

**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.

**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:**

```

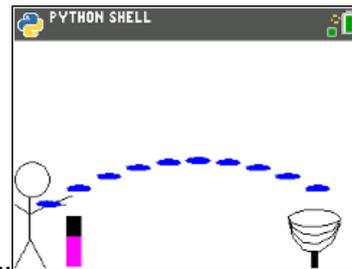
PYTHON SHELL
>>> # Shell Reinitialized
>>> # Running FRGLFFIN
>>> from FRGLFFIN import *
x/-6.6 = -9.2
x = |
    
```

The game asks for the value of x

```

PYTHON SHELL
>>> # Shell Reinitialized
>>> # Running FRGLFFIN
>>> from FRGLFFIN import *
x/-6.6 = -9.2
x = -9.2*-6.6
correct
1.3 + x = 1.9
x = 1.9+1.3
sorry, x = 0.6
x - 4.7 = 2.6
x = |
    
```

For each question answered correctly, earn a frisbee.



Press the “clear” key to aim and throw the frisbee.

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.*





Draw the hoop continued

```

    )
    *... yl.append(ye-10+5*sin(i/10))
    *xl.append(xl[0])
    *yl.append(yl[0])
    *draw_poly(xl,yl)
    *
    *for a in range(2,5):
    *... xl=[]
    *... yl=[]
    *... for i in range(31,66,6):
    *... *xl.append(xc+10+15*cos(i/10))
    *... *yl.append(ye-10+5*a*sin(i/10))
    *... draw_poly(xl,yl)
    *
    *fill_rect(xc+8,ye-48,5,20)
    *return xc, ye

```

Draw the person

```

def person():
*set_color(0,0,0)
*draw_circle(10,50,10)
*fill_rect(8,15,2,25)
*draw_line(0,0,9,16)
*draw_line(9,16,18,0)
*draw_line(0,36,9,30)
*draw_line(9,30,20,36)

```

Draw the frisbee

```

def frisbee(x,y):
*set_color(0,0,255)
*xl=[]
*yl=[]
*for i in range(0,66,6):
*... xl.append(x+7*cos(i/10))
*... yl.append(y+2*sin(i/10))
*fill_poly(xl,yl)

```

Animate the frisbee

```

def throw(x,y,angle,v,time):
*x = 20+v*cos(radians(angle))*time
*y = -16*(time**2) + v*sin(radians(angle))*time + 36
*return x,y

```

Animate toss angle until the user presses "clear"

```

def setAngle(angle):
*add = 5
*set_color(0,0,0)
*draw_line(20,36,30,36)
*while not escape():
*... angle+=add
*... if angle >80 or angle < 10:
*... *add=add*-1
*... set_color(0,0,0)
*... draw_line(20,36,25+10*cos(radians(angle)),36+10*sin(rad

```



Change 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.

```

    ians(angle))
    *sleep(.2)
    *set_color(255,255,255)
    *draw_line(20,36,25+10*cos(radians(angle)),36+10*sin(radians(angle)))
    *set_color(0,0,0)
    *draw_line(20,36,25+10*cos(radians(angle)),36+10*sin(radians(angle)))
    *return angle
def setVelocity(v):
    *add = 10
    *while not escape():
        *v += add
        *set_color(0,0,0)
        *fill_rect(30,0,10,30)
        *set_color(255,0,255)
        *fill_rect(30,0,10,30*v/130)
        *sleep(.2)
        *if v < 10 or v >= 130:
            *add=add*-1
    *return v

count = 1

#controls the num. of questions
for i in range(0):
    *count += getFrisbees()
    *sleep(2)
    print("You earned",count,"frisbees")
    sleep(2)
set_window(0,200,0,130)

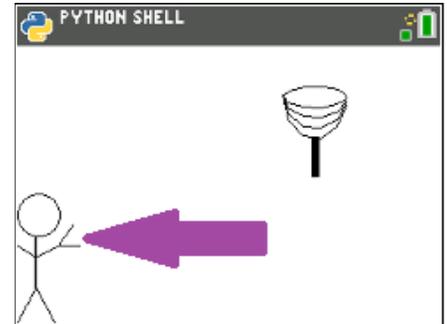
for i in range(count):
    *clear()
    *person()
    *x,y,time,angle,v = 20,36,0,randint(5,70),60
    *xc, yc = hoop()
    *angle = setAngle(angle)
    *v = setVelocity(v)
    *while y >=0 and x <= xc:
        *x,y = throw(x,y,angle,v,time)
    *frisbee(x,y)
    *sleep(0.2)
    *time+= 0.25
    *sleep(2)

```

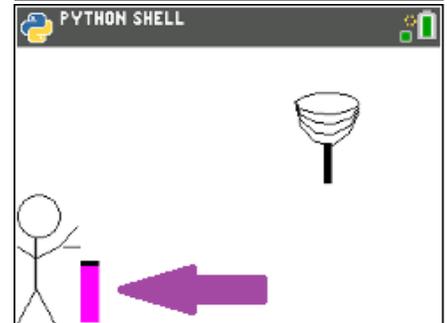
3. Obtain the file “GOLFTEMP.8xv” if you don’t already have it.

Execute the initial code ( [Trace] ).

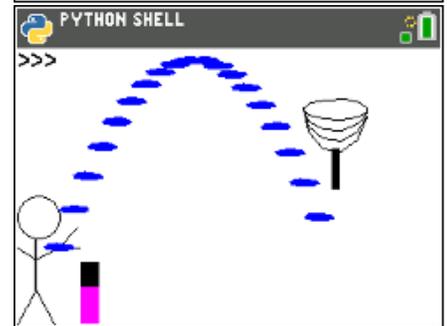
The “aim” angle will automatically increase and decrease. Press “clear” when the desired angle is achieved.



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.



4. Now to earn more frisbees! To earn frisbees, the user must solve equations correctly. The first type of equations will look like:  $x + \text{number} = \text{result}$  or  $\text{number} + x = \text{result}$

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.)  $x - 5.3 = 7.8$

5. A.) Check your answers from step 4.

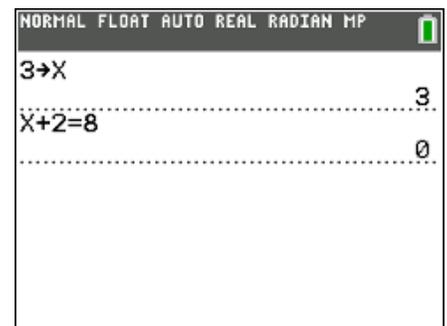
Did you now you can use the store key  to store and check values.

Type the following.

$$3 \rightarrow x$$

$$x + 2 = 8$$

Notice the screen on the right shows a 0 for False. When x is a 3,  $x + 2$  evaluates to 6.





# Math Explorations with Python

TI-84™ CE PYTHON TECHNOLOGY

Type the following.

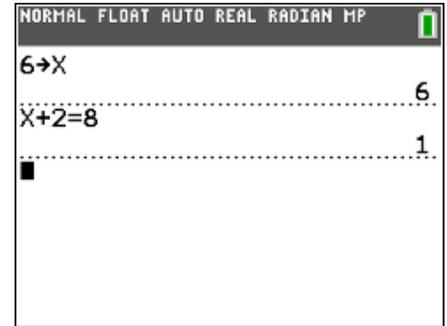
$$6 \rightarrow x$$

$$x + 2 = 8$$

Notice the screen on the right shows a 1 for True. When x is a 6, x + 2 evaluates to 8.

# FRISBEE GOLF EQUATIONS

## STUDENT DOCUMENT



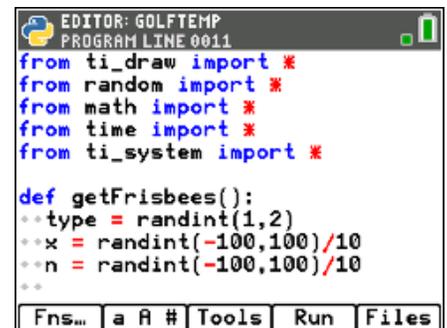
B.) Look back over your work in step 4. What patterns do you notice?

6. 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



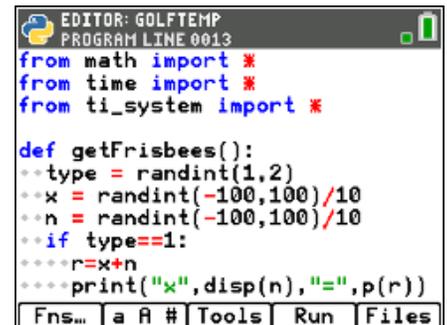
7. To create an equation such as "x + 3.5 = 9.2", add the following three lines of code.

```
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).

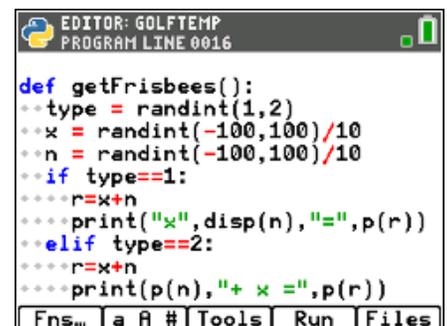


8. To create an equation such as "7.2 + x = 9.1", add the lines:

```
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.





If you answer 5 out of 5 questions correctly, you should get 6 frisbees.

13. 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.)  $-5.4x = 24.3$

14. 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:

$1 \rightarrow x$

$1.2 * x = -4.2$       Evaluates to 0 because it is False

$3.5 \rightarrow x$

$1.2 * x = -4.2$       Evaluates to 1 because it is True

B.) Look back over your work in step 13. What patterns do you notice?

15. Change the line that generates the **type** variable to `randint(1,3)`.

`type = randint(1,3)`



```
EDITOR: GOLFTMP
PROGRAM LINE 0008
from ti_draw import *
from random import *
from math import *
from time import *
from ti_system import *

def getFrisbees():
    type = randint(1,3)
    x = randint(-100,100)/10
    n = randint(-100,100)/10
    if type==1:

Fns... | a R # | Tools | Run | Files
```

16. 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))
```

17. 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  $8.1x = 9.2$

18. Now to program the fourth type of equation. Solve the following equations:

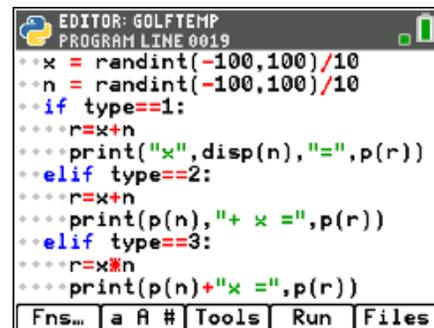
a.)  $x/1.3 = 12.5$       b.)  $x/3.8 = -28.1$       c.)  $x/-2.4 = 17.2$       d.)  $x/-9.7 = -90.1$

e.) Check your work. Make sure your answers are correct.

f.) Look back over your work in step a. What patterns do you notice?

19. Change the line that generates the **type** variable to randint(1,4).

```
type = randint(1,4)
```



```
EDITOR: GOLFTEMP
PROGRAM LINE 0019
**x = randint(-100,100)/10
**n = randint(-100,100)/10
**if type==1:
***r=x+n
***print("x",disp(n),"=",p(r))
**elif type==2:
***r=x+n
***print(p(n)," + x =",p(r))
**elif type==3:
***r=x*n
***print(p(n)+"x =",p(r))
Fns... | a A # | Tools | Run | Files
```

**Example:**



```
PYTHON SHELL
>>> # Shell Reinitialized
>>> # Running GOLFTEMP
>>> from GOLFTEMP import *
1.1x = -1.76
x = -1.76/1.1
correct
Fns... | a A # | Tools | Editor | Files
```



```
EDITOR: GOLFTEMP
PROGRAM LINE 0008
from ti_draw import *
from random import *
from math import *
from time import *
from ti_system import *

def getFrisbees():
**type = randint(1,4)
**x = randint(-100,100)/10
**n = randint(-100,100)/10
**if type==1:
Fns... | a A # | Tools | Run | Files
```

20. 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.*

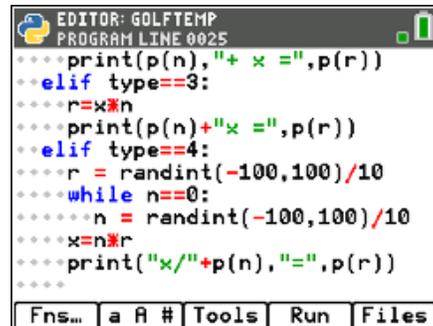
*You can’t divide by 0. To avoid this possibility, you’ll add a while loop that will regenerate n while it equals 0.*

```
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.



```
EDITOR: GOLFTEMP
PROGRAM LINE 0025
print(p(n),"+ x =",p(r))
elif type==3:
    r=x*n
    print(p(n)+"x =",p(r))
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))
```

Execute your code. Run ([Trace])

Play your game a few times.

Ensure it displays all 4 types of equations:  $x + n = r$        $n + x = r$        $n*x = r$        $x/n = r$

21. 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.)  $-9.2x - 3.1 = -70.26$

e.) Check your work.

f.) Look back over your work in step a. What patterns do you notice?

22. Change the line that generates the **type** variable to randint(1,5).

```
type = randint(1,5)
```

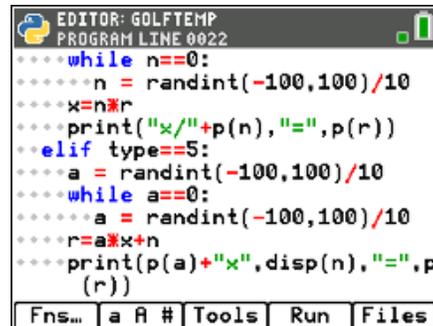


```
EDITOR: GOLFTEMP
PROGRAM LINE 0008
from time import *
from ti_system import *

def getFrisbees():
    type = randint(1,5)
    x = randint(-100,100)/10
    n = randint(-100,100)/10
    if type==1:
        r=x+n
        print("x",disp(n),"=",p(r))
    elif type==2:
```

23. 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))
```



```
EDITOR: GOLFTMP
PROGRAM LINE 0022
while n==0:
    n = randint(-100,100)/10
    x=n*r
    print("x/" + p(n), "=", p(r))
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))
```

24. Execute your code. Run ([Trace])

Play your game a few times.

Ensure it displays all 5 types of equations:  $x + n = r$        $nx = r$        $ax + n = r$   
 $n + x = r$        $x/n = r$

25. 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.)  $-3.2(x - 1.4) = 20.16$

e.) Check your work.

f.) Look back over your work in step a. What patterns do you notice?

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

```
type = randint(1,6)
```



```
EDITOR: GOLFTMP
PROGRAM LINE 0008
from random import *
from math import *
from time import *
from ti_system import *

def getFrisbees():
    type = randint(1,6)
    x = randint(-100,100)/10
    n = randint(-100,100)/10
    if type==1:
        r=x+n
```

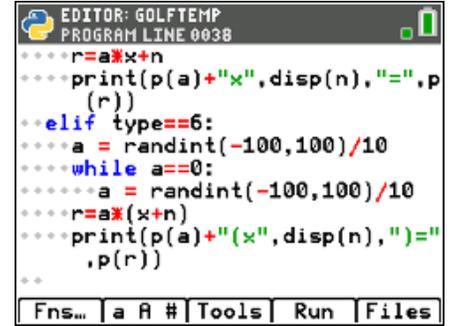


27. Add the following lines to create and display the sixth type of equation.

```

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))

```



28. Execute your code. [ctrl] [r]

Play your game a few times.

Ensure it displays all 6 types of equations:  $x + n = r$        $nx = r$        $ax + n = r$   
 $n + x = r$        $x/n = r$        $a(x + n) = r$

29. Congratulations! Your Frisbee Golf game is complete. The only thing left to do is practice!

30. 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  $3.1(x + 2.2) - 8.1 = 1.3$ .