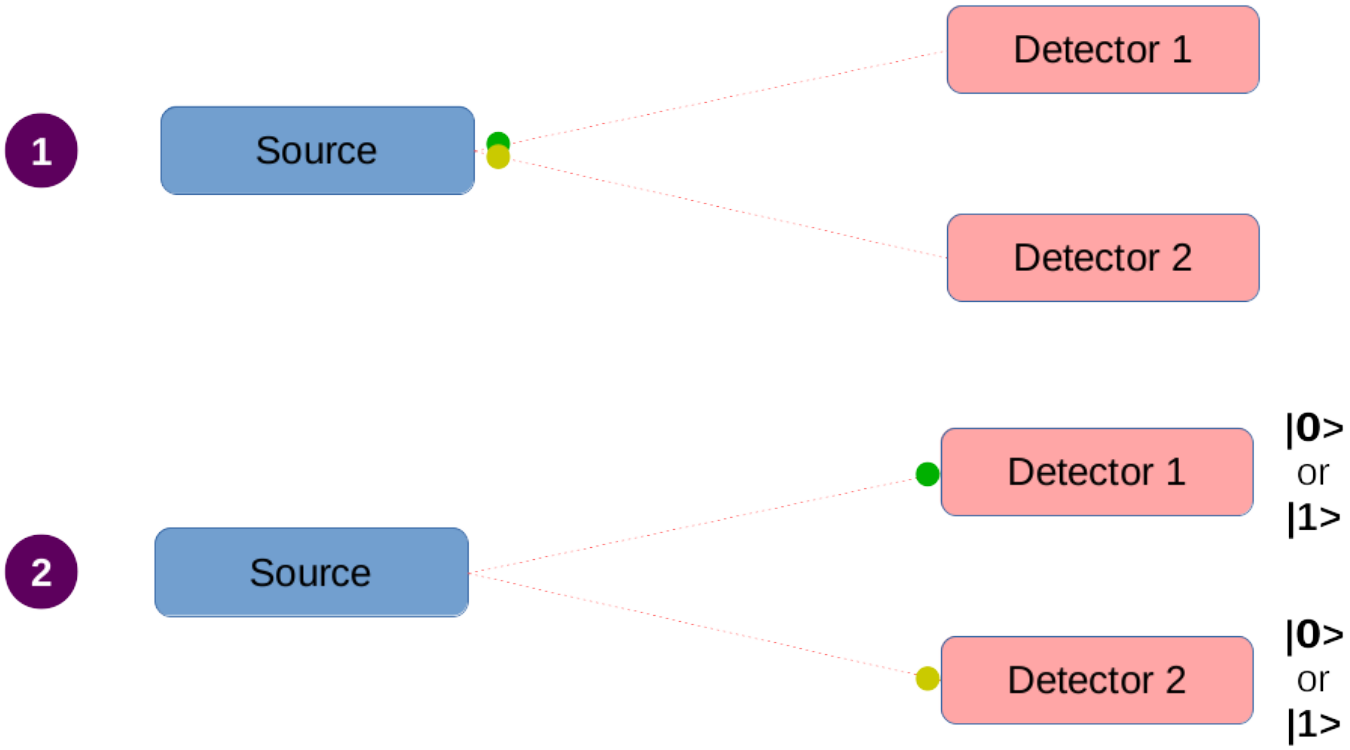
Quantum registers

Playing with one qubit is fun, but not sufficient to run algorithms. You we'll see that later: we need many more than 1 qubit for interesting purposes.
When more than one qubit are in the game, we use quantum registers containing several.

Let's considers the following experiment:



(1) At the left we have a source of qbits (or quantum particles) emitted by a single source in two separate direction. At the right we have two detectors facing the trajectory of qbits.
(2) Each qbit is traveling from the source to the detector in a superposed state between |0> and |1> before being detected and read |0> or |1>.

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