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

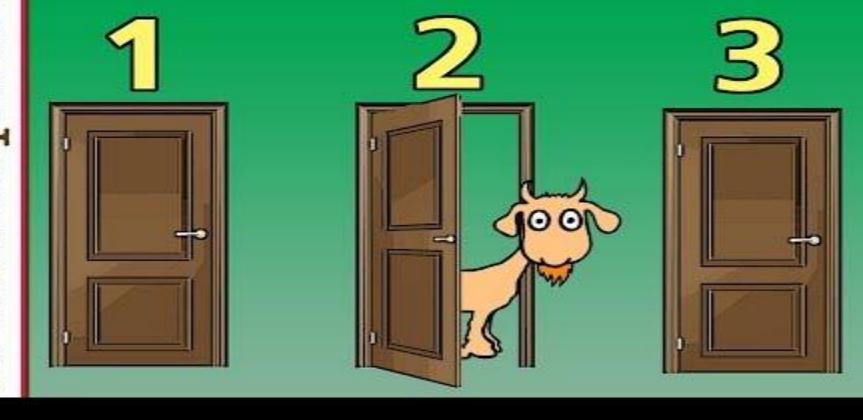
# The Monty Hall Problem

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?



### 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 it true?

### Let's Code It

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