## Study Session Week of 11/13

## Objectives:

- I will apply previous knowledge to solve problems involving simulations.

Agenda:

- MC practice problems
- FR practice problems

Your statistics class has 30 students. You want to call an SRS of 5 students from your class to ask where they used a computer for an online exercise. You label the students $01,02, \ldots, 30$. You enter the table of random digits at this line:
(14459 $2605631424-8037465103 \times 622532249061181$
Your SRS contains students labeled:
a. $14,45,92,60,56$
b. $14,31,03,10,22$
c. $14,03,10,22,22$
(d.) $14,03,10,22,06$
e. $14,03,10,22,11$

In a large table of random digits,
a. Each pair of digits $11,01,02, \ldots ., 99$ appears exactly once in any row of the table.
b. Any pair of entries is equally likely to be any of the 100 possible pairs 00,01 , $02, . . .99$.
c. A specific pair such as 00 cannot be repeated until all other pairs have appeared.
d. The pair 00 can appear, but 000 is not random and can never appear in the table.
e. The pair 99 is less likely to appear than the pair 64.

Planners of a bridal shower have each of the 25 guests draw a ticket from a hat, with the tickets numbered 1 to 25. At the end of the party, three different names will be drawn and those three guests will receive prizes. Which of the following assignments of random digits would be appropriate for modeling a simulation of this?
I. Assign " $0,25,50,75$ " to the first ticket, " $1,26,51,76$ " to the second ticket, . . . "24, 49, 74, 99" to the 25 th ticket.
II. Assign "0-3" to the first ticket, "4-7" to the second ticket, . . . "96-99" to the $25^{\text {th }}$ ticket.
III.Assign "01" to the first ticket, "02" to the second ticket, . . . "25" to the 25 ${ }^{\text {th }}$ ticket, and ignore "00" and "26-99".
A. I only
B. II only
C. III only
D. II or III only
E. I, II, III

A basketball player has a 70\% free throw percentage. Which plan could be used to simulate the number of free throws she will make in her next five free throw attempts?
I. Let 0,1 represent making the first shot, 2,3 represent making the second shot, ..., 8, 9 represent making the fifth shot. Generate five random numbers $0-9$, ignoring repeats.
II. Let $0,1,2$ represent missing a shot and $3,4, \ldots, 9$ represent making a shot. Generate five random numbers 0-9 and count how many numbers are in 3-9.
III. Let $0,1,2$ represent missing a shot and $3,4, \ldots, 9$ represent making a shot. Generate five random numbers $0-9$ and count how many numbers are in 3-9, ignoring repeats.
B. II only
C. III only
D. II and III
E. I, II, and III

Criticize the following simulation: A student simulates the outcome of a basketball player's 3-point shot by letting $0=$ missed shot and $1=$ made shot.
A) The simulation cannot model the real situation. Shooting accuracy varies from day to day, so the real situation is inherently unpredictable.
B) The simulation probably will not model the real situation. The simulation assumes that the player makes $50 \%$ of his 3-point shots, which is probably unrealistic.
C) The simulation should model the real situation.
D) The simulation will not model the real situation. The simulation fails to account for the type of defense employed by the opposing team.
E) The simulation probably will not model the real situation. The shooter's accuracy on a given day might be affected by an injury or illness.

Criticize the following simulation: A student uses a random number from 5 to 13 to simulate the shoe sizes of a population of females.
A) The simulation will not model the real situation. To accurately model the population, the simulation should also account for the foot width.
B) The simulation will not model the real situation. Some females have foot sizes that fall outside of the range.
C) The simulation will not model the real situation. It will predict too many small sizes and too many large sizes. Extremes in foot size are not all that common.
D) The simulation should model the real situation.
E) The simulation will not model the real situation. The shoes size of a particular female is unpredictable and cannot be modeled.

A multiple choice quiz has 4 questions. Each question has 5 choices (a to e). If you guess indiscriminately, what is the chance that you will get more answers correct than incorrect? Use the random number table below. Run 5 trials.

| 10097 | 32533 | 76520 | 13586 | 34673 | 54876 | 80959 | 09117 | 39292 | 74945 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 37542 | 04805 | 64894 | 74296 | 24805 | 24037 | 20636 | 10402 | 00822 | 91665 |
| 08422 | 68953 | 19645 | 09303 | 23209 | 02560 | 15953 | 34764 | 35080 | 33606 |
| 99019 | 02529 | 09376 | 70715 | 38311 | 31165 | 88676 | 74397 | 04436 | 27659 |
| 12807 | 99970 | 80157 | 36147 | 64032 | 36653 | 98951 | 16877 | 12171 | 76833 |
|  |  |  |  |  |  |  |  |  |  |
| 66065 | 74717 | 34072 | 76850 | 36697 | 36170 | 65813 | 39885 | 11199 | 29170 |
| 31060 | 10805 | 45571 | 82406 | 35303 | 42614 | 86799 | 07439 | 23403 | 09732 |
| 85269 | 77602 | 02051 | 65692 | 68665 | 74818 | 73053 | 85247 | 18623 | 88579 |
| 63573 | 32135 | 05325 | 47048 | 90553 | 57548 | 28468 | 28709 | 83491 | 25624 |
| 73796 | 45753 | 03529 | 64778 | 35808 | 34282 | 60935 | 20344 | 35273 | 88435 |

Good CDs Brian is a systems manager for a large company. In his work, he has found that about 5\% of all CDs he orders are bad. He needs to give one of the executives at his company five good CDs. Conduct a simulation to estimate how many CDs Brian will have to check to get five good CDs for the executive.
a. Describe how you will use a random number table to conduct this simulation.
b. Show three trials by clearly labeling the random number table given below. Specify the outcome for each trial.

| Trial | Simulation | Outcome |
| :---: | :---: | :---: |
| $\# 1$ | 03242506921897728370 |  |
| $\# 2$ | 78695214028552581183 |  |
| $\# 3$ | 60809067653999681915 |  |

c. State your conclusion.

Preservative Leather furniture used in public places can fade, crack, and deteriorate rapidly. An airport manager wants to see if a leather preservative spray can make the furniture look good longer. He buys eight new leather chairs and places them in the waiting area, four near the south-facing windows and the other four set back from the windows as shown. He assigned the chairs randomly to these spots. You must select 2 chairs from each side.


Use the random numbers given to decide which chairs to spray. Explain your method clearly.
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