PART I. Textbook problems from Freedman, Pisani & Purves:

.Chapter 14.   Exercise Set A : #3
                Exercise Set B: #3, #5
                Review Exercises: #1, #6, #10

Chapter 16.   Exercise Set A: #6, #8
               Review Exercises: #7 and #9

PART II. CRAPS TUTORIAL

This part is an exercise in constructing a box model. Basically, (1) I would like you to sketch a box for the game of "craps". I will get you started by giving you the numbers that go on the "tickets":

2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12

And you need to write down the proportion or percentage or how many of each kind there are.

Then answer the following:

(2) Should you replace the tickets after each draw? If yes, explain why. If no, explain why not.

(3) Suppose you are going to roll the die (or draw from the box) 72 times. Calculate the sum of the 72 rolls (or draws). Then calculate the average. Write these numbers down and turn in the whole assignment.

If you would like to learn more about craps, please see:

http://members.tripod.com/%7EGlennDH/index.html

or

http://casinogambling.about.com/hobbies/casinogambling/library/weekly/aa051099.htm

Please remember to read Freedman's summary on page 287 of your text.