CS 491/591 Spring 2013 Lab 1 – 10 points

This is due as a physical turn-in at the beginning of class on Tuesday, 22 January. You will turn in a single sheet of 8.5” by 11” paper with writing/drawing on only one side. The sheet should not be stapled or folded. It should have your name on it. Your name, paragraph, and drawing should all be on one side of the paper, and the other side completely blank.

You may not discuss this assignment with your classmates until after it's due, not even at a high level. Other resources are okay.

The purpose of this assignment is to make sure you have the resourcefulness and independence to make it in this class.

On the third floor of the Farris Engineering Center there are blue lockers in the hallway on the south side of the building. You've each been assigned one of these lockers (for January only, if you want to keep using that locker after this assignment is over for some reason, talk to the department to actually sign up for it). See the next page (or back if you printed this two-sided) for locker assignments.

Each locker is protected with a single Master combination lock. You will not be given the combination, and you should not ask anyone in the department for the combination. You cannot do any physical damage to any University property, including the lock (in other words, don't even think about trying the Coke can trick). Inside the locker there is a piece of paper with a six-digit code written on it. The piece of paper you turn in should have the following on it:

1. Your name.
2. A short paragraph (can be printed or hand-written, as you like) describing what you did to open the locker or otherwise get the slip of paper. As long as you don't violate University policy, cause damage to University property, or discuss the assignment in any way with a classmate then any methods are acceptable, so be honest.
3. The six-digit code. This is pseudo-random and different for every student, you can just write it on your turn-in sheet.
4. A colored pencil drawing that conceptualizes the vulnerability that you exploited to get the 6-digit code that's inside the locker. Be creative, and actually draw something cool that gives us insight about the fundamental nature of the vulnerability. The drawing is half the grade for this assignment. The drawing must be a hand-drawn drawing in colored pencil, drawn by you. It is not acceptable to use a computer to create the drawing.
Jose Ferreira Reis Fonseca – Locker #2
Dennis Magee – Locker #4
Phillip Shaw – Locker #12
Geoffrey Alexander – Locker #14
Geoffrey Danielson – Locker #16
Matthew Hall – Locker #18
Stephen Harding – Locker #22
Wayne Just – Locker #24
Kaile Liang – Locker #6
Alexander Woody – Locker #26
Mahdi Zamani – Locker #28
Jeff “formerly known as Xu” Zhang – Locker #32

Lockers #36 and #38 are also available, if you registered late or are just sitting in on the class, email me if you'd like to be assigned one of those two lockers.