

## COMPUTER DIVISION

### Computer Rules and Regulations

1. In order to exhibit in the Computer division, the 4-H member must be enrolled in:  
**Computer Mysteries I** – Computer I: Booting Up, BU-7509 **OR**  
**Computer Mysteries II** – Computer 2: Adding On, BU 7510 **OR**  
**Computer Mysteries III** – Computer 3: Reaching Beyond, BU-7511
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3. See General Projects Guidelines
4. Projects must be work from the current 4-H year.
5. Members will be asked to give a presentation/explanation of their exhibit to judge.
6. Members may enter only one computer division class.
7. **Computers will not be furnished.** Members may bring their own equipment, including extension cords and power surge protectors, at their own risk. Telephone modem connections or wireless connections are not available for use by exhibitors.
8. County may submit entries for State Fair.

### Class 01 - Booting Up: Interacting with computers

Exhibit a printed copy of product(s) made using computer software. This can include greeting cards, computer presentations (like PowerPoint), a series of 4 to 6 special effects photos, scrapbook, or storybook. Attach a one-page narrative describing the software and features used to construct the products.

### Class 02 – Adding On: Hardware and Software Magic

Exhibit printed copies of products(s) made using computer software. This can include t-shirt designs(s), an 8-page magazine, or a series of 4 to 6 special effects photos (use three of the following special effects: textures, changing brightness and contrast, filters, magic wand techniques, composite images, cropping or resizing). Attach a one to two-page narrative describing the software and features used to construct the products.

### Class 03 – Reaching Beyond

Exhibit printed, color copies of products made using computer software. This can include a Web site for your club or other organization (minimum of 5 screens), a 12-page magazine, or a map of your community with important community features designated. Attach a one to two-page narrative describing the software and features used to construct the products.

## Computer Division Continued

**Class 04- Beginning Programming**- Exhibit a flowchart or alternative visual representation of a program that exhibitor has written, not copied from another source. Choice of programming language is optional. Programs exhibited in this class require the use of one or more of each of the following kinds of commands:

1. Comments to the reader of the program (e.g., "Now subtract Taxes from Gross Pay to get Net Pay").
2. Instructions to the user of the program (e.g., "Press Q at any time to quit this program").
3. Assignment of data into variables (e.g., "NetPay=GrossPay-Taxes;").
4. Choosing between alternatives based on the current value of a variable (e.g., "IF NetPay>=100000 THEN PRINT 'Thank You Boss!' Else goto 999")
5. Looping, that is, repeating a group of instructions more than once, using a looping structure ("FOR", "DO", etc.). The ending of the loop must be controlled, not just left to loop forever (e.g., "10 goto10"). Controlling the end of the loop may be done using an "IF" statement from item 4.
6. Input from, and output to a user.