# FEELING COMPUTERS

## COMPUTER   SCIENCE  YEAR  2050
## Would Feeling Computers Be Machines
## or Human Clones???
## How  To  Handle Them  Both?

***Intent of the Story***
- ✓ *Man is a thinking and feeling being.*
- ✓ *Thoughts are replicable, feelings  are  unique*
- ✓ *Feelings only make us unique human individuals*
- ✓ *It's easy to interact with others at the level of thoughts and concepts.*
- ✓ *It's difficult, even dangerous to interact with others in the sphere of feelings.*
- ✓ *To deal with "feeling beings" we need be sympathetic, intuitive and tactful*
- ✓ *We have created thinking and smart machines with which we can interact with at the level of knowledge.*
- ✓ *We have not t create feeling machines capable of interacting with us,  sympathetically, at the emotional level. "Human Feelings" are potentially friends and  enemies*
- ✓ *Feeling machines would   be unpredictable. dangerous and even destructive,   sort of human Frankenstein's*

# Story

### Part One
### Feeling  Computers

With the passing of time, computer science and  technology had  advanced  so  very much, in our world, that     by the year 2050  scientists invented and built  such sophisticated machines  that could compete not only with our human intellect and thinking,  but even with our   human feelings, emotions   and sensitivity.
It was fun to deal with such machines.  Men could play with them,  and  stir  at will  their computers'  feelings.  They could make them feel friendly or  unfriendly,  happy or sad, loving or lustful,  elated or depressed  . …It was real fund!   Those computers had become wonderful substitutes for friends and companions.  It was a pleasure to handle them.

### Part   Two
### The 2050  Generation Computers  became dangerous and intractable

Unfortunately, in the passing of time, things went awry!  Those "feeling computers" got out of hand" . They could not be controlled any more!  They became unpredictable, capricious, even dangerous  as   "**feeling- humans beings** " are.  Often, people became victims of their computers' anger, jealousy, revengefulness, greed and    even lust

## Part   Three
### How did their inventors  solve the problem of the feeling computers

Their inventors, frightened an unable to keep their creations under control, conferred among themselves on how to render them harmless to humans from their emotional outbursts of anger, revenge, greed, and even lust!

## Part   Fourth.
### Solutions proposed to solve  the problem of the feeling computers

The final report  of the Computer Experts read thus:  To save yourself from your computers' emotional rage and emotional outbursts, we suggest you three possible solutions.

Solution   **1**   (Most radical)   **Destroy the machines**

Solution   **2**   (Painful one_)    **Keep away from them.**

Solution   **3**   (Practical one)   **Handle them with the utmost Care,  sensitivity and empathy**

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**Epilogue one**:   "Feeling Computers" existed  ever since  God's  Creation.

- What or who   are they?
- Where are they?
- How have we to deal with them?

**Epilogue two**:  Means to save ourselves  from the emotional outbursts and rage of the  already existing "feeling computers" in our world?

*1.* **First, destroy them all.**

*2.* **Second, keep away from them**

*3.* **Third, handle them with utmost care sensitivity and empathy -**