



General Dynamics passed trials at the Army's proving ground.

GDLS Proposes 'Hot Truck' For Special Ops in Florida

STERLING HEIGHTS – General Dynamics Land Systems has submitted its proposal for the U.S. Special Operations Command (USSOCOM) Ground Mobility Vehicle program.

The proposal was delivered to the U.S. military's Special Operations Command headquarters in Tampa, Fla., recently while a sample vehicle in support of the bid was delivered on May 30.

The vehicle was designed

and developed by the General Dynamics Land Systems Force Protection facility. GDLS is a business unit of parent General Dynamics.

The General Dynamics Land Systems GMV 1.1 vehicle is optimized to increase operator and occupant protection and survivability. It meets the diverse and challenging missions that special operations demand, including transportability, mobility, modularity and technology.

Shelby Firm's Architectural Unit Celebrates 25 Years of Business

SHELBY TOWNSHIP – Anderson, Eckstein and Westrick, Inc. (AEW) is celebrating 25 years of providing architectural services this year.

The firm, which was founded in 1968, has provided services throughout Southeast Michigan for the past 44 years.

The architectural group, as the youngest member of the AEW trilogy (engineers, surveyors, architects), has remained equally committed to "providing solutions for people" and "engineering strong communities."

The architectural group at the firm was started by Edward Neiman, whose project experience with Michigan and Georgia firms included designs across the Midwest, Southeast and overseas.

Architectural services at AEW have always been specialized to meet customer needs.

From its earliest beginning in 1987, the architectural team designed projects to meet specific needs by building effective program development.

The range of architectural projects include some of the largest in the state (120,000 square feet for a single ele-

mentary school; 50,000 square feet each for several county service centers; 25,000 square feet for a 16-classroom, stand-alone pre-school), to among the smallest, such as a recreation center's Peabic tile mural depicting the community's character.

With more than 60 types of facilities designed, AEW has always taken a sustainable approach that is woven with economic considerations. Combining best practices to achieve client satisfaction through cost-effective, energy saving and program-solving solutions, AEW also seeks to add excitement, benefit and purpose to every one of its projects, managers say.

Warren Center to Host Veterans

The city of Warren is hosting a Veterans Celebration on Saturday, July 28, from 11 a.m. to 5 p.m. at the Community Center.

Veterans who wish to be honored should call the city in advance at 586-574-4520 to register. Cold War veterans to the present are welcome to be honored.

Activities include:
• Battle of the Badges/Red Cross Blood Drive from 10

1875 One-Room Schoolhouse a National Historic Site

Warren's fabled 137-year-old Bunert Schoolhouse has been designated a National Historic Site by the National Park Service of the U.S. Department of the Interior.

The Schoolhouse is located next to Warren Woods-Tower High School, on Bunert, south of Martin Road, all very near the main Macomb College campus in Warren.

On June 22, Warren Mayor Jim Fouts was informed by Brian D. Conway, State Historic Preservation Office, that the schoolhouse is now printed in the National Register of Historic Places.

Fouts, himself a retired government and psychology teacher in Warren, said this designation "puts this schoolhouse and Warren on a national map, making it a place to visit for travelers."

The other National Historic Site is the GM Tech Center, which was listed back on Jan. 17, 2002. The Tech Center opened in 1956, so it took a good half-century for it to get its designation.

Meanwhile, in a Jan. 3, 2012,

letter to the Michigan Historic Preservation Review Board, Fouts endorsed designating the schoolhouse in the National Register.

"This is a proud day for our city because now we can point with pride to two National Historic Sites in our city," said Fouts.

Meanwhile, the Bunert Schoolhouse has an interesting 19th-, 20th- and 21st-century history here in Warren.

An historical marker in front of the schoolhouse itself today reads as follows:

"This building was commonly known as the Bunert School, for August and Mine Bunert, who sold land to Warren School District No. 4 in January, 1875," it reads.

"The school was built later that year on the northeast corner of the intersection of

Bunert and Martin roads. When classes ceased in 1944, it was the longest-serving, one-room school in Warren. In 1987, the board-and-

batten building was donated to the Warren Historical Society, which moved it to this site and restored it as a museum."



Bunert Schoolhouse next to Warren Woods-Tower High School.

Former GM Computer Programmer An Icon of Atari Centipede History

By BARBARA ORTUTAY
AP Technology Writer

NEW YORK (AP) – Dona Bailey was working as a computer programmer at General Motors when she heard the Pretenders song, "Space Invader," and fell in love with it. The year was 1980. She had no clue about video games.

A friend heard her say that she liked the song, and he got really excited. He told her there was a "Space Invaders" game at a bar nearby. They went to lunch so she could see what that song was about.

"He gave me a quarter and I lost all my lives before I could even figure out what I was supposed to do on the screen," she says. "But I got really intrigued."

That's how she came to join Atari, the company that cemented the video game industry in the 1970s and early 1980s with "Pong," and thanks in part to Bailey, "Centipede." Though she stayed only two years, Bailey left her mark as one of the rare female programmers at Atari.

There wasn't any "Googling" in those days. Finding out more about the world of "Space Invaders" and arcade games meant asking around.

"Within a month or so, I heard about Atari," she says. She found out that the company, founded 40 years ago this week, was using the same Motorola processor to program games that she was using at a GM plant in Santa Barbara, Calif., to program climate-control displays in cars.

She was hired at Atari in 1980 as the only female programmer in its nascent arcade division.

When she left a much-larger Atari two years later, she was still the only female programmer in that division, and one

of few in the entire company.

It would be tempting to say women have come far since then, and in some ways that is the case. It's rare today to have just one token female engineer at a tech company.

Yet three decades later, there's still a dearth of female programmers in Silicon Valley and beyond. Much of that goes back to education. Women receive fewer than a fifth of the bachelor's degrees awarded in computer science, even though they get nearly 60 percent of all bachelor's degrees, according to the National Science Foundation. In 1980, 30 percent of the computer science degrees went to women.

Traiblazers such as Bailey often found themselves alone in a sea of men, giving them a peek at male culture that few women had access to.

"It was interesting to see how a male society functioned," she says. "It was kind of rough sometimes, too. It was a culture that I don't think they were thinking 'there is one woman, we should modify our behavior for her sake'... I grew a thicker skin."

She recalls a notebook that Atari had at that point, filled with ideas for about 30 game projects. The only idea that she didn't find violent was a short, two-sentence description about a multi-segmented insect that walks out on the screen and winds its way down toward the player.

"The shooting part was left kind of implied because if the multi-segmented insect is the bad thing and the player is at the bottom, you kind of have to shoot," she recalls. "But it didn't seem that bad to shoot a bug."

The idea of the game appealed to Bailey, so she began work on the "Centipede" proj-

ect. She was the software engineer on the four-person team. There were no books, no tutorials, "no place to go when you needed help," she says.

"Centipede" came out in 1981. To play, you popped in a quarter and used the arcade's joystick to move your character at the bottom of the screen. You shoot the centipede as it winds its way down the screen, along with the occasional spider.

"I always thought it was really beautiful, like a shimmering jewel when you walked into the arcade," Bailey says.

Bailey worked on one other game after "Centipede," but it never came out. Because processors were so limited at the time, she couldn't make the game look and do all the things she wanted. She left Atari soon after that, at 26.

Today, Bailey teaches rhetoric and writing at the University of Arkansas at Little Rock. She lost contact with Atari until about a decade ago, when there was renewed nostalgic interest in the company. Books came out, and she had a few interviews, she recalls. Students in her class made a Wikipedia page for her.

"As a highly successful arcade game produced by Atari, Centipede also earned a name for itself for being the first game to begin luring women into the video arcades across the United States," one sentence reads. Someone added the note "citation needed."

Atari turned 40 years old just last week, it might be noted.

"I hadn't realized that it was 40 years," she says. "Centipede came out 31 years ago, which seems long enough. '40 years of fun' is the greatest slogan, but it made me gasp. So much of it seems like yesterday."

Circuit Board Maker Marks 40 in Fraser

K & F Electronics in Fraser, a manufacturer of printed circuit boards, is celebrating its 40th anniversary this year.

Earl Kincaid founded K & F Electronics in 1972. He opened his shop on Groesbeck Highway in Fraser.

Through old-fashioned hard work, Earl and son, Rick, grew K & F Electronics into being an industry leader in printed circuit board manufacturing.

Rick's son, Sean, is now working at the company and attending Walsh College, where he is majoring in Financial Accounting.

What began as a tiny two-man shop has expanded into a 30,000-square-foot facility with more than 30 employees.

As technology became more sophisticated, so did the equipment at the same time that the processes became automated. K & F Electronics is capable of running 1 board, tens of thousands, a simple, single-sided board or an intricate 24-layer board. They manufacture boards using high temperature and spe-

cial application materials.

K & F says that even though technology has changed, the values of the family-owned business have not. Customer satisfaction remains their top priority. They promise a high-quality product with on-time delivery. For more information, visit circuitboards.com.

'Birds of Prey' Talk

The Warren Public Library - Civic Center on Thursday, July 12 at 6:30 p.m. will hold a lecture on birds of prey such as owls, eagles, and falcons. Expert Linda Bianco speaks.

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