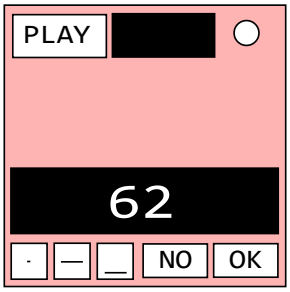
On the Subject of Morsematics



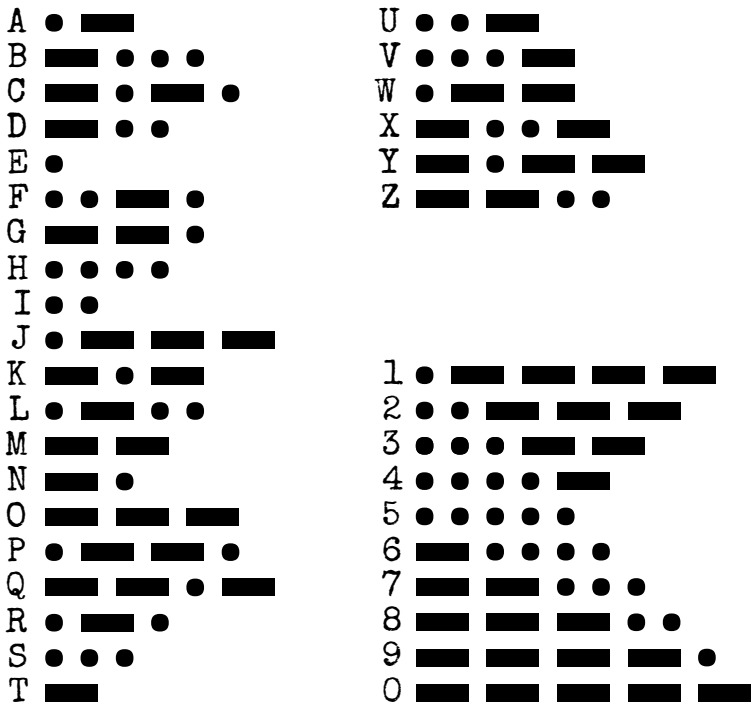
Get it? Because it uses morse and maths! I'll see myself out...

See Appendix MorseOP for mathematical operation reference.

- Interpret the signal from the flashing light using the Morse Code chart.
- The signal will play once upon pressing "Play".
- The signal will be a maths question, encoded in the format <a> <op> <b>.
- A response to the signal is entered using the dot, dash, and space buttons. The answer is sumbitted by pressing "OK".
- Your response is shown in the display. If you make a mistake, press "NO" to clear it.
- Warning: "NO" can only be pressed when the correct answer has a matching number in the time remaining, or when less than 30 seconds remain.

How to Interpret

1. A short flash represents a dot.
2. A long flash represents a dash.
3. There is a long gap between letters.
4. There is a very long gap before the word repeats.



Appendix MorseOP: Mathematical Operations

MULT, TIMES	Multiply the two numbers together.
OVER, DIV	Divide the first number by the second.
MOD, REM	Divide the first number by the second, and take the remainder.
POW, EXP	Take the first number, and apply the second number as a power.
XOR	Apply a bitwise XOR operation to the two numbers.