



**PERTH MODERN SCHOOL**  
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**Independent Public School**

**Course** \_\_\_\_ **Methods\_Test 4\_** **Year** \_\_12\_\_\_\_

**Student name:** \_\_\_\_\_ **Teacher name:** \_\_\_\_\_

**Date: Weds 26 August**

**Task type:**                      **Response**

**Time allowed for this task:** \_\_\_\_45\_\_\_\_ mins

**Number of questions:**        \_\_\_\_6\_\_\_\_

**Materials required:** Calculator with CAS capability (to be provided by the student)

**Standard items:** Pens (blue/black preferred), pencils (including coloured),  
sharpener, correction fluid/tape, eraser, ruler, highlighters

**Special items:** Drawing instruments, templates, notes on one unfolded sheet  
of  
A4 paper, and up to three calculators approved for use in the  
WACE examinations

**Marks available:**    \_\_46\_\_ marks

**Task weighting:**        \_\_10\_\_%

**Formula sheet provided: Yes**

**Note: All part questions worth more than 2 marks require working to obtain full marks.**

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Q1 (1, 1, 1 & 3 = 6 marks)

Consider a continuous random variable X that is uniformly distributed as follows.

Determine the following:

a)  $P(X > 3)$

Solution
$(7 - 3)0.2 = 0.8$
Specific behaviours
✓ determines area

b)  $P(X \geq 3)$

Solution
$(7 - 3)0.2 = 0.8$ Same result as (a)
Specific behaviours
✓ same result as (a)

c)  $P(1 < X \leq 7)$

Solution
1
Specific behaviours
✓ states prob

d)  $P(X > 3 | x < 6)$

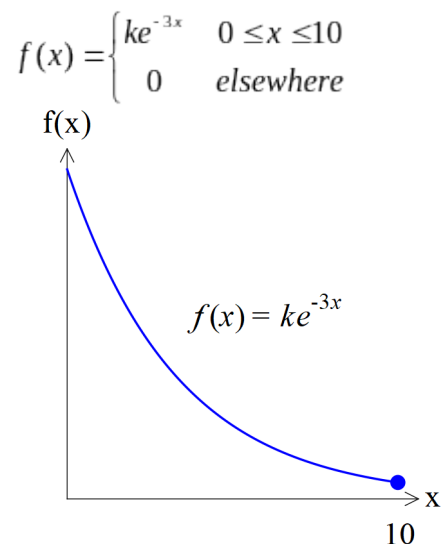
Solution
$\frac{(6 - 3)0.2}{(6 - 2)0.2} = \frac{3}{4}$
Specific behaviours

- ✓ uses conditional formula/idea
- ✓ correct denominator
- ✓ correct prob

Q2 (3 marks)

Consider a continuous random variable X shown below.

Solve for the constant  $k$  exactly. (Show all working)



#### Solution

TI-Nspire calculator interface showing the solution for  $k$ :

$$\text{solve}\left(\int_0^{10} k \cdot e^{-3 \cdot x} dx = 1, k\right)$$

$$\left\{k = \frac{3 \cdot e^{30}}{e^{30} - 1}\right\}$$

#### Specific behaviours

- ✓ uses integral with correct limits
- ✓ solves backwards from a total area of one
- ✓ states exact value of  $k$

Q3 (1, 4, 1 & 2 = 8 marks)

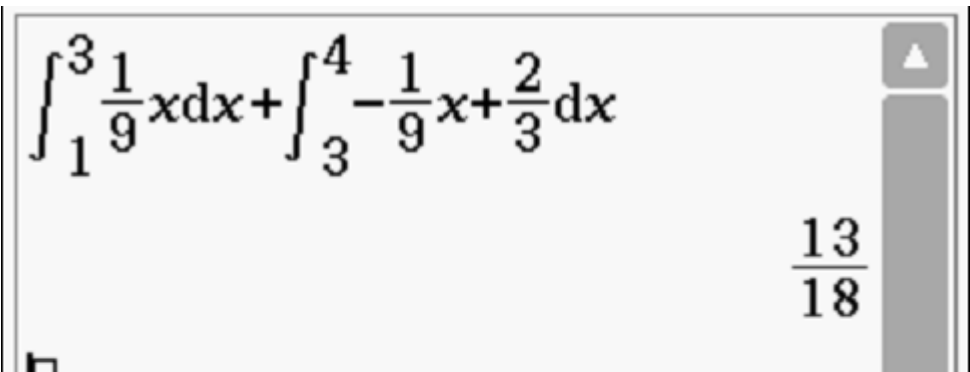
Consider a continuous random variable X shown below. (Not drawn to scale)

a) Determine the value of the constant  $K$ .

#### Solution

$\frac{1}{2}(6)K = 1$ $K = \frac{1}{3}$
<b>Specific behaviours</b>
✓ states value

b) Determine  $P(1 < x < 4)$

<b>Solution</b>
$0 \leq x \leq 3$ $y = mx + c$ $m = \frac{\frac{1}{3}}{3} = \frac{1}{9}, c = 0$ $3 \leq x \leq 6$ $y = ax + b$ $a = \frac{-1}{9}$ $(6, 0)$ $0 = \frac{-1}{9}(6) + b, \quad b = \frac{2}{3}$

<b>Specific behaviours</b>
✓ determines equation of one slope or uses similar triangles ✓ determines equation of second slope or uses similar triangles ✓ uses integration or trapeziums to find areas ✓ states final value

c) Determine  $E(X)$

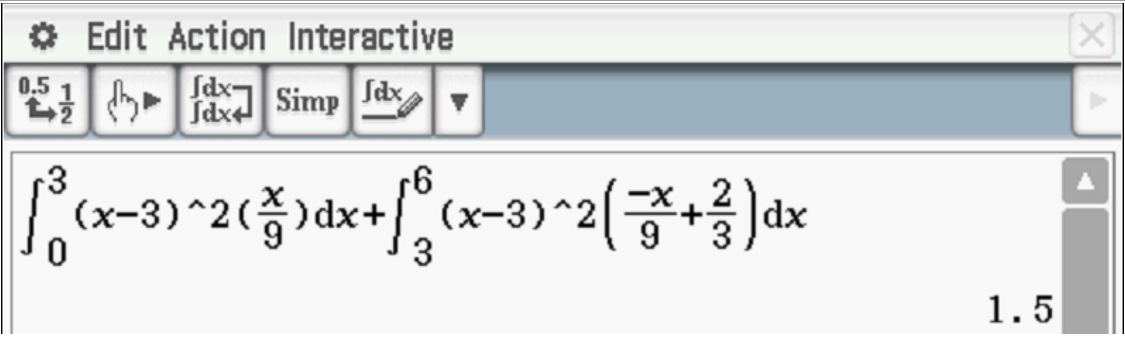
<b>Solution</b>
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3 by inspection and the symmetry around  $x=3$

### Specific behaviours

✓ states value

d) Determine Standard deviation of  $X$

Solution
 <p><math>\int_0^3 (x-3)^2 \left(\frac{x}{9}\right) dx + \int_3^6 (x-3)^2 \left(\frac{-x}{9} + \frac{2}{3}\right) dx</math></p> <p>1.5</p> <p><math>\sqrt{1.5} \approx 1.225</math></p>
Specific behaviours
<p>✓ states correct integral for 0 to 3</p> <p>✓ states correct integral for 3 to 6 and approx. answer for stdev (full marks for answer only)</p>

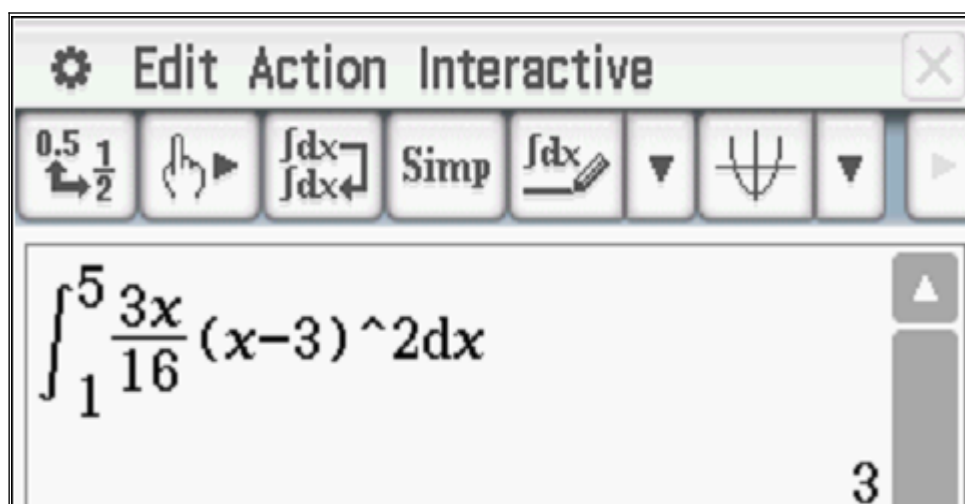
Q4 (2, 2, 2 & 1 = 7 marks)

$$f(x) = \begin{cases} \frac{3}{16}(x-3)^2 & 1 \leq x \leq 5 \\ 0 & \text{elsewhere} \end{cases}$$

A continuous random variable,  $X$  has a pdf  
Determine:

a)  $E(x)$

### Solution

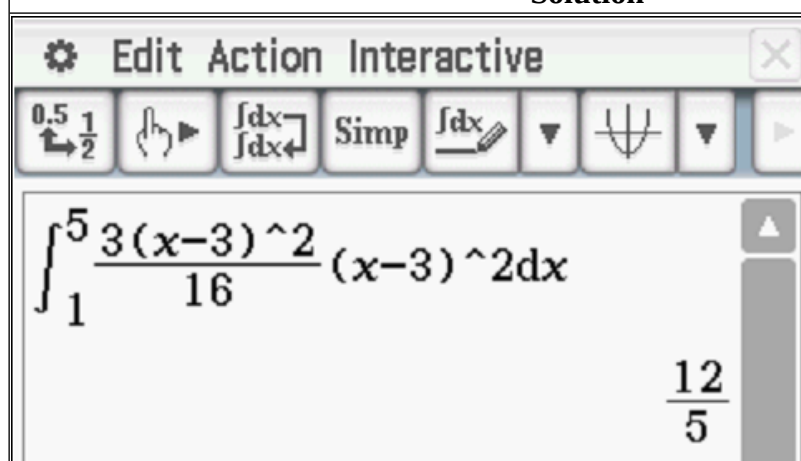


### Specific behaviours

- ✓ uses correct integral
- ✓ states mean

b)  $Var(X)$

### Solution

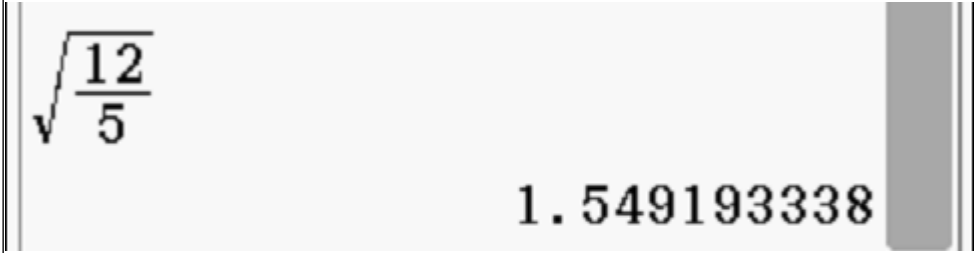


### Specific behaviours

- ✓ uses correct integral
- ✓ states Variance

c) Standard deviation

### Solution


<b>Specific behaviours</b>
<ul style="list-style-type: none"> <li>✓ uses square root</li> <li>✓ states standard dev</li> </ul>

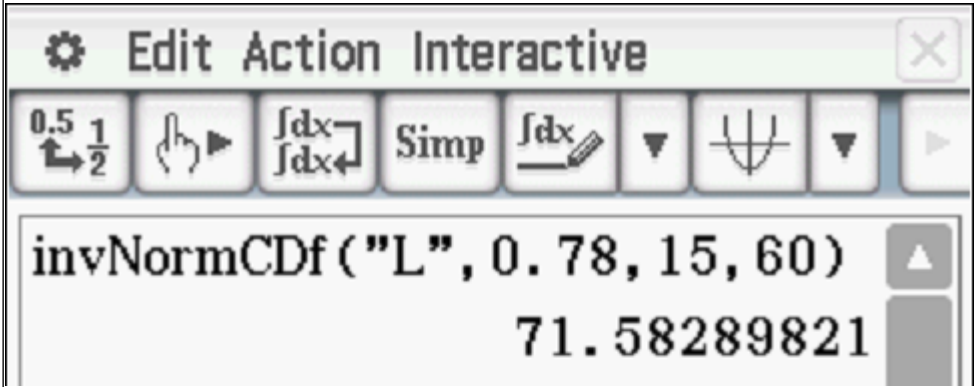
d)  $Var(3x - 1)$

<b>Solution</b>
$Var(3x - 1) = 9Var(x) = 9\left(\frac{12}{5}\right) = 21.6$
<b>Specific behaviours</b>
<ul style="list-style-type: none"> <li>✓ multiplies by 9</li> </ul>

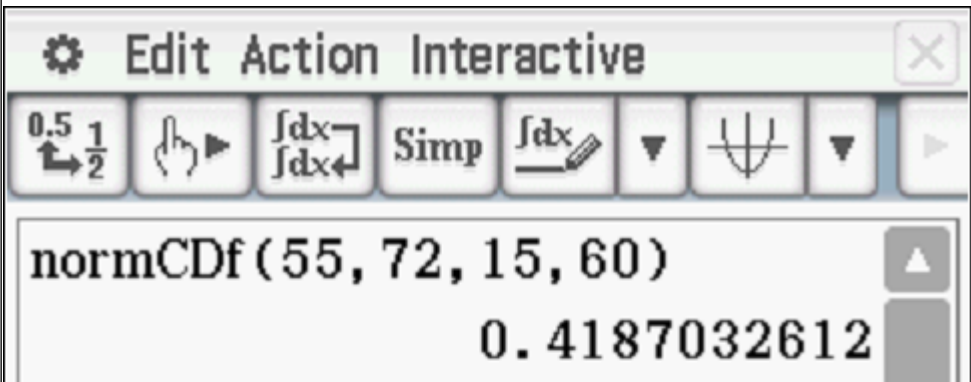
Q5 (2, 2, 2 & 3 = 9 marks)

The results for a class test,  $X$  can be modelled by a Normal Distribution given by  $X \sim N(60, 15^2)$ . Determine:

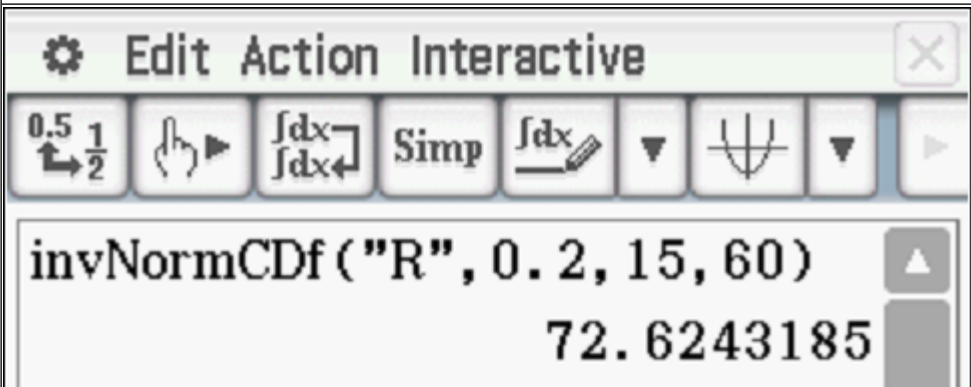
a) The 78<sup>th</sup> percentile.

<b>Solution</b>

<b>Specific behaviours</b>
<ul style="list-style-type: none"> <li>✓ uses inverse prob</li> <li>✓ states percentile</li> </ul>

b)  $P(55 \leq X \leq 72)$

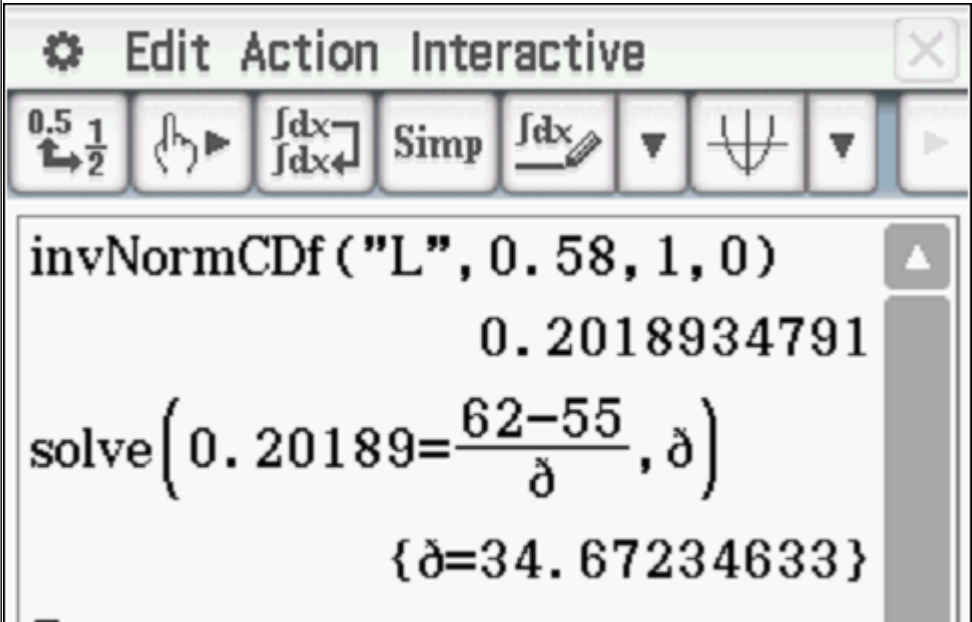
Solution
 <p>The image shows a TI-84 Plus calculator screen. At the top, there is a menu bar with a gear icon and the text "Edit Action Interactive". Below the menu bar is a row of icons: a fraction template (0.5 1/2), a cursor icon, an integral symbol (∫dx), the word "Simp", another integral symbol (∫dx), a dropdown arrow, a normal distribution curve, another dropdown arrow, and a right arrow. The main display area shows the command <code>normCDF(55, 72, 15, 60)</code> and the result <code>0.4187032612</code>.</p>
Specific behaviours
<ul style="list-style-type: none"> <li>✓ uses correct parameters</li> <li>✓ states prob</li> </ul>

c) The cut-off for an A grade given that this grade is only given to the top 20%.

Solution
 <p>The image shows a TI-84 Plus calculator screen. At the top, there is a menu bar with a gear icon and the text "Edit Action Interactive". Below the menu bar is a row of icons: a fraction template (0.5 1/2), a cursor icon, an integral symbol (∫dx), the word "Simp", another integral symbol (∫dx), a dropdown arrow, a normal distribution curve, another dropdown arrow, and a right arrow. The main display area shows the command <code>invNormCDF("R", 0.2, 15, 60)</code> and the result <code>72.6243185</code>.</p>
Specific behaviours
<ul style="list-style-type: none"> <li>✓ uses right tail</li> <li>✓ states cut off</li> </ul>



- d) A second test is a Normal Distribution with a mean of 55. Given that the 58<sup>th</sup> percentile is 62, determine the standard deviation.

Solution

Specific behaviours
<ul style="list-style-type: none"> <li>✓ solves for z score</li> <li>✓ uses rule that links x and z scores</li> <li>✓ solves for standard dev</li> </ul>

Q6 (3, 3, 3, 2 & 2 =13 marks)

The time it takes to be served at a supermarket checkout,  $X$  seconds, can be modelled by a normal distribution as follows  $X \sim N(103, 30^2)$  seconds. The assistant at the check out is paid according to the following scheme.

a) Fill in the probability line of the above table rounded to three decimal places.

Solution					
Time served In seconds	$0 \leq X < 35$	$35 \leq X < 60$	$60 \leq X < 150$	$150 \leq X < 200$	$X \geq 200$
Payment \$P	\$5	\$7	\$12	\$15	\$18
Probability To 4 decimal places	0.0114 Or 0.0117	0.0642	0.8655	0.0580	0.0006 Or 0.0009
Specific behaviours					
✓ contains two correct probs ✓ contains five correct probs ✓ all probs rounded to 3 or 4 dp					

b) Determine the expected payment  $E(P)$  showing full working.

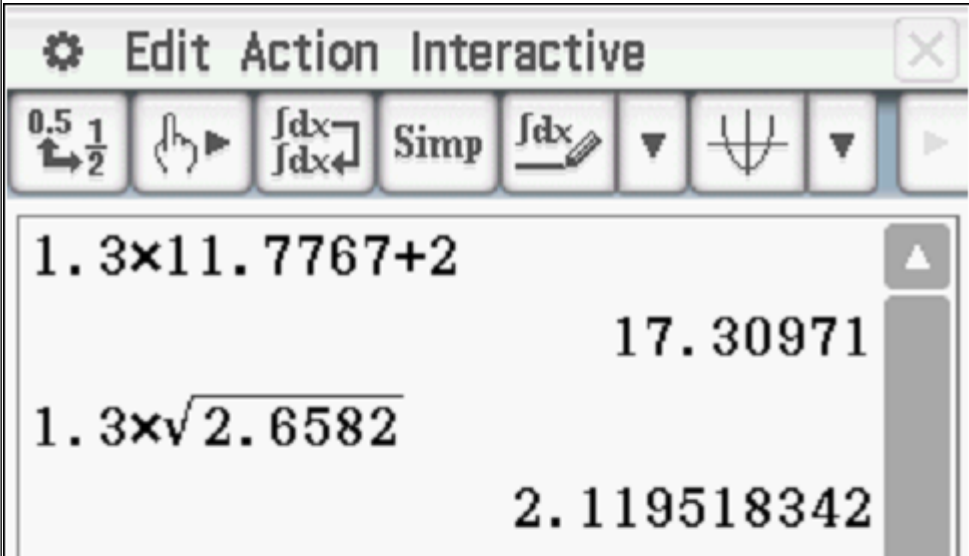
Solution
$5 \times 0.0114 + 7 \times 0.0642 + 12 \times 0.8655 + 15 \times 0.0580 + 18 \times 0.0006 = 11.7767$
Specific behaviours
✓ shows sum of products ✓ uses 5 products ✓ determines mean (accept different values of probs) (2 marks for answer only)

c) Determine the variance of the payment  $Var(P)$  showing full working.

Solution
$(5 - 11.7767)^2 \times 0.0114 + (7 - 11.7767)^2 \times 0.0642 + (12 - 11.7767)^2 \times 0.8655 + (15 - 11.7767)^2 \times 0.0580 + (18 - 11.7767)^2 \times 0.0006 = 2.6582$
Specific behaviours
✓ uses mean from b in calc

- ✓ uses correct sum of terms
- ✓ determines variance (2 marks for answer only)

- d) If the payments were all increased by 30% and a bonus of \$2 added to each category, determine the new mean and standard deviation.

Solution
 <p>The screenshot shows a TI-84 Plus calculator interface. At the top, it says 'Edit Action Interactive'. Below the function keys, the expression <math>1.3 \times 11.7767 + 2</math> is entered, and the result <math>17.30971</math> is displayed. Below that, the expression <math>1.3 \times \sqrt{2.6582}</math> is entered, and the result <math>2.119518342</math> is displayed.</p>
Specific behaviours
<ul style="list-style-type: none"> <li>✓ determines new mean</li> <li>✓ determines new standard deviation</li> </ul>

- e) Explain a limitation of the Normal distribution model and show a calculation to support this.

Solution
<p>Model allows negative times  <math>P(-\infty \leq x \leq 0) = 0.0003</math></p>
Specific behaviours
<ul style="list-style-type: none"> <li>✓ mentions negative times</li> <li>✓ states a positive prob that time is less than zero</li> </ul>