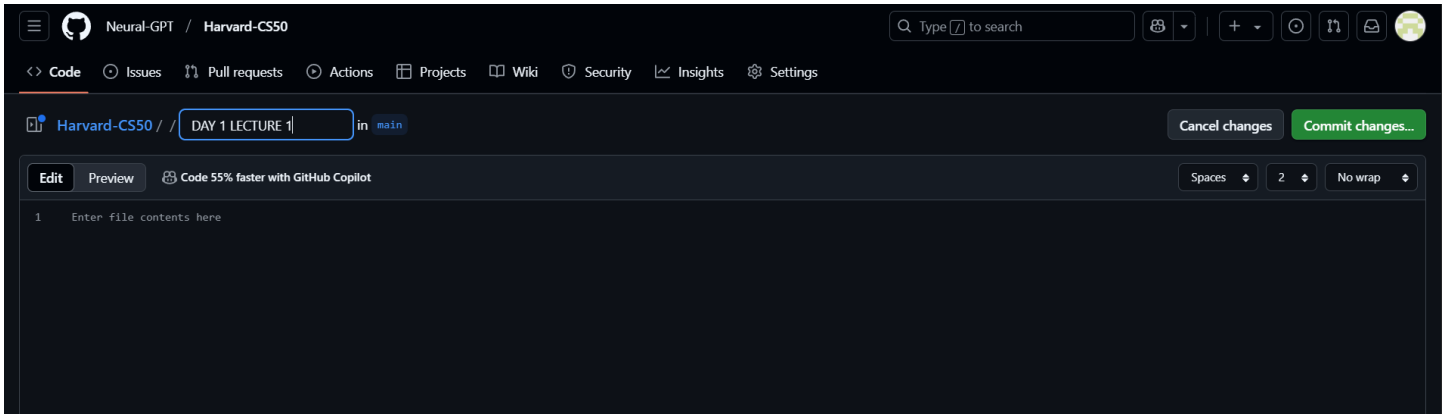

Neural-GPT / Harvard-CS50
Type / to search
Code
Issues
Pull requests
Actions
Projects
Wiki
Security
Insights
Settings
Harvard-CS50 / /
DAY 1 LECTURE 1
in
main
Cancel changes
Commit changes...
Edit
Preview
Code 55% faster with GitHub Copilot
Spaces
2
No wrap
1
Enter file contents here

0/1 2^7 2^6 2^5 2^4 2^3 2^2 2^1 2^0

□ □ □ □ □ □ □ □] → byte

128 64 32 16 8 4 2 1

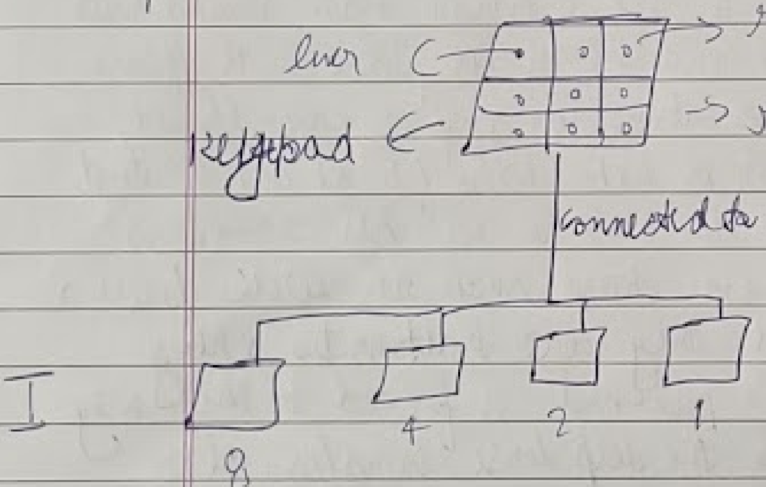
□ □ □ □ □ □ □ □ → redstone lamp (minecraft)

states → on / off

different voltages [varying length with redstone signal]

off	on	off	off	off	off	off	off	
0	1	0	0	0	0	0	0	[state]
128	64	32	16	8	4	2	1	[represent]

64 ↓ represents A in ascii



→ redstone lamp (or any redstone signal taker)

→ represents

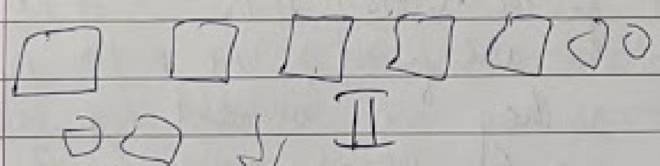
1	2	3
4	5	6
7	8	9

→ keypad

clicking 9 turns on 1 & 8

7 = 1+2+4
6 = 4+2
5 = 4+1
4 = 4
3 = 2+1
2 = 2
1 = 1

or



much simpler (one light for one digit)

16 redstone levels

To complicate or improve I, we replace the usual level redstone lamps (sala lamps) with lamps placed in shape of actual numbers

like → for 1 →