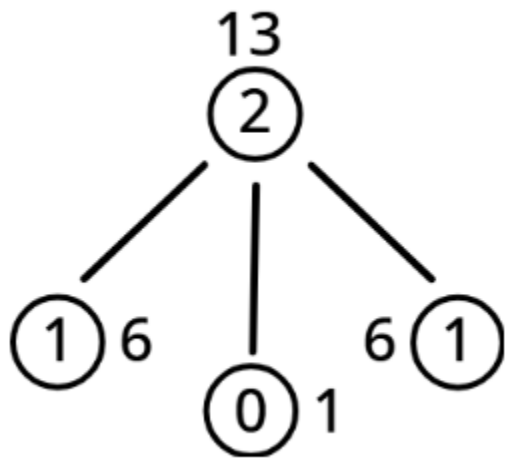# Numeric Flag Computers

Numeric Flag Computing Structure And Creation Guide Documentation

The Structure

Key

2:

Divide input by 2.

1:

Dump values.

0:

Output.
If 0, The input value is even.
If 1, The input value is odd

1

Make Your Own

The computer documented above is a simple numeric flag that determines if a number is odd or even.

However, you can create your own to perform many numeric operations.

For Example…

If you want to create a numeric flag computer to perform multiplication, you can have an input layer that takes the input and multiplies it by the number inside the cell. Then, connect it to a cell that has the output.

That computer would look like

12
(3)

|

(36)

2

Example Code

For reference here is the link to some stored example code