

Erhvervslivet

The business sector



(DK) Erhvervslivet

Baggrund

Erhvervslivet sørger for, at samfundet kører rundt. Her har kommunikation altid spillet en vigtig rolle, og ligeledes bliver moderne IT-løsninger også en mere og mere essentiel del af erhvervslivet. Og lige netop i koder mødes principperne mellem ITens programmering og sprogets kommunikation

Bod-beskrivelse

Deltagerne får udleveret en række koder, hvor alle løsninger er på engelsk. Koderne opdeles i to kategorier - A og B:

- A-koder er nemmest og giver færrest Demokrati Dollars (2 DD)
- B-koder er sværest og giver flest Demokrati Dollars (4 DD)

Se vedhæftede dokumenter for kodelister og tilhørende svarlister

(EN) Business Sector

Background

The business sector keeps society running. For this communication has always played an important role. Likewise modern IT-solutions are becoming an increasingly essential part of the business sector. And exactly in codes the principles in programming of IT and the communication of language meet

Stand description

The participants are given code lists where all the solutions are in English. The codes are divided into two categories - A and B:

- A-codes are easiest and yields the fewest Democracy Dollars (2 DD)
- B-codes are hardest and yields the most Democracy Dollars (4 DD)

See the attached documents for code lists and their solution lists

Code answers for A-codes

Code A1 - backwards code

Method: solve as backwards code → the code is solved

Solution: Tunisia is a Muslim country in middle of North Africa facing the Mediterranean Sea, and it is known as the most Western of the Muslim countries

Code A2 - morse code

Method: solve as morse code → the code is solved

Solution: The Arab Spring started in Tunisia in 2010 and spread to the rest of the Arab world

Code A3 - pigpen cipher (frimurkode)

Method: solve as pigpen code → the code is solved

Solution: The Arab Spring was a revolution in the Arab World with the goal of achieving democracy in the different countries, but only Tunisia succeeded

Code A4 - A to K code

Method: solve as A to K code → the code is solved

Solution: 'The Arab Spring' is a Western concept. In Tunisia is just known as 'the revolution'

Code A5 - numbers code

Method: solve as numbers code → the code is solved

Solution: The population of Tunisia is about twelve million which is double of the Danish population of about six million

Code A6 - backwards code

Method: solve as backwards code → the code is solved

Solution: The English word spider is pronounced like the Danish word for scout, 'spejder'

Code A7 - morse code

Method: solve as morse code → the code is solved

Solution: Teamwork is about respect for each other

Code A8 - pigpen cipher

Method: solve as pigpen cipher → the code is solved

Solution: When we think of each other, then there is taken care of everybody. So leave everything better than you found it

Code A9 - A to K code

Method: solve as A to K code → the code is solved

Solution: Live in the present, take responsibility for yourself, and help others. These are values to strive for

Code A10 - numbers code

Method: solve as numbers code → the code is solved

Solution: The capital of Tunisia is called Tunis and is located by the north coast of the country

Code answers for B-codes

Code B1 - pigpen cipher (frimurkode) + backwards code

Method: solve as pigpen cipher → solve as backwards code → the code is solved

Solution: The KFUM scout promise: I promise to do my best at listening to word of God, abiding the scout law and doing something each day to make others happy

Code B2 - morse code + A to K code

Method: solve as morse code → solve as A to K → the code is solved

Solution: The KFUM scout law: a scout listens to the word of God, is helpful, respects others, takes care of nature, is trustworthy, takes responsibility and finds their own opinion

Code B3 - numbers code + backwards code

Method: solve as numbers code → solve as backwards code → the code is solved

Solution: Sir Robert Stephenson Smyth Baden-Powell started the scout movement in nineteen hundred and seven with twenty one boys at a camp at the Brownsea Island

Code B4 - braille alphabet

Method: solve as braille alphabet → the code is solved

Solution: Learning by doing is the core philosophy of how we learn as scouts
As the learnings situation is more like reality the scout learns better

Code B5 - pigpen cipher (frimurkode) + A to K code

Method: solve as pigpen cipher → solve as A to K code → the code is solved

Solution: The scout promise and the scout law is the framework of our work and life as scouts

A-codes 1-3

Code A1

seirtnuoc milsuM eht fo nretseW tsom eht sa nwonk si
ti dna ,aeS naenarretideM eht gnicaF acirfA htroN fo
elddim ni yrtnuoc milsuM a si aisinuT

Code A2

-/...../././.-/-.-./.-/-.....//.../..--./.-./.../-/-
 ..//..././.-/-.-./.-/-./...//.../..-///-.../-.../.../.../..-//.../-...-
 --/------/------/------//.-/-./.-...//.../..--./.-./.../-/-...///---
 -///-/...../././.-./.../.../-//---//...///-.../.../././.-/-.-./.-/-...//.-
 -/---/-.-./.-.../-...//

Code A3

A 10x10 grid of symbols representing a 1000-digit decimal number. The symbols are combinations of dots, vertical bars, and horizontal bars, forming a dense pattern of geometric shapes.

A-codes 4-6

Code A4

'Aro Køkl Åzøsxq' så k Doåaoøx myxmoza. Sx Abxsåsk så
tbåa uxydx kå 'aro øocyvbasyx'

Code A5

20 8 5 16 15 16 21 12 1 20 9 15 14 15 6 20 21 14 9
19 9 1 9 19 1 2 15 21 20 20 23 5 12 22 5 13 9 12
12 9 15 14 23 8 9 3 8 9 19 4 15 21 2 12 5 15
6 20 8 5 4 1 14 9 19 8 16 15 16 21 12 1 20 9 15
14 15 6 1 2 15 21 20 19 9 24 13 9 12 12 9 15 14

Code A6

'redjeps' ,tuocs rof drow hsinaD eht ekil decnuonorp
si redips drow hsilgnE ehT

A-codes 7-10

Code A7

-/.//.-/--/.--/---/.-./-.-///..//...//.-/-.../--
-/.-.-/-///.-.//...//.-.-./-.-./-///..-./--
-/.-.-///..//.-/-.-./...//---/-/...//./.-.//

Code A8

w □ □ □ w □ □ □ □ □ □ □ □ □
□
□
□
□
□
□
□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

Code A9

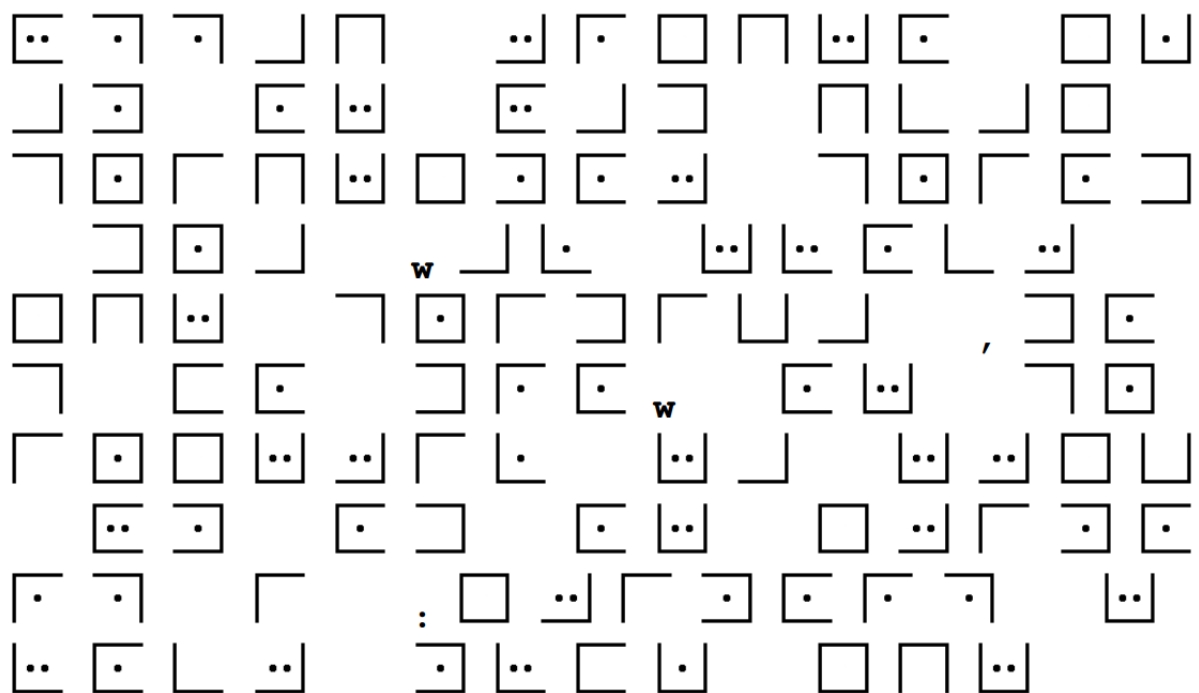
Vsco sx aro zøåoxa, akuo øøåzyxåslsvsaf pyø
fybøåovp, kxn rovx yaroøå. Aroå køo ckvboå ay åaøsko
pyø

Code 10

20 8 5 3 1 16 9 20 1 12 15 6 20 21 14 9 19 9 1 9
19 3 1 12 12 5 4 20 21 14 9 19 1 14 4 9 19 12 15
3 1 20 5 4 2 25 20 8 5 14 15 18 20 8 3 15 1 19
20 15 6 20 8 5 3 15 21 14 20 18 25

B-codes 1-2

B-code 1



B-code 2

//.-/.-./---//..-/.-.-./-.../.-.---//.-.-.-/---/.-.-
-/-.../.-//...-/-.-/-.../://.-.-//.-.-.-/---/.-.-
-/-.../.-//...-/-.../.-.-.-/.-/----/-.../.-.-.-//.-.-.-
-//.-/.-./---//.-./.-.-/----./.-//.-.-./.-.-//---.-/-.-
-/-./,///.../.-.-.-//.-.-./---/...-/----.../.-
-./-.../...-//,///---./---/.-.-.-/---.../---/---/.-/-.-
-.-//.-.-./.-/.-.-./---/----./.-.-.-//,///.-/-.-.-/...-/-.-
-.-//---/-.-/----./---//.-.-./.-.-.//.-.-.-/-.-/-.-.../---
-./---//,///.../.-.-.-//.-/----./-.../.-.-.-/-.-/-.-.-/--
--./.-/.-.-./...-//,///.-/-.-.-/...-/----/.-.-.-//---.-/----/.-
-.-/----.../.-.-.-/-.-.-/-.-
-.-/-.../.-.-./.../...-/-.../.-/-.-.-.//.-.-/-.-.-.-/-.-//.-
-./.../.-.-/-.-./.-.-.-//.-/-.-.-/----/.../---.//.-.-
-/-.../.-.-.-//.-.-.-/----.../.../.-.-.-/-.-.-.-/-.-.-//

B-codes 3-5

B-code 3

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4 14 1 12 19 9 1 5 19 14 23 15 18 2 5 8 20 20
1 16 13 1 3 1 20 1 19 25 15 2 5 14 15 25 20 14
5 23 20 8 20 9 23 14 5 22 5 19 4 14 1 4 5 18 4 14
21 8 14 5 5 20 5 14 9 14 14 9 20 14 5 13 5 22 15
13 20 21 15 3 19 5 8 20 4 5 20 18 1 20 19 12 12 5
23 15 16 - 14 5 4 1 2 8 20 25 13 19 14 15 19 14 5 8
16 5 20 19 20 18 5 2 15 18 18 9 19

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B-code 4

B-code 5

A 6x12 grid of symbols representing a 2D lattice. The symbols are arranged in a pattern that suggests a specific physical or mathematical configuration. The symbols include empty squares, squares with a dot, squares with two dots, and squares with a 'w' label. The symbols are arranged in a pattern that suggests a specific physical or mathematical configuration.