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| **Frisbee Golf Equations**  |  |
| In this project, you will create a frisbee golf game. The drawing and animation code have already been written for you in the “GOLFTEMP.8xv” file. You will write the code to generate various forms of equations. You will also write the code to display the equation and calculate the answer. When playing the game, each equation solved correctly will earn you a new frisbee. How skilled are you at Frisbee Golf? | **Objectives:** |
| ***Programming Objectives:**** Use variables to store values
* Use the randint() function to generate random numbers.
* Use the print() function to display
* Use a while loop to repeat code.

***Math Objectives:**** Solve one step equations with rational solutions.
* Solve multi-step equations with rational solutions.
* Use substitution to verify a value is a solution to an equation.
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| **Math Course Connections: Middle School Mathematics** |
| In this project, you will create a frisbee golf game. The drawing and animation code have already been written for you in the “GOLFTEMP.8xv” file. You will write the code to generate various forms of equations. You will also write the code to display the equation and calculate the answer. When playing the game, each equation solved correctly will earn you a new frisbee. How skilled are you at Frisbee Golf?. |
| Sample Game Overview:……. ……. The game asks for the For each question answered Press the “clear” key to aim andvalue of x correctly, earn a frisbee. throw the frisbee. |
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| 1. Obtain the “GOLFTEMP.8xv” from your teacher. A large portion of the code has been prepared for you ahead of time.

*Note: Your calculator needs the additional ti\_draw.8xv AppVar which is available in the OS and Apps bundle version 5.7 for the handheld.*  |
| 1. Let’s examine the initial code.

\*You will write lines of code to generate random equations and their answers.Generate two random integers, store in x and nLibraries needed for the projectFormat the number display to ensure place valueGet user answer. Check to see if it is correct. |  Draw the hoop continuedDraw the personDraw the frisbeeAnimate toss angle until the user presses “clear”Animate the frisbeeChange and toss velocity until the user presses “clear”\*Repeatedly ask the equation questions. Add earned frisbees. You will eventually change range(0) to range(5).Draw the objects, aim and power the frisbee, toss the frisbee, repeat for each frisbee earned. |
| 1. Obtain the file “GOLFTEMP.8xv” if you don’t already have it.Execute the initial code ( [Trace] ). The “aim” angle will automatically increase and  decrease. Press “clear” when the desired angle is  achieved. Now, determine how hard to throw the frisbee. When ready, press “clear”.  The frisbee will fly along the given path. In this case, the goal was missed. If you had earned more frisbees, you would have more shots at the goal. .
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| 1. Now to earn more frisbees! To earn frisbees, the user must solve equations correctly. The first type of equations will look like: x + number = result or number + x = result

Solve the following equations for x.a.) x + 8 = 13 b.) x + 1.8 = 5.3 c.) 8.3 + x = 17.5 d.) 2.5 + x = 6.8 e.) x – 5.3 = 7.8  |

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| 1. A.) Check your answers from step 4. Did you now you can use the store key to store and check values.  Type the following. 3🡪x x + 2 = 8 Notice the screen on the right shows a 0 for False. When x is a 3, x + 2  evaluates to 6.

 Type the following. 6🡪x x + 2 = 8 Notice the screen on the right shows a 1 for True. When x is a 6, x + 2  evaluates to 8. B.) Look back over your work in step 4. What patterns do you notice? |  |
| 1. This first section of code will generate equations similar to the ones in step #4.

 type = randint(1,2) will help determine if x comes first or second. x = randint(-100,100)/100 randomly creates a rational value for x x could be a positive or negative n = randint(-100,100)/100 randomly create a rational value to add to x. n could be positive or negative |  |
| 1. To create an equation such as “x + 3.5 = 9.2”, add the following three lines of code. **if type == 1: r = x + n print(“x”,disp(n),”=”,p(r))**

 \*\*if Fns 🡪 Ctl 🡪 if \*\*print Fns 🡪 I/O 🡪 print \*\*The [a A #] menu might be helpful for typing*Make sure the two lines below the if are indented two spaces (diamonds).* |  |
| 1. To create an equation such as “7.2 + x = 9.1”, add the lines: **elif type == 2: r = x + n print(p(n),“+ x =”,p(r))** \*\*elif Fns 🡪 Ctl 🡪 elif \*\*The tools menu will allow you to copy and paste lines.

*The line print(p(n), “+ x=”, p(r)) could be written without the function p(). It would look like print(n,“+ x = “,r). However, sometimes, python stores and prints rational numbers such as 8.2 as 8.19999999999. The function p() ensures this doesn’t happen when printed.* |  |
| 1. The code has already been included to check your answer.If you scroll down to about line 40, you’ll see this code.The line **a=float(eval(input(“x = “)))** asks the user enter the answer.The eval() around the input lets the user enter a number such as 3.5 or an expressions such as 7.2+5.1.The **if(abs(a-x) <= 0.000001):**  then checks to see if it correct.
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| 1. Currently, the program is set to ask 0 questions. If you run the code now, it should behave the same way it did in step 1.To ensure you haven’t made an error, run the code. Run ([Trace])*It shouldn’t ask questions yet, but it also shouldn’t have any errors. If there are errors, check your code with the code in steps 7-8.*
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| 1. Now to change the number of questions from 0 to 5. Scroll down to the section labeled “controls the number of questions”Change the line  **for i in range(0):** to **for i in range(5):**
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| 1. Execute the code Run ([Trace]).The program should ask 5 questions.

The sample question on the right is “-6.9 + x = -5.3”The user may either enter **1.6** or **-5.3 + 6.9.**The program will count either answer correct.Play the game a few times. If you answer 3 out of 5 questions correctly, you should get 4 frisbees. If you answer 5 out of 5 questions correctly, you should get 6 frisbees. |  |
| 1. Now to program the third type of equation for the game. Solve the following equations:a.) 1.2x = -4.2 b.) -5.6x = 20.72 c.) 7.8x = 0 d.) 9.1x = 11.83 e.) -5.4x = 24.3
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| 1. A.) Check your answers. You could use the store key  like you did in step 5. Remember, if the value for x is incorrect, it will evaluate to 0. If the x value is correct, it will evaluate to 1.Example: 1 🡪 x 1.2\*x = -4.2 Evaluates to 0 because it is False 3.5 🡪 x 1.2\*x = -4.2 Evaluates to 1 because it is TrueB.) Look back over your work in step 13. What patterns do you notice?
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| 1. Change the line that generates the **type** variable to randint(1,3).**type = randint(1,3)**
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| 1. Add the following lines to create and display the third type of equation.**elif type == 3: r=x\*n print(p(n)+“x =”,p(r))**
 |  |
| 1. Execute your code. Run ([Trace])Play your game a few times. Ensure it displays all types of equations before continuing the code.

**Remember**: you can don’t have to do the math in your head. The example on the right shows the user entered “-1.76/1.1” for the answer. You should have:  addition problems where x comes first such as x + 7.9 = 3.1 addition problems where x come second such as 4.5 + x = 9.4 multiplication problems such as 8.1x = 9.2 | **Example:** |
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| 1. Now to program the fourth type of equation. Solve the following equations:a.) x/1.3 = 12.5 b.) x/3.8 = -28.1 c.) x/-2.4 = 17.2 d.) x/-9.7 = -90.1e.) Check your work. Make sure your answers are correct.f.) Look back over your work in step a. What patterns do you notice?
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| 1. Change the line that generates the **type** variable to randint(1,4).

**type = randint(1,4)** |  |
| 1. Add the following lines to create and display the fourth type of equation.*To keep the values “nicer”, you’ll generate r, then find x.You can’t divide by 0. To avoid this possibility, you’ll add a while loop that will regenerate n while it equals 0.*

**elif type == 4: r = randint(-100,100)/10 while n == 0:** **n=randint(-100,100)/10 x=n\*r print("x/"+p(n),"=",p(r))** \*\*while Fns 🡪 Ctl 🡪 while \*\*randint Fns 🡪 Modl 🡪 random 🡪 randint \*\*[Tools] has copy and paste options that might make things easier to  modify. |  |
| Execute your code. Run ([Trace])Play your game a few times. Ensure it displays all 4 types of equations: x + n = r n + x = r n\*x = r x/n = r  |
| 1. Now to program the fifth type. Solve the following equations:a.) 5.3x + 6.1 = 12.46 b.) -3.1x + 9.3 = 36.27 c.) 1.9x – 3.1 =4.69 d.) -9.2x – 3.1 = -70.26e.) Check your work.f.) Look back over your work in step a. What patterns do you notice?
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| 1. Change the line that generates the **type** variable to randint(1,5).

**type = randint(1,5)** |  |
| 1. Add the following lines to create and display the fifth type of equation.

**elif type == 5: a = randint(-100,100)/10** **while a==0:** **a = randint(-100,100)/10** **r=a\*x+n print(p(a)+"x",disp(n),"=",p(r))** |  |
| 1. Execute your code. Run ([Trace])Play your game a few times. Ensure it displays all 5 types of equations: x + n = r nx = r ax + n = r n + x = r x/n = r

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| 1. Now to program the sixth type. Solve the following equations:a.) 5.3(x + 6.1) = 12.72 b.) −2.6(x + 4.3) = 7.28 c.) 9.4x - 3.2 = -13.16 d.) −3.2(x - 1.4) = 20.16e.) Check your work.f.) Look back over your work in step a. What patterns do you notice?

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| 1. Change the line that generates the **type** variable to randint(1,6).

**type = randint(1,6)** |  |
| 1. Add the following lines to create and display the sixth type of equation.**elif type == 6: a = randint(-100,100)/10**

 **while a==0:** **a = randint(-100,100)/10** **r=a\*(x+n) print(p(a)+"(x",disp(n),") =",p(r))** |  |
| 1. Execute your code. [ctrl] [r]Play your game a few times. Ensure it displays all 6 types of equations: x + n = r nx = r ax + n = r  n + x = r x/n = r a(x + n) = r
2. Congraduations! Your Frisbee Golf game is complete. The only thing left to do is practice!
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| 1. Optional Challenges:\*Can you generate equations in the form (x + n)/a =r. For example, (x + 2.8)/7.1 = 3.4 or (x – 1.9)/2.5 = -3.1\*What about an equation with four variables such as a\*(x + n) + b = r? An example would be 3.1(x + 2.2) – 8.1 = 1.3.
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