Yes and no.

Intelligent terminals, displays, problem-oriented languages, idiot-proof systems . . .
they all help to make the computer easier to use. In fact they're a little like accessories on a car: they make
life easier for the user, but they all have to be paid for—in horsepower or in computer power.

Trading off the dollar and performance penalties of these devices and techniques is one of the most important
tasks facing the computer system designer today. That's why the IEEE Computer Society has established the theme of
making computers easier to use as the central focus of Compcon 75 Fall. Sessions are being organized
that address this important theme in terms of systems, software, or hardware—or any combination of these disciplines.

This year's Fall Compcon will feature
two parallel all-day tutorials on
Monday, September 8, of Compcon Week: Structured Program-
ming and Protection of Information in Computer Systems.
Then, following Compcon itself, the First Internation-
al Conference on Software Engineering will be held
September 11–12. This
two-day conference will
examine the practical tools
and techniques that can be
applied in the development
process to promote reliability
and quality in software systems.

Don't miss Compcon 75 Fall—
now a full week of direct, chal-
 lenging technical interchange
among practicing computer scientists,
application specialists, and engineers.

Put COMPCON 75 Fall on your calendar.