identify a server’s processing power. \_9\_
   2. Hackers can find cyber clouds. \_13\_
   3. Companies still need to protect cloud data. \_16\_
   4. Live cloud systems prevent attacks. \_25\_
   5. Cloud computing helps companies identify security holes. \_28\_
2. Where possible, complete the missing words in the table.

|  |  |  |  |
| --- | --- | --- | --- |
| **line** | **NOUN** | **VERB** | **ADJECTIVE** |
| 1 | evocation | to evoke | evocative |
| 7 | computation | to compute | computational |
| 8 | mystery | to mystify | mysterious |
| 14 | interrogation | to interrogate | interrogative |
| 17 | scrambler | to scramble | scrambled |
| 19 | damp | to dampen | damp |
| 22 | ingenuity | / | ingenious |
| 25 | styme | to stymie | / |
| 28 | vulnerability | / | vulnerable |
| 30 | / | to log on | / |

1. Translate the following words/phrases into Slovene:
   1. ‘entities‘ (line 3) \_entitete\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   2. ‘dedicated’ (line 6) \_namenski\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   3. ‘benevolent’ (line 6) \_benevolenten\_\_dobrohoten\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   4. ‘insubstantial’ (line 12) \_ neresničen \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   5. ‘outsourcing‘ (line 16) oddajanje zunanjim izvajalcem, zunanje izvajanje
   6. ‘complacent‘ (line 26) \_samozadovoljen\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

### Manic modder: Inside Ben Heck's world of bonsai computing

Adapted from http://www.bbc.com/news/technology-29011895

|  |  |
| --- | --- |
| (1) | Ben Heck specialises in what you might call ‘bonsai computing’. In a land that takes pride in |
| (2) | making everything bigger - he exercises his right to miniaturise. In America he is a celebrity |
| (3) | of the ‘maker’ scene, thanks to his humorous broadcasts on *YouTube*. The *Ben Heck Show* |
| (4) | sees him hack devices from smartphones to quadcopters, electronic doors and wheelchairs – often |
| (5) | after requests from viewers. |
|  |  |
| (6) | He adapts these digital objects in surprising ways, as well as building new objects from scratch. |
| (7) | But he is best known as a ‘console modder’ - an expert in deconstructing classic games consoles, |
| (8) | and morphing them into different forms. It is a passion he has cultivated as a hobby for nearly |
| (9) | 15 years and stemmed from a fascination with computer gaming. |
|  |  |
| (10) | In essence, his technique is to open up the guts of video games consoles, and mutilate them. |
| (11) | The shrinking is possible because he uses modern data storage, some up to date |
| (12) | components which are less power hungry, and he replaces bulky elements, such as the screen, |
| (13) | keyboard and casing, with his own parts. “I hand-wired a duplicate of the Spectrum,” he |
| (14) | explains. “We found the schematics online and reproduced it along with some lithium ion |
| (15) | batteries.” He sourced many of the original Spectrum Z80 chips from Ebay, before wiring |
| (16) | them on prototyping boards. In this way he has turned Commodore 64s and Xbox 360s into |
| (17) | laptops, and made portable, handheld versions of Atari & Sega consoles. |
|  |  |
| (18) | Video console makers are notoriously protective of their devices and the secrets behind their |
| (19) | manufacture. But despite his notoriety, Heck has so far not encountered any objections, or |
| (20) | legal action. It is mainly people who ‘mod’ to play pirated games they go after, he points out. |
| (21) | In the case of the ZX Spectrum, his new handheld version looks a bit like a Blackberry. A |
| (22) | tablet can be plugged in to the computer to load games. "Ironically the tablet is around 2,000 |
| (23) | times faster than the Spectrum," muses Heck, “yet still plays old games like *Manic Miner* |
| (24) | complete with an authentic failure to load on the first attempt.” |
|  |  |
| (25) | There is a huge nostalgia market for games of the 1980s, and emulator apps are available that |
| (26) | allow you to download old titles and play them on mobile devices. This has allowed games |
| (27) | studios that have survived to make money from their old back catalogue. But despite this |
| (28) | appetite for retro games, Heck says he does not build miniatures to satisfy any market - just |
| (29) | his own urge to see if it can be done. |
|  |  |
| (30) | But if the console modder's art seems a little self-indulgent, Heck has one antidote to this. |
| (31) | Through his work he has received a steady stream of requests from disabled |
| (32) | people, and relatives of disabled people, to see if he could make a games controller operated |
| (33) | with one hand. "It feels good" to fulfil these requests, says Heck. |

1. Are the following statements *true* or *false*?
   1. Heck is famous because of his *YouTube* show. \_**T**\_
   2. Heck adapts only computers. \_**F**\_
   3. Heck sourced schematics and hardware from the Internet. \_**T**\_
   4. Heck mods devices because he wants to play pirated games. \_**F**\_
   5. Heck makes games controllers for disabled people. \_**T**\_
2. Where possible, complete the missing words in the table.

|  |  |  |  |
| --- | --- | --- | --- |
| **line** | **NOUN** | **VERB** | **ADJECTIVE** |
| 2 | **miniature**  **miniaturisation** | to miniaturise | **miniature** |
| 6 | **adaptation, adaption & adaptability** | to adapt | **adaptable & adapted** |
| 8 | **morphing** | to morph | **morphed** |
| 11 | **shrinkage** | to shrink | **shrinkable** |
| 15 | **source** | to source | **sourced?** |
| 17 | **port, portable & portability** | **to port** | portable |
| 25 | emulator  **emulation** | **to emulate** | **/** |
| 25 | nostalgia | **/** | **nostalgic** |
| 26 | **download** | to download | **downloadable** |
| 28 | **retrofit** | **to retrofit** | retro |

1. Translate the following words/phrases into Slovene:
   1. bonsai computing (line 1) \_**bonsai računalništvo** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   2. ‘from scratch’ (line 6) \_ **začeti z ničle** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   3. ‘the guts’ (line 10) \_**jedro**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   4. ‘in essence’ (line 10) \_**v bistvu**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   5. pirated (line 20) \_ **delati piratske kopije** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   6. self-indulgent (line 30) \_**uživaški**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. Discussion questions…
   1. Does modding always encourage computer/video game piracy?
   2. Is it more authentic to play retro games on ‘mods’ or emulators?
   3. Why would some people be nostalgic about retro games?

### Music Psychology of Computer & Video Games

Adapted from http://www.amplifon.co.uk/resources/playing-with-your-mind/

|  |  |
| --- | --- |
| (1) | Few things are as evocative as sound: the way the right score or effect can produce an |
| (2) | emotional reaction is something film-makers have been capitalising on for decades, and |
| (3) | more recently, videogame developers too. Everybody who grew up with games will |
| (4) | instantly recognise the opening bars of Super Mario Bros or the distinctive chime of |
| (5) | Sonic the Hedgehog bagging a ring - but what is it that makes sound such a powerful |
| (6) | asset in the developer’s toolkit? |
|  |  |
| (7) | With games now telling more complex stories, we're seeing more cinematic aspects |
| (8) | incorporated into their sound design. So, how have game designers used sound and music |
| (9) | to make games into the immersive and emotionally-charged experiences they are today? |
|  |  |
| (10) | **Pentatonic**.One of the earliest and most effective examples of sound being employed |
| (11) | for psychological effect in games is the use of pentatonic scales. You know that "happy" |
| (12) | sound you get when you level up, complete a stage or collect something important? |
| (13) | Chances are it uses the major pentatonic scale. |
|  |  |
| (14) | Developers need a way to tell the player when they're on the right track (and preferably |
| (15) | non-verbally, given the international nature of gaming). The major pentatonic scale is a |
| (16) | great example of an audible reward cue: five little notes that can be played in any order |
| (17) | for a musical motif that says, universally, "You're doing alright, kid". |
|  |  |
| (18) | **Non-linear sound**. Another powerful weapon in the sound composer's arsenal is the use |
| (19) | of non-linear noises. Sounds are classed as non-linear when they exceed the normal musical |
| (20) | range of an instrument, or the vocal cords of a living creature. They can also be |
| (21) | produced by sudden frequency changes in acoustic instruments, such as the famous |
| (22) | staccato violin stabs of Hitchcock's Psycho. In nature, we find them in animal distress |
| (23) | calls - which may be the reason they produce a seemingly-ingrained fear distress |
| (24) | reaction when we hear them. |
|  |  |
| (25) | **Adaptive music**. Another important way sound is used in games is to tell the character |
| (26) | that something is happening - often that they're in danger and need to prepare for a |
| (27) | fight. As well as serving a useful purpose, these musical shifts add to the |
| (28) | immersiveness of the overall experience, ensuring the sound always corresponds |
| (29) | with what's going on on-screen. More recently, indie developers in particular have |
| (30) | been taken with the idea of using adaptive music to generate soundscapes dynamically. |
| (31) | These types of games produce shifting soundtracks that react to the in-game action, |
| (32) | creating new and unique music every time they’ve played. |

1. Are the following statements *true* or *false*?
   1. Sound has become a powerful asset for game developers. \_**T**\_
   2. Games are becoming less immersive through the incorporation of sound and music. \_**F**\_
   3. Non-linear sound are used to create fear reactions. \_**T**\_
   4. The diatonic scale is used in computer games. \_**F**\_
   5. Game soundtracks are no longer fixed, but can change from game-to-game . \_**T**\_
2. Where possible, complete the missing words in the table.

|  |  |  |  |
| --- | --- | --- | --- |
| **line** | **NOUN** | **VERB** | **ADJECTIVE** |
| 2 | **/** | to capitalise on | **/** |
| 4 | **distinctiveness** | **/** | distinctive  **distinct** |
| 7 | **cinema, cinematographer & cinematography** | **/** | cinematic  **cine** |
| 9 | **immersion** | **to immerse** | immersive |
| 11 | **psychology, psychologist & psyche** | **to psych out**  **to psyche up** | psychological |
| 19 | **excess** | to exceed | **excessive** |
| 21 | frequency | **to frequent** | **frequent** |
| 23 | distress | **to distress** | **distressed & distressing** |
| 25 | character, **characteristic & characterisation** | **to characterise** | **characteristic** |
| 31 | **reaction & reactionary** | to react | **reactive & reactionary** |

1. Translate the following words/phrases into Slovene:
   1. evocative (line 1) \_ **evokativen, sugestiven, zgovoren**\_\_\_\_\_\_\_\_\_\_
   2. asset (line 6) \_**dobrina, pridobitev**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   3. arsenal (line 18) \_**orožarna**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   4. acoustic (line 21) \_**akustičen**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   5. ingrained (line 23) \_**zažrt, ukoreninjen**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   6. shifting (line 31) \_**spremenljiv**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. Reflection questions…
   1. Is your gameplay overly influenced by music/sound effects?
   2. Is it more noticeable in specific game genres? If so, which ones?
   3. Have you tried playing games with the sound muted? If so, how was your gameplay affected?

### Idioms Lost to Tech

Adapted from http://www.pcworld.com/article/259530/idioms\_lost\_to\_tech.html

Technology changes everything, from how we shop to how we stay in touch with friends. And it definitely changes the way we talk--just a few years ago phrases like "Facebook friends" and "trending on Twitter" didn't even exist.

But with each new tech-savvy phrase that's introduced, another technology-based idiom is retired--or should be. Thanks to the changes in technology, though, many of today's idioms are about to go extinct--after all, who under 30 knows what a record player is? Or a landline?

For music lovers, the idiom **"Sound like a broken record"** refers to the annoying sk-sk-skipping sound of a truly broken record. In the age of digital music, this phenomenon is no longer relevant yet alone understood.

Photographers use to talk about a **"Kodak moment"** which was a picture-perfect moment to capture on film since they could not rapidly take a multitude of photos and pick the best. Likewise **"Let's see what develops"** comes from the Polaroid camera which could develop photos in a matter of minutes**.** This idiom was frequently used to describe forthcoming changes in life, people, relationships, and more. But today, it’s all about instant gratification.

The age of analogue radio led to a number of idioms. **"On the same wavelength"** refers to two (or more) people who understand each other. **"Tune in" (or "Tune out")** refers to whether you choose to listen to or ignore someone or something. **"Hit the airwaves"** refers to a person broadcasting themselves over the radio.

The popularity of newspapers resulted in idioms like **"Front-page news"** and **"Hot off the press".** The first refers to the pre-Internet age when the daily newspaper’s front page was the big news of the day. The second refers to something that is brand new just like a freshly printed newspaper straight from the printing press.

Wired telephony coined a number of idioms. **"Got our wires crossed"** refers to some form of miscommunication, originally due to crossed telephone lines. **"Push my buttons"** means someone or something that is upsetting or aggravating. **"Ringing off the hook"** means that someone has been receiving lots of phone calls. **"Hold the line"** means to wait a moment even thoughwhen using mobile or cordless phones, there is no longer any line as such.

**"Nothing to write home about"** refers to a time when people would actually write a letter and mail instead of texting, emailing or instant messaging.

**"The check is in the mail"** was an often-used idiom when somebody wanted to delay paying a billsince “snail mail” was slow and sometimes unreliable.

**"Carbon copy"** refers to an old method of making exact copies with carbon paper which predated photocopiers and scanners.

How can we update the following idioms to align with modern technology?

|  |  |  |
| --- | --- | --- |
| **OUTDATED IDIOM** | | **UPDATED IDIOM** |
| "Sound like a broken record" | http://caricole.com/wp-content/uploads/2013/08/record-.jpg |  |
| "Kodak moment"  "Let's see what develops" | http://media.7dayshop.com/media/catalog/product/cache/1/image/993x/9df78eab33525d08d6e5fb8d27136e95/p/r/prod_6148_1_1.jpg |  |
|  |
| "On the same wavelength"  "Tune in" (or "Tune out")  "Hit the airwaves" | http://www.crestviewbulletin.com/polopoly_fs/1.49109.1352849957!/fileImage/httpImage/image.jpg_gen/derivatives/landscape_445/radio-transmitter.jpg |  |
|  |
|  |
| "Front-page news"  "Hot off the press" | http://www.scbankruptcyattorney.com/blog/wp-content/uploads/2012/02/newspaper.jpg |  |
|  |
| "Got our wires crossed  "Push my buttons"  "Ringing off the hook"  "Hold the line" | https://camo.githubusercontent.com/d9552fca7a337e895d4dccf9920e662de05bd071/687474703a2f2f692e696d6775722e636f6d2f4e396a674533576c2e6a7067 |  |
|  |
|  |
|  |
| "Nothing to write home about" | http://www.gocollege.com/images/letters-of-rec.jpg |  |
| "The check is in the mail" | http://upload.wikimedia.org/wikipedia/commons/thumb/b/b9/CanadianChequeSample.png/222px-CanadianChequeSample.png |  |
| "Carbon copy" | http://upload.wikimedia.org/wikipedia/commons/thumb/1/16/Karbonkopia_2008.jpg/220px-Karbonkopia_2008.jpg |  |
| http://www.ecenglish.com/learnenglish/newsletter/12nov/wires_crossed_idiom.jpg | | |

### Bitcoin explained: the digital currency making millionaires

Adapted from http://www.abc.net.au/news/2013-12-02/bitcoins-the-digital-currency-explained/5119034

The digital currency bitcoin has exploded in popularity since it began four years ago. Where once a single bitcoin was worth a few cents online, it is now pushing on $1,000 per coin, creating millionaires in the process.

There have been many reported cases where people mined thousands of relatively worthless bitcoins as a hobby years ago, only to now realise they are rich. One IT worker even threw out a hard drive containing 7,500 bitcoins, only to later find out his haul would have been worth $8.2 million.

Bitcoin is a digital cryptocurrency that is decentralised and operates using a peer-to-peer network. Unlike other currencies, it has no central authority or government-based backing. It is a digital currency and is essentially a code that is traded between two people.

It was created by someone under the pseudonym of Satoshi Nakamoto and released as a working beta in 2009. During the early years some people collected thousands of bitcoins each, mostly at a worth of less than a dollar per coin. Bitcoin was a niche curiosity, but after mainstream coverage and several market surges and crashes it is currently (in September 2014) worth about €365.

It can be traded for other currencies or real world goods and new bitcoins can be created by 'mining'. There is a limit of just under 21 million bitcoins that can be created. Once the limit is reached, no more bitcoins can be made. However, a single bitcoin can be subdivided as far down as the eighth decimal place (0.00000001BTC) to buy smaller goods using just a fraction of the bitcoin.

The entire currency is underpinned by a public ledger called the blockchain, which records who owns what bitcoins and all transactions ever made in the currency. Whenever a transaction is made it is added to the blockchain which is confirmed by other users using the peer-to-peer network. Due to the nature of the blockchain, transactions cannot be reversed, only new transactions can be recorded to the chain.

Bitcoins are essentially codes added to the blockchain, which are secured using encrypted digital wallets. A wallet operates by having a public address and a private key. The public address is used by other people to send bitcoins to your wallet, whereas the private key is held by the owner and used to access and make payments from the wallet.

1. Use the text to answer the following questions:
   1. What type of currency is bitcoin? \_**It is a decentralised cryptocurrency.**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   2. In terms of the software release life cycle, what was the status of bitcoin upon its release? \_**Released as a working beta in 2009**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   3. What can bitcoin be used for? \_**It can be traded for other currencies or real world goods**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   4. How are bitcoins created? \_**They can be mined by computers set to the task of solving mathematical 'blocks'**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   5. Are bitcoins limitless? \_**No, there is a cap of just under 21 million bitcoins**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   6. Where are bitcoin transactions recorded? \_**Coin transactions and ownership are recorded in a public ledger called the blockchain**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* 1. Where are bitcoins secured?

\_**Bitcoins are secured in your digital wallet**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Discussion
   1. Do you think ***bitcoin*** is safe? Why/Why not? \_**No, hackers and scammers have successfully robbed *bitcoin* mining pools.**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* 1. Will ***bitcoin***remain a virtual currency? Explain. \_**Most probably, even though some shops sell physical bitcoins which have an embedded code which can be redeemed in a digital wallet.**\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* 1. Is it feasible that ***bitcoin*** could be used for nefarious purposes?

\_**Yes, online blackmarket sellers use *bitcoin*.**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* 1. Is ***bitcoin*** becoming more widely accepted? Why/why not? \_\_\_\_\_\_\_

\_\_**Yes, *bitcoin* ATMs have opened & Virgin Galactic has even begun accepting bitcoin payments for space flights.**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* 1. Is it possible to live using only ***bitcoin****? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

\_\_\_**Maybe? If more businesses and peope accept it as a legal tender.**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_