

## WORKSHEET (4 exercises)

1. In Lecture 8 we introduced the `sample()` function.

Looking in RStudio help, we see the following description of `sample()`

### Description

`sample` takes a sample of the specified size from the elements of `x` using either with or without replacement.

You can use the `sample` function to create sample data.

**sample()** The arguments of the function are:

`x` a vector of values,

`size` sample size

`replace` Either use a chosen value more than once or not

`prob` the probabilities of each value in the input vector

Here is a new function:

**set.seed()** function allows us to reproduce the exact sample each time we execute a random-related function. The **set.seed()** function sets the starting number used to generate a sequence of random numbers. The syntax is `set.seed(n)`, where `n` is a seed number.

The seed number you choose is the starting point used in the generation of a sequence of random numbers. Which is why you will obtain the same results given the same seed number.

### EXAMPLE

Create a sample of 100 'fair coin' flips. Use zero and one to denote heads or tails.

```
set.seed(123)
```

```
fair_coin <- sample(c(0,1), 100, replace = TRUE)
```

### EXERCISE

- Create a vector consisting of integer elements 5 through 20.
- Using this vector, create a reproducible sample of 5 integers.
  - Allow the sample to have repeated values.
  - Do not allow the sample to have repeated values.

2. The probability distribution of a discrete random variable  $X$  is as shown in the table:

$x$	1	2	3	4	5
$P(X=x)$	0.0	A	0.4	0.1	0.03

Using R as shown in the lecture:

- Find the missing value  $A$
- $P(X < 2)$
- Find the mean of the random variable  $X$ .
- Construct the cumulative distribution function of  $X$ .

3.

- a. Calculate  $32!$  (Use R)
- b. How many different ways can 5 ULA's be assigned to 3 classes? (Assume 1 ULA per class)
- c. How many different ways can a professor choose 10 out of 85 exam papers to review, assuming order does not matter.

4.

Using the method shown in lecture 8, demo 9, calculate the probability of scoring a 4 when rolling a fair 6-sided die.

**END WORKSHEET 8**