Problems to be handed in:

1) Do the first of the interactive exercises above exercise 17 in Unit B1 of *CyberStats* entitled “Probability Concepts”.

   This entails starting the “The Let’s Make a Deal Applet” and play the game 50 times using each of the two strategies (that is, swap or do not swap the initial door). Write down the success proportions for each strategy for use in the next question.

2) Do the second of the interactive exercises above exercise 17 in Unit B1 of *CyberStats* entitled “Probability Concepts”. It is the “Theoretical Probability” interactive, and involves a probability tree at the end of the page.

   To do this, first read through the page to get a sense of how probability tables are relevant here.

   Using the data collected in the first question, fill in the table entries for the “stay” strategy and click the “Compute!” button. The data you collected from the first interactive for the stay strategy fills the upper-left and lower-right cells (the other cells are zero). From the probability table, what are your probabilities of “Pick prize” and what is the probability of “Open Prize door”?

   Fill in the table entries for the “swap” strategy and click the “Compute!” button. The data you collected from the first interactive for the swap strategy fills the bottom-left and upper-right cells (the other cells are zero). From the probability table, what are your probabilities of “Pick prize” and what is the probability of “Open Prize door”?

3) Submit electronically your answers to the above two questions as part of your answer to exercise 17 Unit B1 of *CyberStats* entitled “Probability Concepts”