User RPL Programming Contest
Sept 25-26, 2004 / Radisson Hotel, San Jose, California

Goal:
Write a program that graphs a circle and then fills it with random dots.

Specifics:
The program must graph a large circle (at least 60 pixels high for all HP48 & HP49 models), then plot random pixels inside that circle until approximately half the pixels are dark, then exit without user intervention, leaving the graph displayed. The dots must be random, that is, (a) they must be different each time the program is run, and (b) they must LOOK random (patternless) to the judge. The entire graphing process must be visible as it runs. No dots allowed outside the circle. The distribution of the pixels inside the circle must not be dense near the center, nor near the circle, nor anywhere else, but not patterned either. A violation of any of the above disqualifies the program.
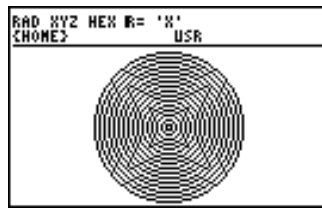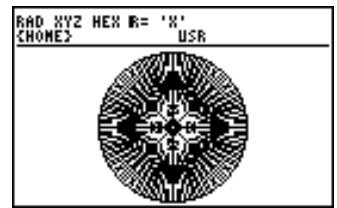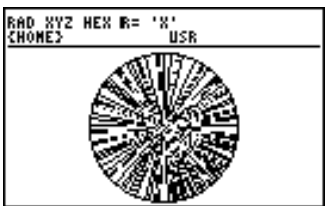
Examples:
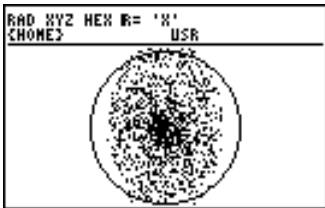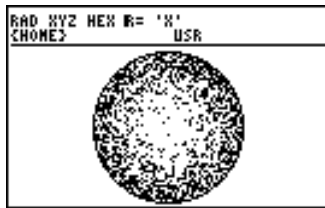
Bad.	**Bad.**	**Bad.**	**Bad.**
Thumbprint?	Death star?	Oriental rug?	TV test pattern?
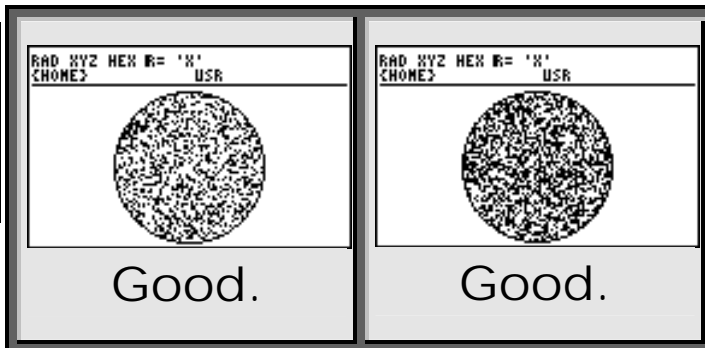
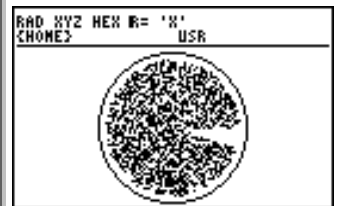| **Bad.**	**Good.**	**Good.**	**Bad.**
Dirty fan?			Pizza or Pac-man?

Winning:
The winner will be the smallest program (in bytes).

Rules:
1. The decision of the judge is final.
2. The purpose of the contest is to have fun.
3. At least two contestants must participate.
4. Plain-vanilla User RPL only; no SYSEVALs or other monkey business.
5. Contest program submittal must be completed by afternoon break on Sunday September 26, 2004.
6. Include your initials in the name of your program. Transfer your program to the judge's machine. Make sure your checksum is the same as the judge's.
7. This is a contest between *individuals, not teams*; one submittal per person, one person per submittal.
8. By submitting a program, you agree to allow it to be shared with the community.
9. You must to be present to win.
10. If a point is unclear, ***ask*** immediately. No excuses for ignorance. Clarifications will be officially announced during conference hours.
11. This contest entry instruction sheet and entry form will be available at registration Saturday Morning.
12. Assume machine default flag settings (except HP49; assume RPL mode). Altered flag settings must be returned to default status upon program completion. Stack contents before and after the program must be the same.
14. *Work alone*. Do not consult the Internet. The AUR, Owner's Manual, or other books are permissible, of course.
15. Happy Programming! `-jkh-`