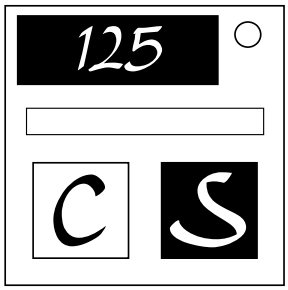
# On the Subject of Negativity




*It's called "Negativity" but not "Positivity"? I demand opposition equality!*

- The module consists of a touchable screen, an input display, a **Submit** button, and a **Clear** button.
- The screen cycles 10 different three digit numbers, each with either a plus or a minus operation sign, and either with a white background or a black background.
- Analyze the numbers being cycled in the module.
- For all the numbers shown, if the background colour is:
    - White, then the number before the operation sign is positive.
    - Black, then the number before the operation sign is negative.
- The positivity or the negativity of the number must be applied first before applying the operation sign in the number.
- Calculate each number based on its operation sign and background. After calculating each number, add all the numbers together into one number.
- After you get your answer, press the **Submit** button. This will stop the cycling of the numbers, and the screen will flash between white and black moderately.
- Convert the answer gathered into balanced ternary, and remove all zeros in the gathered result.
- Press the screen when it is white to input a plus, and press the screen when it is black to input a minus.
- Input the resulting ternary from highest significant digit to least significant digit.
- If you are satisfied, press the **Submit** button to submit the input.
- A strike will be given for inputting the wrong answer, and it will cause the module to reset.
- You may hit the **Clear** button to clear your input.
- You may also hit the **Clear** button when the input display is empty to resume the cycling of the numbers.