

13.3 Simulations

Corrective Assignment Answers

Trial results will vary. You need to show the results of each of your trials similar to the results shown in #3.

1.

Assign the number 1 to represent shot that scores. Assign the number 2-10 to represent a shot that does not score. Select 15 random numbers and examine to see if there are any 0s in the group. Repeat the process 3 times. Count the number of times there was at least one 0 in each of the three groups. Repeat this process 20 times.

The answer should be close to about 79% of the time.

2.

Assign the numbers 1 to 31 to represent a person was infected. Assign the numbers 32-100 to represent a person was not infected. Select 4 random numbers and examine to record how many were between 1 and 31. Repeat this process 20 times and average the numbers recorded.

The answer should be close to about 1.2 children.

3.

Assign the numbers 1 to 46 to represent Brust buys an ice cream. Assign the numbers 47-100 to represent Brust does NOT buy an ice cream. Pull one number and determine if it is between 1-46 (meaning he bought an ice cream). If the number is NOT between 1-46, you have to select two more numbers with 1-58 meaning he buys an ice cream, and 59-100 meaning he did not buy an ice cream. Example trials (if you seed you calculator to 100) and select 3 random numbers from 1 -100, 20 times:

Trials 1 – 4

{56 60 54}
{93 67 50}
{1 20 73}
{47 29 90}

Trials 5 – 8

{77 46 32}
{91 67 99}
{58 64 23}
{85 9 48}

Trials 9 – 12

{37 4 37}
{82 18 21}
{40 21 94}
{40 75 27}

Trials 13 – 16

{77 91 35}
{63 49 18}
{44 93 84}
{71 68 4}

Trials 17 - 20

{36 61 2}
{59 84 66}
{47 16 39}
{51 30 89}

The circled number represents the first ice cream stand Brust purchases an ice cream cone at. If you notice, he buys no ice cream for trials number 6 and 18. We would estimate the likelihood that Brust buys Ice Cream at about 18/20, or 90% of the time.