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# EE 381 Project 2
# Bernoulli Trials, Bayes' Rule, and General Probability
Bernoulli Trail:
print('\nBernoulli Trial Simulation.')
# Cast the number to float for success rate
p = float(input('Enter the Probability of Success: '))
k = int(input('Enter the number of trails: '))
# Using the old random number generator code from Project 1
# The norm N is 10,000
N = 10000
# The adder A is 4,857
A = 4857
# The multiplier is 8,601
M = 8601
# Input the Seed
#S = input("Enter seed number. ")
S = 1;
for i in range(k):
    S = (M*S + A)%N
    R = S/float(N) \# Float division is used to obtain the number
on (0,1)
    print(format(R, '.4f')) # Print number to 4 decimal places
# End of Project 1 random number generator
    if R < p:
        print('Success!\n')
    else:
        print('Failure!\n')
```

Ball Can:

```
import math
# The norm N is 10,000
N = 100000
# The adder A is 4,857
A = 4857
# The multiplier is 8,601
M = 8601
Ball = [0, 0, 0]
# Initialize the counters
sum One = 0
sum Two = 0
# Initialize the Seed
#S = input("Enter seed number. ")
S = 0
# Initialize the number of Experiments
k = int(input('Enter the number of experiments. '))
for k in range(k):
    for i in range(3):
        S = (M*S + A)%N
        R = S/float(N) # Float division is used to obtain the
number on (0,1)
        # Generating number 1 - 5
        Ball Number = math.floor(R*5 + 1)
        # Saving the randomized number into list
        Ball[i] = int(Ball Number)
```