

Busy beaver contest

Every computer in the contest will be started on the input `*`. The computer that runs the most steps before stopping wins. (Your computer can only be declared the winner if you can prove that it will eventually stop!)

It's pretty obvious that complicated computers have an advantage over simple ones in this game. To level the playing field, let's say the "weight" of a computer is the total number of symbols used to specify the rules. For example, the algorithm

```
-*  *-  
*   -#  
#-  -#  
#   *-
```

has weight 14. In the contest, each computer will compete against computers of a similar weight. The weight classes will be:

Lightweight	0 – 10 symbols
Middleweight	11 – 15 symbols
Heavyweight	16 – 20 symbols

You can test your computer using the program `How Busy`, which can be found at

<http://www.ma.utexas.edu/users/afenyeshare/HowBusy.jar>

To use the program, load your source code the same way you do with `Typomatic`, and then hit "Go" to start counting steps. You have until 2:30 PM to work on your contest entry. At 2:30, stop working and put your team's entry in a file with the same name as your team. Your team will have a chance to talk a little about how your computer works, and then we'll pit all the computers against each other using `How Busy` on the main screen.