Counting: Say we want to pick 10 items from 4 types, with replacement, but without worrying about the order of selection. So at the end, we are OK to just group them by type. E.g. Choose to items of types red, green, blue, black. We don't core about the order of selection, so just tells us how many many of each type 13 objects: 10 items and 3 = 4-1 dividing lines locations of the bers (reds) / greens } (blues) blacks give the full Story, he. fell us how many of each color we have 10 + 4-1 = 13 objects 4-1 = 3 bers 10 bells $\begin{pmatrix} 13\\3 \end{pmatrix} = \begin{pmatrix} 13\\16 \end{pmatrix} \quad u=y^3$ In general, say we want r items (above r=10) of n different types (above n = 4) and we do not care about the order of selection. just want to Know (X,, X2, X3, X4) in general (x, X2, ..., Xn) reds greens blues blacks there are Ttn-1 objects total (balls + bars)
n-1 bars r balls (r+n-1) = (r+n-1) ways to get ritens of n types without regard to the order of

selection.