AP Statistics END OF THE YEAR

PROJECT

Chapter 11: UNDERSTANDING RANDOMNESS (Summary)

Important terms to know:

<u>Random</u>- an event is random if we know what outcomes could happen, but not which particular values will happen.

<u>Simulation</u>- a simulation models random events by using random numbers to specify event outcomes with relative frequencies that correspond to the true real-world relative frequencies we are trying to model.

<u>Simulation component</u>- the most basic situation in which something happens at random.

Outcome- an individual result of a component of a simulation is its outcome.

<u>Trial</u>- the sequence of several components representing events hat we are pretending will take place.

<u>Response variable</u>- Values of the response variable record the results of each trial with respect to what we were interested in.

To create a simulation we must:

Identify the component to be repeated
Explain how you will model the outcome
Explain how you will simulate the trial
State clearly what the response variable is
Run several trials
Analyze the response variable
State your conclusion in context of the problem

You can also use a calculator to simulate trials for you! Simply go to:

MATH PRB randInt (

Choose the integers you would like to produce and how many time(s) you would like to produce them. (i.e (0, 9, 5) which tells the calculator to choose from 0-9-- 5 times)

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