

The Orangetree

Main Character MC gets homework for the winter holidays: Paint an orangetree with orange oranges in one colour.

At home MC is trying and trying.

Meanwhile the work with the retract- and extendable roof for the backyard is beginning.

MC has completed his first draft. As MC needs someone to assess the deed MC is going for a walk.

On his way some things are learned ..

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The roof is ready to be used. As it is winter, it is closed for the beginning. Everybody is euphoric about the climate in the backyard. Many people come to visit the backyard. Opening hours for visitors have to be introduced.

A sunny winterday brings discord to the backyard. At the switch to open and close the roof the dispute escalates. ...

MC thinks of a solution to the issue. ... Finally the switch is triggered, when the majority of the backyard of present backyard inhabitants votes for a change of the state of the roof.

The technique is simple once understood. From every flat that adjoins the backyard a vote can be send to a whopper that calculates the votes and triggers the switch if appropriate.

For the inhabitants to know that their vote is counted, the votes are shown on a large display observable for everybody.

For the inhabitants to be able to vote without the others knowing what they voted, each inhabitant can send the vote with a selfchosen sign only the inhabitant can identify.

The first day of the new schoolyear everybody brings at least one image to prove the homework was done. Except for MC who wasn't satisfied with what he has done. As the teacher states, the given homework was not solvable, it's fine to MC.

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