Topic: Tell about one of your interests. How did you develop it and how did it influence your life?

"Hello World!" Tiny white characters appeared at a corner of a black screen. Magically, that somber picture filled a boy's eyes with surprise and curiosity. That boy was me at the age of 13, watching my first image the computer's world of fantasy after I had typed a fundamental lesson from Pascal Exercises, a book that I had just bought.

To me, a computer was superior to toys such as fancy cars with remote controls or a newest video game. I found in the computers one unique thing: I could be a game creator, not just a game player. After this cozy welcome, I learned lots of magic from the book, ranging from inundating the black screen with hundreds of "Hello World!"'s to making some games on my own. One such game involved a hot chase between the two antagonists: Tom was automatically calculated to run after the swift Jerry running in all directions. Not completely satisfied with all of the programs I had created, I craved an interactive game that the player could control a hero walking and fighting virulent and intelligent monsters. In fact, I knew that a huge project like that would demand many arduous hours of work, complex management and calculations, and a very crucial obstacle for which I had had no solution: how to command my character while keeping the enemies thinking, moving, and attacking.

I tried in vain for an answer from all available sources. I read my book desperately for more than ten times and fruitlessly asked other students and teachers at school. I stubbornly thought that if other people can make a game like that, I could do it too. Finally, one day

while showering under the steady flow of warm water, a cool idea popped up in my mind: the program can automatically run and be controlled simultaneously by using the "keypressed" code to routinely detect clicking buttons then make appropriate responses instantly without disturbing the main program flow. I shouted "Eureka" and almost ran naked to the computer to try it immediately!

Now bathed with new insight, I was immersed in happiness, having finally brought the puzzle pieces together. I spent hours on my computer meticulously designing tank models and fastidiously drawing tiny soldiers in pixels. While waiting for my parents after school, I stared at the sidewalk bricks intensely, imagining they were the XY-plane and calculating the trajectory of flying objects. I learned a very valuable lesson: "divide and conquer." When facing with a complex problem, or even a life conflict, no matter how big it is, I should never utter the word "impossible," but first try to divide them into small pieces and triumph over them.

The road I had been taking was not an easy drive, but a perilous adventure to find a worthy treasure challenging my patience and my carefulness. Just one small glitch could ruin all my efforts. I can not remember how many times I clicked "Ctrl+F9" to compile, run, and debug the program, but the time that I slowly pressed the buttons and stopped breathing is still vivid in my mind: The number of lines was rolling to 2788 and the Compile process was announced as successful. My first game had rolled to life! My tank docilely moved left, right and shot powerful rockets. Some mighty UFOs and fearless parachutists invaded and besieged my tank, poised to doom all my hope to save the planet. Suddenly, after collecting a supply box, my tank got a new specialty and launched hundreds of laser beams. I laughed

with exhilaration and still kept a proud smile when the enemies did not miss a chance to kill my tank. A feeling of accomplishment diffused throughout my body. On the following days, I added about 20 kinds of weapons, a dozen new enemies, and different armors for the tank. Eventually, I brought my game to school. I was luckiest boy in the world when my friends enjoyed playing it. I was a real game producer, taking on the roles of an advertiser, technician, and programmer ready to fix and update from the feedback of my friends.

Years have passed since my first game was born. Through Pascal, I created another sophisticated game: UFO. I spent months and months studying algorithms. I also learned many other computer languages like Visual Basic, Java, and, recently, Macromedia Flash, which freed my ideas to form not only games but also websites and software for school-related projects. No matter which language, I always wrote the first program displaying "Hello World!" Appropriately, a whole new world has been opened to me and I now look forward to encountering many "new worlds" of experience as I continue to learn from new programming and life's lessons.