

Always code as if the
guy who ends up
maintaining your code
will be a violent
psychopath who knows
where you live.
Code for readability.

-- John Woods

1. The Monty Hall Problem

The Monty Hall Problem

Suppose you're on a game show, and you're given the choice of three doors: Behind one door is a car; behind the others, goats.

You pick a door, say No. 1, and the host, who knows what's behind the doors, opens another door, say No. 3, which has a goat.

He then says to you, "Do you want to pick door No. 2?"

Is it to your advantage to switch your choice?

1



2



3



The Answer

You switch doors!

There is a 66% chance the car is other door.



Can we Prove This?

What would it take to convince
you the answer is true?

Let's Code It

1. Convert the real life process to steps!
2. Convert the process to code!