

August 2018



# User Friendly

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Ctrl-Click on this icon  
to see our Meetup Page.



Ctrl-Click on this icon  
to follow us on  
Twitter.



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Association of Technology  
& Computer User Groups

[www.apcug2.org](http://www.apcug2.org)  
[www.facebook.com/APCUG](https://www.facebook.com/APCUG)  
[www.twitter.com/apcug](https://www.twitter.com/apcug)  
[www.youtube.com/apcugvide](https://www.youtube.com/apcugvide)

## AUGUST 14 GENERAL MEETING

### Backups: New Developments and Best Strategies

Speaker: **Gene Barlow**

User Group Relations

[www.ugr7.com](http://www.ugr7.com)

Gene Barlow will explain the easiest and best methods to create and maintain backups that will both save your data and make it much easier to restore your system if your hard drive crashes or your computer or device is wrecked or stolen. The 2019 version of Acronis True Image will be released soon, so Gene will bring us up-to-date on its new features.

Gene has been providing Acronis backup software at a discount to user group members for many years.

**Gene will give us a software prize for a lucky LACS member who attends.**



### Meet Our Presenter

Gene Barlow has worked with computer systems for over 50 years and has specialized in backup technology and hard drive utilities for the past 20 years. He can make a complex topic easy for everyone to understand, yet still provide lots of details that you need to know. He is one of the most popular presenters to user groups and has presented to thousands of user group audiences. You will find his presentations easy to understand and very interesting.

**Tuesday, August 14, 2018, 7:30 - 9:00 PM**  
**Westchester United Methodist Church, Fellowship Hall**  
**8065 Emerson Ave., Westchester, L.A. 90045**

An informal Computer Q & A Roundtable meets from  
**6:30 to 7:20** to answer individual questions.

Refreshments and socializing at **7:00**

More info: [www.lacspc.org](http://www.lacspc.org)

or at 310-398-0366

All are welcome.



## FROM YOUR EDITOR

### Culver City Senior Center

Several members of LACS volunteer one Friday morning a month from 9:00 to 11:30 at the open computer Lab at the CCSC at 4095 Overland Ave. at Culver Blvd. in Culver City, 90232. Volunteers get a free annual parking permit for the center.

Seniors can use the computers to access email, the internet, or to use or learn programs. Someone must be present when the computers are being used.

Our volunteers may get sick or want to go on vacation, so we could use a few more helpers. No special skills are needed.

Those using the computers are most appreciative of simple assistance. That gives a good feeling! New volunteers will be partnered with an experienced member, until they feel at ease being on their own.

Please contact Loling Beckman at <LolingB (at) earthlink.net> or 310-471-7893 to learn more about what is needed.

### How To Get on our Mail Lists!

To join both lists, send your name in the message body of an email to [lacslist-subscribe@yahoogroups.com](mailto:lacslist-subscribe@yahoogroups.com) and to [lacspc-subscribe@yahoogroups.com](mailto:lacspc-subscribe@yahoogroups.com).

Only members may join. **Lacspc** is for official LACS business. **Lacslist** is for any other computer-related messages and questions. It's important to be on both lists for full benefit of membership. Send questions to [mailportal \(at\) lacspc.org](mailto:mailportal (at) lacspc.org).

The Editor of *User Friendly* accepts most contributions of any suitable length from members. Send articles to Leahjc(at)sbcglobal.net as plain text in an email message or as a Word document by the **20th of the month**.

### We Have a Welcome Chair!

Annette Tossounian will be our welcome Chair, starting in September. Many thanks to Annette.



We now need another member to become familiar with what happens at the Greeter's table, to assist Annette, and to be available when she can't be there. That person could be YOU!

### Nominations

#### Become a Candidate for a 2019 LACS Office

Nominations are open for President, Vice President, Secretary, Treasurer, and three Directors for two-year terms, and one for one year.


Fred Kong, Stephanie Nordlinger and President Stanley Johnson comprise the nominating committee. Please contact one of them to throw your hat in the ring.

Candidates we have so far are Leah Clark for president, Stephanie Nordlinger for vice president, Annette Tossounian for secretary, Charlotte Semple for treasurer, and E. J.

Rozek for director. **Please add your name to this list because you are wanted.**

New blood with new ideas is crucial for keeping LACS viable! Check our By Laws at <[www.lacspc.org/various/bylaws.pdf](http://www.lacspc.org/various/bylaws.pdf)> to find the duties of each position, or talk with any board member for answers to your questions. Please come out of the shadows and volunteer.

### Contest

A copy of this icon  is somewhere in this issue of *User Friendly*. When you find it, send an email with your name and the page number to <editor (at) lacspc.org>. The 1st two received may win a small prize. Proofreaders and board members are not eligible.

## GENERAL MEETING REPORT

June 12, 2018


By Leah Clark, LACS Editor


Speaker: Phil Sorrentino


### Google Apps at Home and on the Go


Google has provided us with a whole bunch of desktop and mobile apps, and they are all free. Since Google, we can get information almost instantaneously. Google started out in 1996 with Search, then developed the Chrome browser and cloud computing. In 2015, they got so big that they now have many other companies that make a great influence on computer users' lives. Google's apps were built for the home computer and laptop, and now for mobile devices. There are over 140 Google products out there, and this is only the beginning.


Phil discussed a few of the apps that he uses, and he has been grateful for them.


**Android Messaging**  is fairly new. It allows you to do texting on your Android device quite nicely.

**Google Duo**  is relatively new. It allows video chatting from phone-to-phone on both Android and Apple phones. It is not for video conferencing.



**Google Home**  is an app that allows home automation using the WiFi in your home.

**Google Keep**  is a note-taking service, similar to Sticky Notes.


**Search**  is available in 123 languages and has 4.5 billion active users. Go to [www.google.com](http://www.google.com) to get lists of websites for answers to your questions. The Google search engine searches and prioritizes websites. When you go to the Google site, you have the


*All Apps* icon, a box with dots, , where you can see many apps. On your mobile de-

vices, Google will have many of its apps set up in folders on your home screen. You have access to any Google app on your Android phone. On an Apple phone, you can get them from the Apple Store.


**Gmail**  is an advertiser-supported, web-based, free Email service. You can get to your contacts from your Gmail icon on your mobile devices. Different icons  are used to indicate where you can find more information. Click the pencil icon to compose a new email.

Texting is for immediate communication between phones. With the very small keyboard, texts are kept short. If you want to use your PC to send text, Android Messages has a setup to do that. Phil's slides and the podcast show the procedure. You can send as long a text as you want.

**Calendar**  is a useful app with free time management and scheduling service. It's a web-based mobile app for Android and Apple. You can create and edit events with start and stop times. Events are viewable by day, week or month. Multiple Calendars can be combined.


**YouTube**  is a place where you can upload and download videos and share them. To upload videos, you must have an account. You can view video clips, TV show clips, music videos, short films and movie trailers. Phil told us that he put the magic show he did when he was ten years old on YouTube at <http://www.youtube.com/watch?v=lwf4rPVQgOE>.

From YouTube videos, Phil learned how to propagate his fig tree. Unlimited information, entertainment, and fun!




**Google Drive**  is an excellent cloud storage service. It's already on your Android smartphone. It synchronizes files across




devices. Mobile apps are available for Android and Apple. Phil's slides show views of Drive on a desktop and mobile device, and you can hear his explanations on the podcast. You can share your folders by sending a link of that folder in an email. Everything else in Drive is private. Mobile devices use small icons rather than words for navigation because of the limited space.

**Google Maps**  is a free web-based mapping service providing satellite and aerial imagery. Street maps give 360-degree panoramic views, with route planning for car, walking, and bicycling. It features turn-by-turn navigation. It uses GPS, Wi-Fi, and cell towers for your location. Apps are available for Android and Apple. Maps and driving directions are available on your home computer.


**Google Docs** is a free web-based office suite:

- Word processor: **Docs** 
- Spreadsheet: **Sheet** 
- and presentation: **Slides** 

Create and edit files online, and have real-time collaboration with other users. Files are compatible with Microsoft Office file formats. It is tightly integrated with Google Drive. Mobile Apps are available for Android and Apple.

**Photos**  is a free photo storage and sharing service. It has unlimited storage for pictures and Videos up to 1080p Resolution. Users can search for things in the photos i.e., people, places, or things. Mobile apps are available for Android and Apple. Pictures can be put in albums. You can call up images of specific people by facial recognition. When you use Photos as a viewer, you only see pictures taken by that phone. In **Gallery**, you can see pictures taken by

that phone, and any that you may have saved to the phone.

**Waze**  is a crowd-sourced traffic reporting app. People can report accidents, traffic jams, and speed and police traps. Waze is now part of Google and is similar to Maps. Often, people will prefer one over the other. Mobile Apps are available for Android and iOS.

### Google is an enormous cash cow!

The complete podcast of this presentation is at [www.lacspc.org/category/audio-files](http://www.lacspc.org/category/audio-files).

If you didn't receive the slides from this presentation by email, send an email to Leah Clark at <editor (at) lacspc.org>.

Two of the cartoons from Phil's slides are on page 18. ❖



## WHAT IS JAVASCRIPT AND WHY DO I NEED IT?

By **Leo Notenboom**

From "*The Best of Ask Leo!*"

<https://askleo.com>



**W**ell, the short answer is that Javascript is a programming language, and you need it because a program says you do. I know, that's not very helpful. Let's see if I can explain in a little more detail.

Anything that happens on your computer happens because some kind of program tells your computer to do it. In fact, quite often it's some kind of program telling some other kind of program to do it. It can get quite complicated, as you can imagine.

Take web pages, for example. Each web page is, essentially, a kind of computer program that tells your browser what to do. And, naturally, there are several different types of programming languages that can be used.

In (over) simplified terms:

**HTML**, HyperText Markup Language, is the basic language of the web. It describes how a page should look. The browser follows the HTML instructions as it reads and presents the page. Once the page is complete, the browser's done; the HTML "program" is over.

**DHTML**, Dynamic HTML, adds more programming constructs to HTML to create a way for the DHTML "program" to do things dynamically. For example with DHTML the web page can specify actions to be taken when certain events happen. A good example is what happens if you move the mouse over this sentence and see its color change from black to red.

**JavaScript** is not specifically HTML related, but interacts with HTML and DHTML when used in a browser. It's a more traditional programming language, in that you can write a series of instructions to compute what kinds of actions should be taken based on various conditions, repeat things a variable number of times, and just generally take more complex

and sophisticated actions. Small applications and games have been written entirely in JavaScript.

The line between DHTML and JavaScript can sometimes get blurry, but a rule of thumb I use is simple: DHTML is about the web page, period. The items on a web page, the events that a web page might want to act on (like moving your mouse over text), and the resulting changes to the web page that you might want to have happen resulting from those events (like changing the color of text). JavaScript, however, is really web, and HTML, independent. It adds programming things like loops, and variables and functions. You could write a small program to calculate Pi in JavaScript, and then perhaps use DHTML to do something interesting on the web page with it.

**ActiveX** is the next level up. It, too, represents a programming language, but in a different form. An ActiveX control is more like a ".EXE" or ".DLL" file on your computer. Much like that .EXE, it can be written in any programming language, but is "compiled" or transformed into your computer's "machine" language before it gets distributed for use. ActiveX controls have the most power and speed, and represent the most danger. That's why you'll almost always want your browser to ask you before downloading and installing any ActiveX controls.

So in a nutshell, HTML, DHTML and JavaScript are all programming languages that are used to make your web pages look and act the way we do.

Now, while HTML and DHTML are fundamental parts of your browser, Javascript, for various reasons can be turned off. But that doesn't stop some sites from requiring it. So the bottom line is that you need JavaScript ... because the websites you're visiting have chosen to use it. ❖

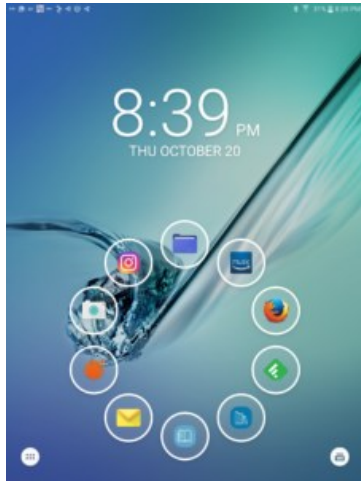
## SOFTWARE REVIEW

### SMART LAUNCHER FOR ANDROID

By **Richard Corzo**

Danbury Area Computer Society, CT  
Now operating as Danbury Tech Meetup  
[www.dacs.doc](http://www.dacs.doc)

An Android phone or tablet, whether it runs stock Android or more likely a customized skin from the manufacturer, has a default launcher that determines how the home screen looks and



works. For instance, Samsung's Android skin is called *TouchWiz*, and HTC's is *Sense*. The launcher gives you a way to organize your apps and widgets. You can replace your Android device's launcher with one from the Google Play store.

I ran across a YouTube video "The Best Android Launcher of 2016?" at

<https://www.youtube.com/watch?v=cftgcQYl-wQ> which describes ten different launchers. You might prefer one of the others, but the first one mentioned, Smart Launcher at <https://www.smartlauncher.net/>,

caught my eye. There is a free version and a paid version, Smart Launcher Pro, at <https://play.google.com/store/apps/details?id=ginlemon.flowerpro>.

To understand where I'm coming from, you should know that I have an iPhone and iPad, and a Samsung Galaxy Tab S2 NOOK tablet. The iPhone and iPad have app icons arranged in rows on multiple home screens, with no gaps between the first and last app on each home screen. You can drop one app icon on another to create a folder, and

then add more apps to that folder, thus packing more icons into fewer home screens. You can move the app icons around to your liking.

When you move one to a spot on the home screen, it shoves the one previously in that spot, and all others following, to the right, to the next row, or to the next screen as space requires. Although iOS has widgets—small windows of information associated with some apps—it doesn't allow them on the home screens, but does allow them to be added to the notification and lock screens.

Samsung's *TouchWiz* does allow widgets on the home screens, and app icons can fill the remaining space in a grid pattern. Unlike iOS, you can leave empty spots in the grid. When you move an icon to a spot that's already taken, it will shove the existing icon out of the way to some other spot, and it may disturb another icon or two, but otherwise the other icons on that screen don't flow nicely in a predictable manner.

You don't have to fit all your apps on the home screens, since there is an Apps list icon that opens to another set of screens with all your app icons, in a grid with no empty spots, on as many screens as are required to hold all your apps. I never found an arrangement of the main home screens that was particularly pleasing or made me feel especially well-organized.

I downloaded the free version of **Smart Launcher** from the Play store. It provides a single QuickStart home screen with a ring of "bubble" app launchers (the "flower" arrangement), or you can choose a two-row grid layout. You can also specify a different app to launch with a double-click of a button. The "drawer" button in the lower left corner of the screen gets you to all your other apps. There are predefined categories of Communication, Internet, Games, Media, Utility, and Settings. It does a nice job of categorizing all your apps into those categories, listing the apps in alphabetical order within category. To me this



made things much more manageable. Only in a few cases did I need to reassign an icon to a different category. The category icons are in a column on the left of the screen, making it easy to switch categories and find another app to launch.

There is no widget support in the free version. For that you need the Pro version. You can upgrade directly from the free version. You'll then be able to launch widgets from the QuickStart buttons, and will get additional home screens on which you can arrange your favorite widgets. You'll also get 19 or so additional categories to choose from, plus the ability to create your own custom category. For example, from the large Media category you can split off one or more of the Photography, Reading, Music, and Entertainment categories. When you add one of the new categories, the relevant apps are moved from their prior category.

I did decide to upgrade, and I feel better organized and efficient in accessing my apps. ❖

## Computer Fundamentals

*(Continued from page 17)*

Orientated Language) in 1959, which became one of the most popular programming languages which is still in use today. The Department of Defense (DoD) standardized on COBOL in the 1960's and required it to be supported on every Computer purchased by the DoD. The goal was to have a portable language base that would allow for a program to be employed in multiple instances without having to rewrite it for each installation.

It is only during the late 1990's that programming languages such as C and C++ finally evolved to where languages such as Java became the primary language that truly allowed for 'write once, run anywhere' capabilities. This is why web pages can run on any computer using standard browsers independent of whether the hardware is from Apple, Dell, HP or any other company. ❖

## WEBSITES FROM WAUC

From various Wisconsin All-Computer Users Club Bulletins

[www.wauc.us](http://www.wauc.us)

ricejulia (at) hotmail.com

### You Say Aloha (Goodbye) and I Say Aloha (Hello)

You may not require a lot of instruction to learn another language. You might want to learn a few phrases so you can speak to your spouse's family, for example. You might just enjoy knowing the basics of a few other languages. You might be driving down to Mexico for the weekend and want to know enough Spanish to have conversations with the locals at stores, restaurants and on the bus. **Duolingo** is a good app for learning the basics of a language. It's fun, too. It teaches

you with games, fun lessons and a bit of repetition. After all, that's how you learn.

<https://www.duolingo.com/>

### Stay the Course - Learn Something Everyday

**Highbrow** teaches you something new every day. As you sip your morning coffee and rub the sleep from your eyes, Highbrow delivers a short, 5-minute email lesson to help you learn anything from art and philosophy, to business and personal development. Lessons are delivered one-at-a-time, for 10 days, and are followed by fun, knowledge testing quizzes at the end of each course. What's more, with over 250 courses in the Highbrow catalog, you'll never run out of new things to learn.

<https://gohighbrow.com/> ❖

## LACS NOTICES

### WELCOME ALL

**George Wolkon**, LACS

Database Manager

#### **New Members (2)**

Mike Poler

Teri Schlooler



#### **Renewals (18)**

Newton Bernstein

Ros Cirlin

Roger Clough

Paul Cooley

Ian Cowan

Edie Ditmars

Patricia Dunn

Frank Elstons

Heidi Feingerch

Lee Freehling

Roger Garland

Steven Halpern\*

Harold Igdaloff

Barry Katz

Michael Price

Ronald Wisansky

Madeleine Rungaitis

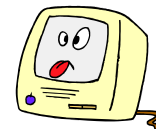
Robert Swarthe\*

\*Contributor

### FIX YOUR PC FOR

#### FREE?

**Jim McKnight** has an open offer to all LACS members to diagnose, repair, disinfect, or upgrade members' PC's for free.



There are certain limitations to Jim's offer, so see the details by clicking the "Fix my PC for Free?" link at [www.jimopi.net](http://www.jimopi.net).

Non-members can wisely invest in a one-year new Regular LACS membership (\$40.00), and Jim will fix your PC problem, too. Contact Jim for specific

### HOW TO CHANGE YOUR CONTACT INFORMATION

Go to [www.lacspc.org](http://www.lacspc.org). Click on **Member Forms** in the bar under the picture. Under **Membership Update**, select **Click Here** to select either the DOC or PDF form. Fill it out and bring it to a meeting, mail it, or email your changes to [membership@lacspc.org](mailto:membership@lacspc.org).

### LACS HAS JOINED MEETUP

Our Meetup group is called:  
**"Los Angeles Computer Society and Technology Meetup."**

Please join - it's free. If others see that a lot of people are interested, they will be encouraged to join LACS. We hope this will result in new members.

Go to <http://www.meetup.com/Los-Angeles-Computer-Society-and-Technology-Meetup/>



and click on **"Join Us."** Also, please **RSVP**

### JOIN OUR MAIL LISTS

All you have to do to join our lists is send your name only in the message body of an email to

[lacspc-subscribe@yahoogroups.com](mailto:lacspc-subscribe@yahoogroups.com).

and to

[lacslis-subscribe@yahoogroups.com](mailto:lacslis-subscribe@yahoogroups.com)

These lists are for members only.

**Lacspc** is for official LACS business.

**Lacslis** is for any other computer-related messages and questions. If you have question about the lists, please contact our "Mail Guy" at mailportal (at) lacspc.org.

### LACS IS ON TWITTER

On **Twitter**, follow us at:

[https://twitter.com/LA\\_CompSoc](https://twitter.com/LA_CompSoc)

The LACS board voted to discontinue the **Facebook** page for lack of a volunteer to manage it. .



## LACS CALENDAR August 2018

### LACS Board Meeting

**Date:** Monday, August 2.

**Time:** 7:00 P.M.

**Where:** The home of Charlotte Semple.  
Members in good standing are welcome to attend. Please contact any board member for Charlotte's address.

### General Meeting

**Date:** Tuesday, August 14

**Time:** 7:30 P.M.

**Where:** Westchester United Methodist Church, Fellowship Hall.  
8065 Emerson Ave. Westchester, L.A. 90045.

### No Special Interest Group (SIG) meeting is scheduled for August.

SIGs may resume **IF** there is enough interest. Please contact the board to make your wishes known, or to offer ideas or help. New SIGs can be created if there is sufficient interest and leadership.



## GENERAL MEETING PRESENTATIONS

**August 14** Backups: New Developments and Best Strategies

**September 11** Social Media

**October 9** TBA

**November 13** Automobile Accessories

**December 11** Holiday Potluck

**Note:** This schedule is subject to change.

Check e-mail, *User Friendly* and our web-site for updates, but mark your calendar now.

## PODCASTS

Listen to the podcasts of our general meetings. Go to <http://www.lacspc.org/category/audio-files/>. Click on the session you want to hear.

## USER FRIENDLY BACK ISSUES

To see back issues of *User Friendly*, go to <http://www.lacspc.org/category/user-friendly/>. For indexes, go to <https://www.lacspc.org/category/uf-index/>

## GENERAL MEETING SNACK SCHEDULE

By **Sylvia Q. Davis** Hospitality Chair

Refreshments and socializing will be at **7:00**. The meeting starts at **7:30**. Please bring refreshments at **7:00**.



**August 14** E through I

**September 11** J through N

**October 9** O through S

**November 13** T through Z

**December 11** Potluck Party

Bring **finger-food** treats such as fruit, veggies, nuts, cookies, cold drinks and the like. LACS provides hot drinks.

See your email for updates and reminders. Please pick up your leftovers and serving pieces at the end of the meeting.

## MEMBERS HELPING MEMBERS

LACS members volunteer to help other members solve hardware and software problems by telephone during the hours listed below. Select the topic from the list and then call a person whose number is listed next to it. Or you may use a Helper's e-mail address, found in your LACS Roster. We hope that you find this free service useful. **If you are experienced using a particular program or know a topic, please volunteer to be a consultant. You don't have to be an expert.** To volunteer for this list or to make corrections, please e-mail or call Leah Clark at Leahjc (at) sbcglobal.net or at 310-677-2792. More Quick Consultants, and more categories are always needed. You may decline or postpone a call if it comes at an inconvenient time.

Adobe Creative Suite: PDF,  
InDesign, PhotoShop, etc. - 17  
Android Smartphones - 5  
Apple devices - 15  
Anti Malware and Backup - 5,12  
Digital Imaging, Editing - 8  
Digital Photography - 8  
Dragon Naturally Speaking - 4  
Genealogy - 5, 7  
Hardware - 12

Linux - 11  
Lotus Word Pro, Approach - 12  
Mozilla Firefox - 12  
MS Excel - 3, 15  
MS Word - 3, 4, 10  
MS Outlook - 5, 15, 17  
MS PowerPoint - 15  
MS Publisher - 7  
Open Office - 16

Photoshop - 17  
QuickBooks - 18  
Quicken - 3, 5  
Thunderbird - 12  
Utilities - 5, 12  
Visual Basic - 13  
Websites - 13  
Windows 7 - 16  
Windows - 5, 12  
WordPerfect - 5

No.	Name	Preferred Phone for Calls	From	To
3	Wilder, Joan	310-472-8445	9:00 AM	9:00 PM
4	Hershman, Irv	310-397-9453	11:00 AM	11:00 PM
5	Nordlinger, Stephanie	323-299-3244	10:00 AM	7:00 PM
7	Clark, Leah	310-677-2792	7:00 AM	5:00 PM
8	Silverstein, Elliot	310-670-1544	10:00 AM	10:00 PM
10	Beckman, Loling	310-471-7893	10:00 AM	6:00 PM
11	Hughes, Bill	424-259-1818	Any	Any
12	McKnight, Jim	310-823-7829	8:00 AM	7:00 PM
13	Ialongo, Gilbert	310-641-7906	9:00 AM	5:00 PM
15	Van Berkomp, Paula	310-398-6734	9:00 AM	5:00 PM
16	Johnson, Carol	310-372-8535	10:00 AM	9:00 PM
17	Rozek, E. J.	310-823-3811	Noon	8:00 PM
18	Semple, Charlotte	310-398-5052 M-F	9:00 AM	5:00 PM

**OFFICERS, DIRECTORS AND LEADERS**

<b>Title</b>	<b>Name</b>	<b>Term</b>	<b>Telephone</b>
President	Stanley Johnson	2018	424-216-6984
Past President	Maurice Stephenson	2018	310-625-0450
Vice President	Stephanie Nordlinger	2018	323-299-3244
Secretary	Annette Tossounian	2018	310-559-2847
Treasurer	Charlotte Semple	2018	310-398-5052
Director	Leah Clark	2018	310-677-2792
Director	Jim McKnight	2018	310-823-7829
Director	E. J. Rozek	2018	310-823-3811
Director	<b>Open</b>	2018	
Director	Paula Van Berkom	2019	310-398-6734
Director	George Wolkon	2019	310-459-2671
Director	<b>Open</b>	2019	
APCUG Rep.	Leah Clark		310-677-2792
Car Pool Coordinator	Freda Sanders		323-230-3278
Change of Address	George Wolkon		424-646-3410
Corporate Counsel	Stephanie Nordlinger		323-299-3244
CCSC Computer Lab	Loling Beckman		310-471-7893
Hospitality Chair	Sylvia Davis		213-924-4927
Asst. Hospitality Chair	Freda Sanders		323-230-3278
Membership Database	George Wolkon		310-459-2671
Newsletter Editor	Leah Clark		310-677-2792
Program Chair	Stephanie Nordlinger		323-299-3244
" "	Stanley Johnson		424-216-6984
Publicity Chair	Annette Tossounian		310-559-2847
Publicity - Press	Mark Presky		310-398-0366
Quick Consultants	Leah Clark		310-677-2792
Webmaster	Paula Van Berkom		310-398-6734
Welcome Chair	Irene Mussack		310-672-3077
Asst. Welcome Chair	<b>Open</b>		310-645-4546

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The **ContactUs (at) lacspc.org** address goes to our **president** and **vice president**.

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## TECH ON TRAVEL

By **Greg Skalka**, President  
Under the Computer Hood  
User Group, San Diego, CA  
*DriveLight*, June 2018  
[www.uchug.org](http://www.uchug.org)  
president (at) uchug.org



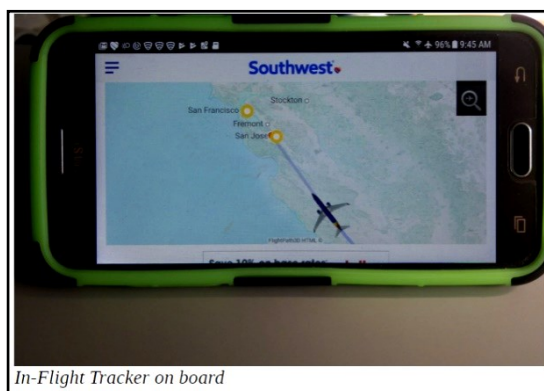
The summer travel season is upon us. Many of us will be taking trips, and a lot of the technology that we use at home will be traveling with us. All these devices and services can be a big help in planning a trip, navigating on our travels, getting information on local places and events, as well as staying in touch with others while away. We can also become slaves to our tech while traveling, however, lugging bags full of it with us, dealing with TSA inspections of it when flying, and always worrying where our device's next charge will come from.

My wife and I recently took a long weekend trip to Northern California's wine country. We flew into San Jose and stayed four nights in a town south of Napa. We planned to visit some wineries and breweries, ride the Napa Valley Wine Train and visit a friend on our way back to the airport.

As usual, we used the Internet to plan and set up for our trip and took a bunch of devices and their accessories along with us. On our last vacation, a trip to Nebraska last August to see the total solar eclipse, I left my Windows 7 laptop at home. I brought so much camera gear that I decided to rely on my Chromebook for "big" computing, which worked out pretty well. The Chromebook is smaller and lighter, boots much faster and is my device of choice to go on the internet. The Chromebook's main deficiencies are its lack of internal storage and lack of program support. While I can get email on the Chromebook through a web interface, I can't get access to archived emails because my email client, Thunderbird, won't run on it. I decided on this trip to take my total tech trio, the laptop, Chromebook and smartphone.

No matter which device I choose to access the

internet, all three can use the Virtual Private Network (VPN) service I subscribe to, Private Internet Access. It allows me to surf securely on public airport Wi-Fi and use hotel internet connections with more privacy. I didn't use it much with my smartphone, using it only when connecting to the hotel Wi-Fi. I used the VPN a lot with my Chromebook, in airports and other Wi-Fi hotspots. On my laptop, I tried to use it to buy concert tickets from our hotel room, but the Ticketmaster website wouldn't work with the VPN on. Fortunately, the https connection to their site allowed me to conduct the transaction securely without the VPN.



In-Flight Tracker on board

We had some wait time in the San Diego International Airport before boarding to leave, so I searched for a good lunch spot to use once we arrived in San Jose. I was able to use the free airport Wi-Fi to find a good brewpub in Redwood City that was on our expected route to Napa. It was going to be open, and they had food and beer that appeared acceptable.

Once on the plane, I found Southwest had made some improvements to their in-flight Wi-Fi services. It appears they have now rolled out Wi-Fi to all their planes. On our flight to Nebraska last year, I was not able to access their in-flight TV or movies (even the free ones) on my Chromebook, as they only supported Windows, iOS and Android devices. Now they have added support for the Chrome OS, so I could connect and view free episodes of the *Big Bang Theory* and other



BBT on the Chromebook



recorded and live TV video. Unfortunately, I forgot to bring headphones, so I had to wait to watch until the return trip, after I bought some cheap earbuds.

There are some great Bay Area tech museums, which are worth the visit if you are in the area. The Intel Museum in their Santa Clara headquarters has displays of the evolution of their processor and storage technologies. The Computer History Museum in Mountain View has excellent displays covering computing technology from the abacus to today's modern devices. You can easily spend hours there.

One tech landmark I've not yet visited, but would like to, is the original garage in Palo Alto where William Hewlett and David Packard started HP. Though the residence and garage are now owned by HP, they are not open to the public; you can see the garage from the street, however. The Bay Area is also the corporate home for many big tech companies, including Google, Groupon and Apple. I didn't get to visit any of these places on this trip, however, as my wife was more interested in wine than microcircuits.

Fortunately, I did need those earbuds for the flight home, so I was allowed to stop at a Fry's Electronics store along the way. Fry's was born in Silicon Valley, and there are many stores in the area to visit. Each is "decorated" in a different theme, with many related to the technology developed in Silicon Valley. We stopped at the Fry's store in Palo Alto, which has an old west theme.

For navigation on this trip, I decided to use only Google Maps on my smartphone and leave my Magellan auto GPS receiver at home. Google Maps worked great, providing routing, traffic information, and navigation, as well as business info (opening hours, etc.). The essential accessory for navigating with a smartphone is a phone vent clip, which attaches a smartphone to the dash of a car at an air vent grill. I use this kind of clip on all of my own cars; it also worked well on our rental car.



While Google Maps uses the GPS receiver in your smartphone for location and velocity, it relies on the cell phone data connection (radio link with cell towers) to show maps, perform routing and provide traffic and landmark information. This creates a problem for use in areas that have poor or no cell coverage. Google appears to have improved Google Maps for trips in these areas, however.

On one of our trips north to Santa Rosa, the Maps app indicated that some of our route was subject to poor cell coverage, and it would download map data in the background to use in those areas. This issue has been a concern of mine, as I found on our trip to Nebraska last year that cell phone coverage can be spotty or non-existent off the Interstate highway in rural areas (which is most of Nebraska). On that trip, I used both the phone and GPS receiver, with the GPS (using stored map data) providing the directions in some rural areas. I can see how downloading map data to the phone could work for trips started in areas of good coverage, but it seems that starting a trip in an area with no phone service would still be a problem.

There are a lot of bridges in the Bay Area, and most have tolls, though often in one direction only. Most bridges still accept cash for tolls, but the locals generally use electronic radio transponders in their cars to track their bridge tolls. Our Budget rental car was equipped with an e-Toll electronic toll transponder, which can be used to pay tolls through the car rental contract. The problem I found with their e-Toll system is Budget's big service charge to use it; we avoided the issue by crossing bridges in the free direction only. Google Maps can help with this if set to avoid tolls when selecting routes.

We had complimentary Wi-Fi in our hotel (we stayed in the DoubleTree by Hilton, in American Canyon, which is about 10 miles south of Napa), but I initially had problems connecting some of the five different devices we brought. The hotel's Wi-Fi radio link had no encryption; you had to enter your name and room number

in an initial web page to complete the data connection and access their network. My problem was in getting that initial Hilton log-in page to come up on some of my devices. All I would get was some error message on my Google homepage. After bringing my Chromebook to the front desk, a tech-savvy clerk was able to give me the tip I needed to connect reliably to their Wi-Fi. Something about Google's web page (the home page on the Chromebook) would not allow the Hilton page to come up automatically. Entering any other URL (for Yahoo, or even UCHUG) brought up the log-in page every time.

The San Jose International Airport is high-tech,



Credit:  
<https://furiousflush.blogspot.com>

which is appropriate considering it is the air hub for Silicon Valley. I used an airport restroom before boarding the plane to return home and found it to be very clean. Perhaps this was due to the sticker on the lavatory mirror, which listed a number and asked

customers to text a message to it if the restroom needed to be serviced (text to get soap or paper towels refilled, for example). The sticker had a number to include in the message to indicate the restroom location.

Our technology safely made the trip to Napa and back and helped us along the way to have a better vacation. Unfortunately for our tech items, only we humans got the frequent flyer points.

## COMPUTER FUNDAMENTALS

By **Dan Douglas**, President,  
Space Coast PCUG, FL  
The Space Coast PC Journal  
[www.scpcug.org](http://www.scpcug.org)  
datadan (at) msn.com



*I'll attempt in this series to explain fundamentals of computers, programming and usage that will hopefully deepen your understanding of how it all works and why things are the way they are.*

## PART 1

Computing is all about taking some input, doing something with it and producing some output. How this evolved into today's pervasive technology is amazing.

Herman Hollerith was a U.S. Census worker leading up to the 1880 census. At that time all census data was counted by hand, and he recognized a need for a tabulating machine to reduce the time it took to summarize the information. The input was the census forms, a summary of the data is what needed to be done with the input data, and the output was the census reports. He invented a tabulating machine that used punch cards that were like those already in use by automated loom machines. The company that he formed, the *Tabulating Machine Company*, became a great success until the 1910 census when a Census Bureau technician improved on the Hollerith design and removed the monopoly that had been in place. The *Tabulating Machine Company* later became a company you may have heard of, *International Business Machines Corporation* (IBM).

If we jump forward a hundred years, what do we have for 1980 state of the art computing? Computers that take up a large room with special power and cooling requirements. Large cables connecting the main processing unit to storage devices that were typically disc drives, tape drives, or some other medium. Input was in the form of punched cards (still!), data stored on storage media or operator terminal screens. Output took the form of storage media as in updated files or printed report output, or as a screen display of information. Computer programs were no longer coded on punched cards, but rather as files (think .exe files) that were executed by operator commands or by automation tools. Networking was done by dedicated circuits where security was important from point A to point B. There is a mainframe Operating System (OS) in control of the processing unit. This is the large company environment of 'mainframe' computers still in use throughout the world today.

What came after that was essentially the

miniaturization of that mainframe environment into a desktop-sized machine. We have a similar OS with either Windows or Mac that runs today's PCs. The PC uses a Central Processing Unit (CPU) typically made by either Intel or AMD that performs the instructions that programs (those .exe files) tell it to process. The input of today takes the form of icons that you click or touch on a display screen, or by automated tasks that run programs periodically. Storage is on your hard disc drive or USB memory stick or SD card. Output can be information displayed on your screen or a report that you print or files that you save on your hard drive.

Here are the core components that every 'computer' type of device has always had:

- A CPU or processing engine of some sort to interpret instructions and to do something - one or more input sources (a button to press, a screen to touch, a sensor, a file to read, etc.)
- One or more programs to take some information or data and do something with it
- one or more outputs (printer, files stored on some media, a screen display, etc.)

Next, we'll look at programming and how your OS controls everything.

## PART 2

This time we will examine two core parts that make any computer more than an assortment of electronic components:

- The operating system (OS)
- A program (app or application)

Both are software, that is, many lines of programming code that performs a set of functions that must be loaded onto a hardware platform to operate. Hardware is the real set of electronic components that make up a computing device. A typical hardware desktop has the following core parts:

- A motherboard
- A central processing unit or CPU
- One or more memory chips
- Storage devices (DVD/CD/hard drive, etc.)
- A video display

- Input devices – keyboard, mouse, touchscreen, etc.

The OS is the programming code that allows the hardware to do something. Without an OS you get a blinking cursor and nothing else. It is often called the system software to differentiate it from application software. The OS allows the hardware to process application programs written in any number of languages to operate on a given hardware platform. In essence, the OS translates certain instructions from the app to perform specific tasks using the hardware. The OS controls hardware devices using 'drivers' which translate instructions into commands that a specific piece of hardware can perform.

The OS also controls the allocation of the system memory, usually called *Random Access Memory* or RAM. RAM is the memory sticks or chips that every computing device contains that is required to load instructions into to trigger some activity. Typically, a desktop or laptop computer contains around 4GB today. All the most popular operating systems can also allocate a file on a disk drive to serve as 'virtual memory' which effectively doubles the amount of memory available for the OS to assign to program tasks.

An app is the piece of software that works in conjunction with the OS to allow a user to process some input, do something with it, and produce some output. Each app on your smartphone is a specialized piece of software designed to do something such as look up the cheapest gas stations near my location, or tell me what the movie times are at the local cinema. The user interface on a PC typically uses icons (those shortcuts on your desktop) for the user to click on, using a mouse or a keyboard or to touch on a touchscreen, to start a specific program.

The OS intercepts the start action and loads the program into the correct amount of memory for it to execute. The program will ask for certain files to be opened or created and the OS uses device drivers to access the storage media or the net-

work to create or access the file information. The program will then take some action using that data, such as displaying some information, calculating something using the data, or printing a map. Perhaps you will choose to print the results of the data being processed in which case the OS will use a device driver to pass the desired report to the printer in a format that that specific printer can understand and handle as a printed report. As a final step you may instruct the program to save any updates that you made at which point the OS will again access the storage media and tell it to write the data in a file.

In the next part, we'll look at the evolution of operating systems and basic file systems.

### PART 3

This time we will examine the evolution of Operating Systems and what files are.

Prior to the mid-seventies, the term *Computer* typically referred to one of two types of computing devices. The oldest was the early types of accounting or tabulating machines. These machines were the foundation of the IBM computing business for many years ranging from the 1940's to as late as 1976. They were relatively simple machines that could read numbers from punch cards, manipulate the numbers and print the results.

Some of the 'programming' consisted of boards that had patterns of electrical circuits that were selected to perform predetermined functions (add, subtract, etc.) by connecting them by placing jumper wires between functions. The operating system on these machines was essentially fixed in place for a single purpose – to perform accounting functions.

The series of computers during the 1960's contained what we would consider today to be a proper operating system that required the more advanced capabilities of the post vacuum tube generation of computers. The IBM 360 series of computers started with a DOS/360 OS, which just like a PC DOS system, could only perform one task or program at a time. All the memory installed on the computer was essentially used

by the executing program. IBM soon evolved the DOS/360 OS to OS/360 which became the most popular multi-programming system. There were two main variations of this:

- Multiple Fixed Task (MFT)
- Multiple Variable Task (MVT)

MFT allocated the physical memory into fixed regions or partitions. This allowed two or more programs to run simultaneously – true multi-tasking! The computer operator had to make sure that each program had its memory requirements known prior to trying to run it or it would not be able to load properly. It was also possible through operator commands to reallocate the memory as needed to create one large partition for the really large programs. MVT was used on the larger mainframes where memory could be allocated as needed by the program dynamically, and each program ran in its own memory space. This OS has evolved many times since the 1970's but the essentials are the same.

A technique of using virtual memory reached the mainstream OS during this period. Virtual memory used external storage space, such as a disc file, to extend the physical memory space to typically double the memory available. Each program uses only a small portion of program code at any point in time, so virtual memory allocates the required memory into virtual pages that can be written to the disc file when not needed and then swapped back into real memory when required. Your PC or Mac uses this same process today.

File creation really matured with the release of OS/360 which allowed an organization to name the files into directory layers like a project.user.file-name structure. A computer file is a method for recording data in a computer storage device. Just like words can be stored on a page, information can be written to a computer file. Here's how Wikipedia describes computer files: "There are different types of computer files, designed for different purposes. A file may be designed to store a picture, a written message, a video, a computer program, or a wide variety of other kinds of data. Some types of files can store several types of



information at once."

By using computer programs, a person can open, read, change, and close a computer file. Computer files may be reopened, modified, and copied an arbitrary number of times.

Typically, files are organized in a file system, which keeps track of where the files are located on disk and enables user access."

In a Windows OS, the file name is usually of the form, name.type. The name can be used to easily identify what the contents of the file may be about, and type is used to determine the correct program to be used to access that file. A file called 'my best song.mp3' tells the Windows OS to open this file with the default program used to play .mp3 file types, such as with iTunes or the Windows media player program.

There is a lot more to files, such as what are databases and the various methods of accessing and storage of files (formatting, NTFS, FAT, FAT32, etc.) but that's a topic for a more technical article.

In the next part, we'll look at the common program languages that programmers have used to accomplish work on a computer.

#### PART 4

This time we will examine just a few of the more common well-known programming languages out of the hundreds developed. Do you realize that a player piano is one of the early forms of programming? Programming started by being a way for a human to instruct a machine to do something.

In this case, what started out as a non-programmable device, the piano, which had been around for centuries, became a programmed computer when modified to strike keys when a sensing mechanism detected holes in a roll of paper. The position of the hole told the machine which key, or keys, out of the possible 88, to strike to produce a note.

This kind of programming was tied to a certain type of automation machine, and it could only work on the specific machine that it was designed for. You couldn't take a roll from a player piano for example

and use it to automate a drum playing the same tune. Wikipedia lists this as the first known example of programming - "the automatic flute player described in the 9th century by the brothers Musa in Baghdad."

Very early computers used no programming at all, but rather connected bits of circuitry to calculate and produce a result. This evolved into the 1st generation of programming languages, often referred to as machine language coding.

These programs were written in either decimal or binary format and read into the computer through toggle switches, punched cards or on magnetic tape. They were simply the expression of the old connected bits into logical operations doing the same task. An example would be to take the contents of storage area 1 and add it to the contents of storage area 2.

The 2nd generation of programming languages are called *Assembly Languages*. They were tied to a specific architecture and instruction set of a brand or model of computer, but they did provide for human-readable code that saved many hours of programming time and reduced the chance of errors.

Next came the first of the 'high-level' languages which formed the 3rd generation of programming languages. In 1954 FORTRAN was invented and is still used today as a high-performance language. In many cases, it reduced the complexity of a program by a factor of 20.

FORTAN is derived from the words 'formula translator' and is representative of the main focus of FORTRAN to aid with numeric computation and scientific task procedures.

The 3rd generation of languages used a compiler function which would take the relatively slow performing high-level language and translate it into machine language for faster execution. During the late 50's there was a recognized need for non-scientific languages for use in the business community. Grace Hopper developed a program language called *FlowMatic* which addressed this concern and led directly to the development of *Cobol* (Common Business

(Continued on Page 7)

**CASH FLOW**

as of June 30, 2018  
Charlotte Semple, Treasurer

<b>Total Assets</b>	\$8,097.57
<b>Receipts</b>	
Member Dues	542.00
<b>Total Gross Receipts</b>	\$542.00
<b>Expenses</b>	
Newsletter	168.20
Facilities Rental	60.00
Verizon Wireless	50.08
Mailings	150.46
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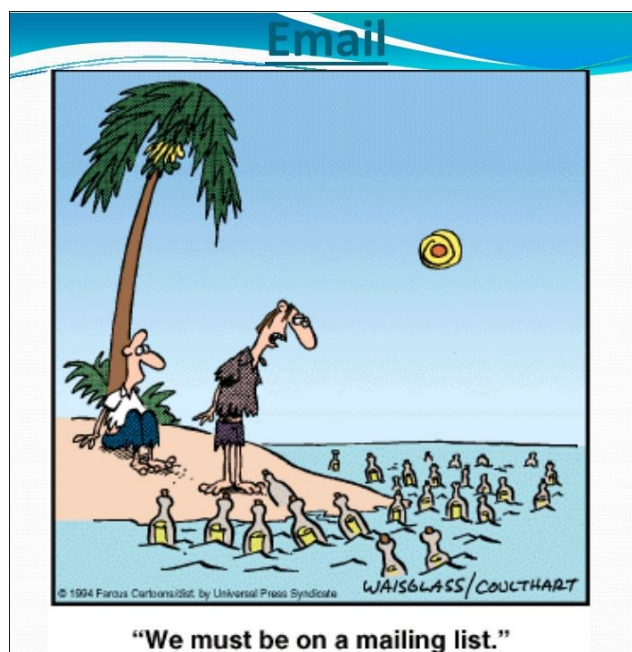
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