

## CMSC 652 Drinking Game

1. Whenever a class is defined that has zero natural problems in it, take one drink.
2. Whenever a class is defined that has one natural problem in it, take two drinks.
3. Whenever you are asked to vote on whether or not a problem is natural, take three drinks.
4. Whenever a mistake is made that can be corrected during that class, take one drink.
5. Whenever a mistake is made that can be corrected during the next class, take two drinks.
6. Whenever a mistake is made that cannot be corrected because it's just wrong, take three drinks.
7. Whenever a probability is amplified, refill your cups since a class with zero or one natural problems in it is on its way.
8. Whenever the instructor says that a theorem has an application, take a drink.
9. Whenever the instructor says that a theorem has an application, and it actually does, take two drinks.
10. Whenever the instructor says that a theorem has an application to systems, take two drinks.
11. Whenever the instructor says that a theorem has an application to systems, and it really does, take four drinks.
12. Whenever the instructor says *because I care* take a drink.
13. Whenever the instructor says *because I care* and he really means it, take two drinks.