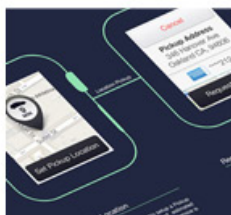




OCTOBER  
2015

# RINGTONES ARE ANNOYING!

WE EXPLORE BETTER OPTIONS



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WITH *Liberal Arts*

MARRIED  
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THAT YIELDS RESULTS, THAT MAKE OUR

*Hearts Sing!*

- Steve Jobs



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# SILENT MODE BY DEFAULT

*by Vidit Bhargava*

I'm tired of hearing the sounds that my phone makes. It rings like a bell to to notify me of new messages, new email, incoming phone calls, alarms, timers, et al. It's almost as if the phone wants me to be at the beck and call of every individual that I'm connected to. I'm not always free to take a phone call, yet whenever my phone rings, it sends a jolt of panic, creates an urgency to be picked up, to stop whatever I'm doing and to pick up that phone! With Messages the phone irritates me with persistent

demands to be picked up. You get it, in its default state, the phone with its numerous notifications, is just providing an irritating user experience, one that's controlling in nature, rather than being helpful.

In its default state, the phone with its numerous notifications, is just providing an irritating user experience, one that's controlling in nature, rather than being helpful.

Alarms are the worst. I don't put my favorite music as an alarm tune for the fear of ruining it. Why do I hate alarms? It's simple.

Alarms are a poorly crafted combination of tunes on loop and vibration (that comes more often than not from a rotational vibration motor, which is extremely annoy-

ing for its noisy function). The auto loop is discerning. If this is how people were woken by humans, they'd hate the person who wakes them up. Maybe phones could take a cue from people's lives and have alarms that wait a minute or two before replaying the alarm, instead of jumping into the long unending diatribe of screeching alarms.

There are solutions of course, one of them involves keeping the phone on vibration mode. Another form of annoyance.

Most phones use a rotating vibration motor these days. These motors have an extremely loud function, something that

basically defeats the purpose of vibration mode, when your phone is on the desk. You aren't hearing a ringtone now but you're still being constantly buzzed with vibrations, diverting your attention.

There is however, another type of solution for this problem. One that works in many cases. It's Taptic Feedback. So, the newly released Apple Watch and the iPhone 6s has this feature where it taps you on the wrist to notify of updates, something that works great with native applications, where the notifications feel more like a tap than a tiny vibration, which is the case, when there's an incoming notification from the phone. The problem with the Taptic Engine is, no matter how

subtle it is, it's still distracting me. Yes, I can choose to ignore a phone call, without having to take out my phone, yes, I'm saved from all sorts of alerts. But truth be told, notifications are a sort of dumb-pipe system. They aren't aware of when I'm free, or when I'm busy, what tasks need an immediate attention, what notifications can be checked later in the day, what notifications are emergencies and require me to drop all the work. So, it's still not the right experience to receive a notification for a promotional Email in the

middle of the day. Even if it's a gentle tap on my wrist.

What I'm looking for, is a contextually aware Do Not

For now, my phone stays on do not disturb and silent mode for most of the time, with the exception of receiving phone calls from a few people

Disturb mode. One that's aware of my working hours, and hours when I take a break to use my phone. In addition to that, there should also be a smarter Notification Center, one that can sift through, the urgent, important and unimportant notifications, so that I'm reminded about them at the right times. The current Do Not Disturb mode on any phone don't provide much of under the hood settings.

For now, my phone stays on do not disturb and silent mode for most of the time, with the exception of receiving phone calls from a few people, I'd like that to get more customizable to ultimately provide a better user experience.



# COMMUNICATION ON THE APPLE WATCH

*by Vidit Bhargava*

When the Apple Watch was first announced, perhaps the most bemusing of all was the fact that there was a Separate button for Communication, sending heartbeats, messages and making phone calls. Communication was presented as one of the three things the Apple Watch was great at. It's a great Watch, A Great Health and Fitness Device and a great Communication device. A great communication device!? One can not just foresee himself using his watch to send long messages and phone calls.

A Great Health and Fitness Device and  
a great Communication device  
But A great communication device!?

Communication on the Apple Watch is just one of those things whose usefulness cannot be described on a spec sheet. At first it's just a convenience, but once you use it more often, you realize how little of your chats and conversations should actually include a phone. This is exceptionally true for messages and to an extent even phone calls.

Once you start using the Apple Watch, you realize how handy this device is for communication.

Answering phone calls on the Apple Watch is pretty fun. So this is one of those





things which I guess, applies differently to different people and in different settings. Personally, I'm usually sitting on my work desk when I answer phone calls and I'm usually pretty annoyed to hear ringtones. This is something that the watch solves very efficiently, it just gives me a tap to notify me of an incoming call, and I can accept it or ignore it there and then. I'm pretty comfortable answering calls on my watch's speaker, since it's usually in the privacy of my room that I'm receiving them. The convenience of going hands free on a phone call is pretty good. I can keep doing my work while answering to the person on line. The sound quality is pretty decent and gets the job done but I'd have liked it to be a bit louder.

Messages is pretty good too. The thing about writing messages on the Apple Watch is that when you first imagine it, you imagine having to write articles while dictating all of it to your watch. In reality though, conversations are usually about the Yeahs, OKs and (At least mine are!) This is something, where I feel using a phone is like using a sword at a place where a pin would do. Seriously, I don't need to take out my phone for quick replies.

In fact, because of the Watch's form factor, I've found myself dictating out slightly longer messages with a greater accuracy than that of the phone. But dictation isn't perfect. Every now and then, one is bound to stumble across a proper noun,





too tough to be easily understood by a computer. For that, there's an option to send your dictation as an audio message. Audio messages have been around for a while on the phone now. But what makes them so popular with the watch is the way they are placed in the interface. Just as you complete your dictation you are given an option of either send it as an audio or as text. And the audio option is the first one. The rate of me sending audio messages has certainly spiked. The convenience applies to the messages too, the interruption time with the watch is pretty low. As I write this post, I've already answered a string of messages from my watch and successfully made

plans to watch a movie.

Digital Touch is a bit of a gimmick and only useful if your friend has an Apple Watch. It's a great tool for quick reminders, follow ups and summons. I've often found myself asking my brother to come online using the digital touch feature. Sending Heartbeats is mostly a gimmick but can be pretty fun and expressive. Personally, I'd like to see a better and faster implementation of digital touch. One of the things that irks me is that instead of directly receiving

In reality though, conversations are usually about the Yeahs and OKs.

This is something, where using a phone is like using a sword at a place where a pin would do.

tap or two on the wrist, one has to open the message first to read it, something that only works best for drawings and not

taps or heartbeats. And this is what makes digital touch the least used feature for me. The process isn't instantaneous enough.

There's a Separate button to start a conversation on

the Apple

Watch. And for

all the reasons

I mentioned

above. I think

that button

was very much

needed and

that a friend

list is what I want that button to pop up

for me. Not the music app, not the Fit-

ness app or even an alarm or timer for

that matter. Because communication is

something that's inherently impulsive. If

it takes too long to start a conversation on

the watch, I'll probably not start it at all.

The interface is pretty impressive too. I get the options for sending a digital touch, a new message or even start a phone conversation.

Only a matter of convenience at first, Apple Watch's communication abilities have proven to be something that have greatly eclipsed my use of the same on the phone in the two months that I've had it.

Only a matter of convenience at first, Apple Watch's communication abilities have proven to be something that

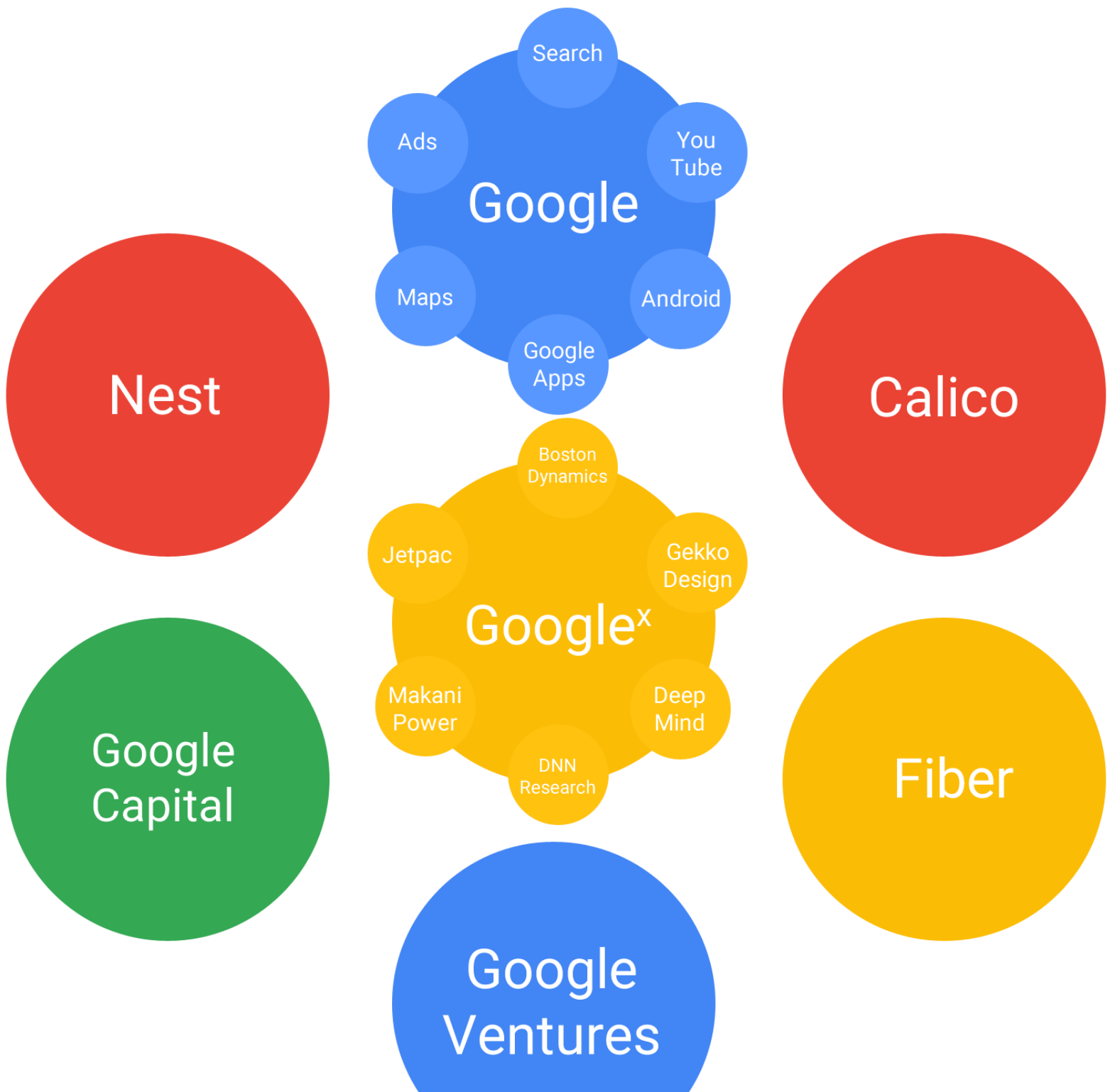
have greatly eclipsed my use of the same on the phone in the two months that I've had it. Heartbeats, taps and drawings are probably just a gimmick, but there's little doubt that the watch is the best form factor for quick replies And hands free conversations.





# HOW *is* Alphabet ORGANIZED

This August, Google became a part of Alphabet, Inc. A collection of companies (previously owned by Google), that are far away from what Google Does. However, not all are part of the alphabet. YouTube for example is still a part of Google, and Boston Dynamics a part of Google X. Here's how Alphabet Works:





# THE BEST MARKDOWN EDITORS

by Vidit Bhargava

Vidit Bhargava

I've been using Markdown for a while now, and it has completely changed the way I write my posts. For a quick Intro, Markdown is a "formatting language", meant to write down Articles with ease. With Markdown you can let go of the hassle of dealing with HTML Tags and formatting attributes. Markdown however, is heavily editor dependent. While Markdown files can be written in TextEditor. The real magic lies in being able to see the formatting while you are typing. Something that makes its editing software extremely curious.

While Markdown's out there for a while, it's hard to pick one winner for all the platforms. Each platform has its own

winner. Over the last few months, I've been looking for the best editors on each platform. And thus far, I feel I've got three really great ones. One for the Web, One for OSX and One for iOS.



**Typed : OSX :** Typed is a distraction free Markdown editor, that gives you real time feedback on the formatting and Export Options for HTML and RTF. But Where Markdown wins is, it's Distraction Free Writing Features. The Zen Mode is pretty amazing, there's this cool thing in the Zen Mode where Typed fades out all the text except for the paragraph that's being typed on . It's definitely worth the Rs.1850 price tag.

**StackEdit - Web**

If you are looking for a free alternative,



You might find StackEdit to be an extremely useful and Simplistic Markdown Editor. For a Web Tool, the User Experience is pretty good. StackEdit is fast, and lets you do a bunch of things including exporting your posts to various blogging platforms. There's an HTML Conversion tool and LaTeX support for Markdown too. StackEdit is the best you'll get if you are looking for a free solution on Windows or Linux.

## Editorial - iOS

Most of my blogposts are written on an iPad, with Editorial. Editorial is basically

a swiss-knife Markdown Editor. Which has just about everything you'll ever need to write down a blog post. There's an advanced Preview - In App Browser, Automation Workflows, Support for Python Commands, Shortcuts that make it easier to convert and edit HTML Tags. Editorial Makes it really easy to write an article, package it into a readable form and send it to your blog, on an iPad. If you are looking to write down things on your iPad. Editorial is not just the best solution, It's infact the only solution with a wonderful UX.





# TOP 5

# APPLE WATCH APPS

by Vedit Bhargava

**Uber:** This is one of those apps where I feel, using the iPhone app is an overkill sometimes. The Watch App is pretty natural. You launch it, press the Request button and you are done. It's perhaps the fastest way in the world to call a cab.

**Shazam:** Trying to find the name of a song that's playing on radio? You'll probably "Shazam It". This happens a lot of times where the song ends before I can fetch my phone and fire up Shazam. The Watch app solves this problem elegantly. Infact So elegantly that I've hardly used the phone app for Shazam.

**Instapaper:** The Instapaper app for Apple Watch is a simple remote to "Play" your reading list on the iPhone. It's a

carefully thought out utility. It'll be great if they had a native app though.

**PCalc:** "It's not an App Store without PCalc". The Watch App is amazing. To start with The Taptics are mindblowing. Then there's the extremely helpful tip calculator built in too. PCalc has been extremely handy in numerous study sessions for me.

**PomodoroPro :** A pomodoro timer is just doesn't deserve to exist on an iPhone. A Pomodoro Timer needs quick execution, Perfect for an Apple Watch app. PomodoroPro is a neatly designed Time Management app that takes good advantage of the WatchOS2's functionalities and provides a good experience.





Back in the 80s and 90s. Games were pretty addictive. We've all grown up playing games like "Mario Bros.", "Dave", "Cricket 97", et all. Sometimes we feel like revisiting these classics but here's the problem. Newer versions of Windows don't support the good old DOS Games.

Luckily, there's a work-around. All you need is a software called "DOSBox" and Files from your old games.

Step 0: Store All your OldGames in a Folder.

Step 1: Open DOSBOX

Step 2: We need to type in a few commands here, begin with :

```
mount c <directory location of games>
c:\
cd <folder name of the game>
<Name Of Game's EXE File>
```

AND IT'S DONE.

You can now begin playing your favorite games. :)



## Pixel Quiz October 2015

Vidit Bhargava

Q1. X was reportedly first carried out by a Malaysian IT consultant who used his phone to advertise Sony Ericsson. He also invented the name, which he claims is an amalgam of \_\_\_\_\_ and ajack, his username on Esato, a Sony Ericsson fan online forum. However is an extremely common shortening of the word hijack, the act of taking over something. Mostly a harmless practice. What is X?

Q2. W: A bug that seems to alter its behaviour when one attempts to study it. X: bug which manifests reliably under a well-defined, but possibly unknown, set of conditions. Y: A software bug whose behaviour appears to be chaotic.

Z: A software bug which manifests only when somebody debugging it finds out that it shouldn't work at all. What is W, X, Y, Z.

Q3. Recently an Electrical Engineer by the name of Allen Pan, decided to make something popular seen in the comic book space. Inside X, he packed a transformer electromagnet, which uses electricity to

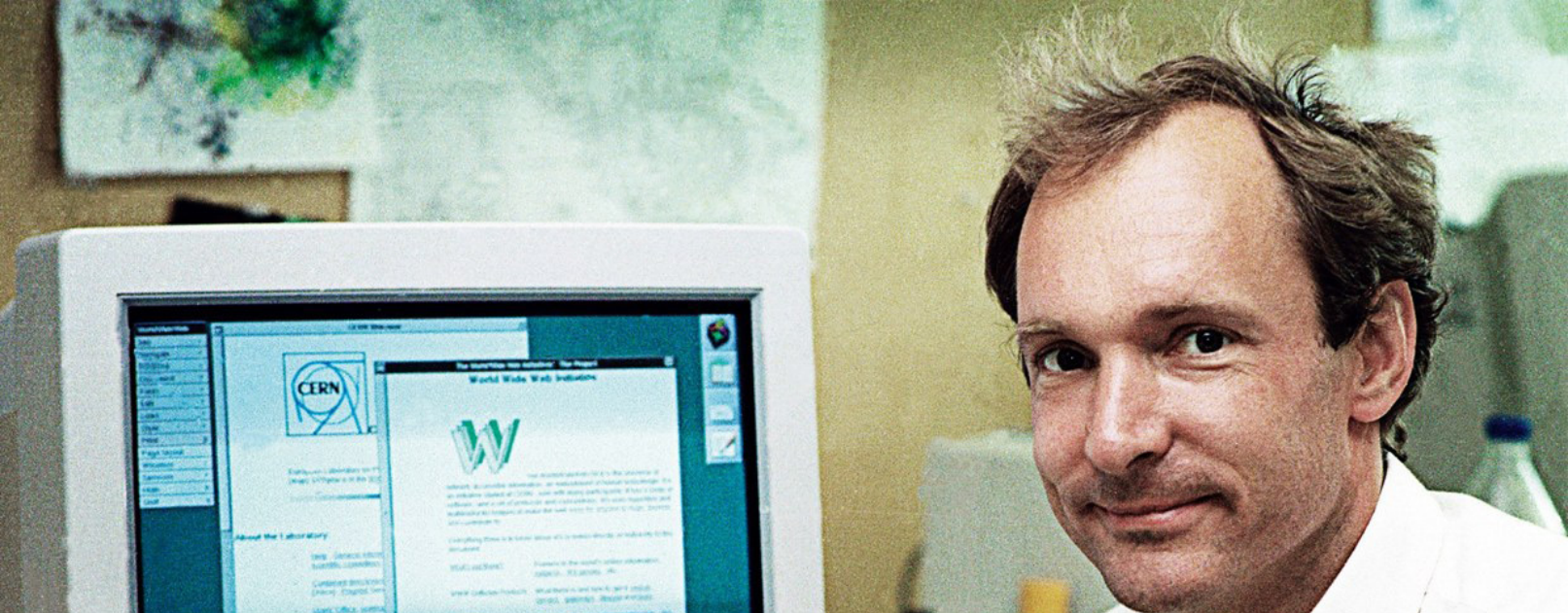
produce a magnetic field. This creates a very strong magnetic pull, strong enough to replicate the results the characteristics of X from Comic Books. What did Pan Create?

Q4. In an attempt at a slightly different kind of Social Network, Y introduced X. Which is more or less a direct rip of Danny Trinh's Free, an app that lets you see who's free to hangout then strike up a conversation. The interface is pretty simple, It's a slider that you must pull to let friends know that you are "down" to meetup. What is X?

Q5. All the 403 Episodes of Bob Ross' popular TV Show X came back in a rather uncanny way recently. They were available to be binge-watched at a popular service Y, as a kind of a promotion to Y's foray into different categories. The response to X on Y however, was filled with vile. What are X and Y?

Q6. Ian Bernstein and Adam Wilsons' startup X (formerly Orbotix) is famous for its eponymous robot, the only product





they created for a long time. However, in 2014 Disney made an investment in X, and licenced the production of Y to them which they felt would be easy for X to pull off because of its geometrical similarities to X. What are X and Y?

Q7. It was coined on June 12, 1995 in an e-mail sent by a 52-year old Massachusetts programmer named David Eddy. He later said, "People were calling it CDC and Faddle. There were other contenders. It just came off my fingertips." What was he referring to?

Q8. On the possibility of a thinking machine in 1943, this computer pioneer said : "No, I'm not interested in developing a powerful brain. All I'm after is just a mediocre brain, something like the president of American Telephone and Telegraph Company." Who's words were these?

Q9. Sir Tim Berners -Lee is an iconic  
Answers to the Pixel Quiz June 2015

1. X: DeepDream Y: Google    2. Cyanide And Happiness    3. Genio Takeda
4. Sanjay's Super Team    5. X Toca Boca    6. X: Square    7. X: Reddit    8: Bug
- 9: Creating Radio    10 : Hackathon

figure in this modern world. He admitted that a decision he had made just as a whim, many years ago, is something that he would like to change one thing about the Internet because it created huge environmentally losses(technically speaking) because of this whim that he just added inadvertently. What did he want to get rid off if he could?

Q10. X is a short story about a welding machine, directed by Angus MacLane that was released back in 2008. Here, X, a welding machine which has a Plasma Arc Welding Setup for Hands, is assigned with an operation to fix a lamp post. However, X is constantly distracted Y (much more popular than X) and ends up cutting the lamp post instead of joining it, and when X does accomplish his task, He's trapped outside, for which he uses PAW's cutting properties to help himself. Who is X?

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