

You can practice by changing the numbers!

X	0	1	2	3	4
P(X)	0.5	0.1	0.2	0.1	0.1

1. Calculate the mean value of x.

$$\mu_x = 0(.5) + 1(.1) + 2(.2) + 3(.1) + 4(.1) = 1.2$$

2. Interpret the mean value of x in the context of the problem (quiz will tell you the topic of the distribution) The average score of the event x over many trials will be 1.2

3. What is the probability that a random x exceeds the mean number of x?

$$P(2) + P(3) + P(4) = .2 + .1 + .1 = .4$$

4. Calculate the standard deviation of x.

$$\text{Variance} = (0-1.2)^2(.5) + (1-1.2)^2(.1) + (2-1.2)^2(.2) + (3-1.2)^2(.1) + (4-1.2)^2(.1) = 1.96$$

$$\sigma_x = 1.4$$

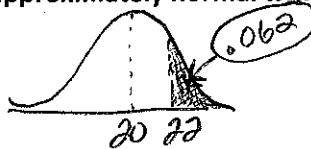
5. Multiply each x by 4 and find the mean and standard deviation of the new distribution.

x	0	4	8	12	16
P(x)	.5	.1	.2	.1	.1

Use same methods or calc method to find  $\mu_x = 4.8$   $\sigma_x = 5.6$

The distribution of x is approximately normal with a mean of 20 and a standard deviation of 1.3.

6.  $P(x > 22)$



$$Z = \frac{22-20}{1.3} = 1.538$$

Use table or calculator.

Normalcdf(22, high #, 20, 1.3)

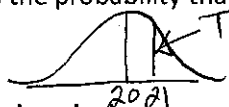
Any very high number can represent the end of the curve

7. Where is the 85<sup>th</sup> percentile?  
invNorm(.85) = 1.036 = Z for 85<sup>th</sup> percentile

$$\frac{x-20}{1.3} = 1.036 \leftarrow \text{solve for } x$$

85<sup>th</sup> percentile is 21.3468

8. What is the probability that x is EXACTLY 21 minutes. Explain.



This is a line which has no area so probability is zero!

A game is played where you roll a die. You win \$5 if you roll a 2 or 3. You win \$2 if you roll a 1. Any other roll you pay \$1.

9. What is the expected value of this game if you play over a long period of time?

$$1.50$$

x	(+) Win 5.00	(+) Win 2.00	(-) Lose 1.00
P(x)	2/6	1/6	3/6

$$2/6(5.00) + 1/6(2.00) + 3/6(-1.00)$$

10. Is this a fair game? Explain.

No, expected value of a fair game is zero, this game favors the person rolling the die.

