

Of course is my gadget my small pocket computer – short called “PC”. It is between 15 and 20 years old, contains up to 64 kb RAM-memory, it fits in a big pocket and has a lot of possibilities to transmit and manipulate data. Because it's programmable in BASIC, an easy to use and to understand program language, I can do many things with it. The most important thing it has is its E/A-interface, which can communicate with a modem, my big PC or another pocket computer at 1200 baud. So I networked it to transmit and store data on my big computer. Now there's almost no memory limitation any more, I'm only bound to the size of one program, which can't become larger than the memory of the pocket computer. As time went by, I programmed more and more useful utilities and stored them on a cassette or on paper, when I learned to use the first interface, which communicates with a printer or a cassette-recorder. Later I found out that I could connect the other interface, which was closed by a lid with a cable between pocket computers and so on. However, my pocket computer has a disadvantage, too. Its operating system uses the processor very much, so that it is slow in executing user programs. I adapted to this by writing faster software like my homework database, some useful mathematical tools and games, of which some are network games, so you can play them together. Some games are “Lyb”, “Abgrund”, “Blockbooster”, “Independence Day” and “Point”, which are labyrinth and dexterity games, “Hangman” and “Netman”, which is Hangman for two people, in “Schiffe versenken” you must sink all enemy ships, in “Mastermind” you must find the right combination of numbers to win, in “Rubic's Strategiespiel” you can fold plates to another place and the other side, so you get three in a row and in “Schussboy” you have to estimate numbers to hit the aim. I wrote also some tools and variations to manipulate some games and make them more interesting. I wrote software for developing music and drawing pictures, too and even a small simulation of “Windows”, which just looks nice, but isn't very useful. Beside playing games with the pocket computer I have a lot of mathematical tools, which make homework easier for me, like “FastPlot”, which draws functions and generates value tables, “Vektor-Master”, which calculates vectors, and “Quadratische Gleichung”, which solves a special equation, “Komplexe Zahlen”, which calculates complex numbers and so on. Some time ago I invented an infrared communication module to transmit data between pocket computers via light, so you can play network games or type text to each other in one room without an annoying cable. Today I sorted my software on my big PC and made the combination of programs as you like possible. My present project is to build a radio communication module, which allows transmitting data via radio waves for a greater distance and through walls. I use this gadget very often, but it's only a small and old computer with a processor, which isn't half as fast as a “game boy”. Nevertheless, it is a nice occupation for me to train my brain in programming computers and thinking logical like a computer.