## Lir TI-RGB Array Flippy Do

## Overview:

Build a flippy do and slip it over your TI-RGB Array to explore base two numbers using the manipulatieve. Write a TI-BASIC program to abstract a representation of a decimal number in a binary format on the TI-RGB Array.


The TI-RGB Array can be used as a binary display. Notice the numbering of the pixels is in place value order. A pixel that is on represents the digit 1 while off represents the digit 0 .

## Directions:

- Follow the instructions on the printout to Build you Flippy-Do.
- Slide the Flippy-Do on the TI-RGB Array.
- Fold the tabs up or down to match the binary number in the table.
- Fill in in the remainder of the table on the right. Do you see a pattern?

| Decimal | 4-bit binary <br> number | Pixel 3 | Pixel 2 | Pixel 1 | Pixel 0 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 0 | 0000 | off | off | off | off |
| 1 | 0001 | off | off | off | on red |
| 2 | 0010 | off | off | on red | off |
| 3 | 0011 | off | off | on red | on red |
| 4 |  |  |  |  |  |
| 5 |  |  |  |  |  |
| 6 |  |  |  |  |  |
| 7 |  |  |  |  |  |
| 8 |  |  |  |  |  |
| 9 |  |  |  |  |  |

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The table to the right contains every 8 -bit number that has a single 1 in it. Do you notice a pattern?

- Fill out the remainder of the table writeing down the power of two and the decimal equivalent next to each binary number.


## Challenge 3 :

- Write a program to turn on the TI_RGB Array for the number 13 and display the calculated decimal value as the sum of powers of $2^{3}$ through $2^{0}$.
- Set the tabs of the Flippy-Do up or down for the number 13. Run the program. Do the pixels on the TI_RGB Array match the number on the Flippy-Do?
- Modify your program to match a few more numbers from the table. Do you see how the TI_RGB Array can display binary numbers?

Challenge 3 Optional Extension: Try to represent the decimal 170 as an eight bit binary number.

Student Document

| Decimal | 4-bit binary <br> number | Pixel 3 | Pixel 2 | Pixel 1 | Pixel 0 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 10 |  |  |  |  |  |
| 11 |  |  |  |  |  |
| 12 |  |  |  |  |  |
| 13 |  |  |  |  |  |
| 14 |  |  |  |  |  |
| 15 |  |  |  |  |  |


| Decimal | 8-bit binary <br> number | Power of 2 |
| :---: | :---: | :---: |
| 1 | 00000001 | $2^{0}$ |
| 2 | 00000010 | $2^{1}$ |
| 4 | 00000100 | $2^{3}$ |
|  | 00001000 |  |
|  | 00010000 |  |
|  | 00100000 |  |
|  | 01000000 |  |
|  | 10000000 |  |

```
Define c2()=
Prgm
Send "CONNECT RGB "
Send "SET RGB 0 255 0 0"
Send "SET RGB 1 0 0 0"
Send "SET RGB 2 255 0 0"
Send "SET RGB 3 255 0 0"
decimal:=1* 23}+1*\mp@subsup{2}{}{2}+0*\mp@subsup{2}{}{1}+1*\mp@subsup{2}{}{0
Disp "Decimal = ",decimal
EndPrgm
```

