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**GRAPH RESULTS**

**Charizard Monte Carlo:**

**A graph with blue bars

Description automatically generated**

**Pokemon Monte Carlo:**

**A graph of a graph

Description automatically generated**

**Monte Carlo Documentation**

**Description of Program:**

This program runs two Monte Carlos of the Pokémon deck that is made up of 60 cards. In the first Monte Carlo program we are checking the probability of drawing a Pokémon if there is only 1 Pokémon inside a deck of 60 cards in n number of trials. After we get the probability of that we check for 2, then 3, then 4, and so on until we get to a result that doesn’t change.

In the second Monte Carlo program we check the chances of a deck being bricked if the win condition for that deck is having a rare candy inside of deck or hand. We check the chances of the rare candy being inside of prize pool and the deck being bricked. We check for 1 rare candy, then 2, 3, and 4.

**How Program Operates:**

The two programs construct a deck of 60 cards, the Pokémon Monte Carlo uses a construct deck method that takes in a parameter to check how many Pokémon’s we want to put into deck. In the engine we make a loop that iterates the code n amount of trials and after each trial ends we add one Pokémon card into deck and run the trials again.

In the second Monte Carlo we do the same thing but instead we check for trainer cards in deck or hand and if not present then we know it’s in prize Pool and that the deck is bricked. We iterate an n number of times and then add one rare candy.

**OUTPUT**

**Pokemon Monte Carlo:**

**A screen shot of a computer screen

Description automatically generated**

**A screen shot of a computer screen

Description automatically generated**

**A screen shot of a computer screen

Description automatically generated**

**A screen shot of a computer screen

Description automatically generated**

**Charizard Deck:**

**A screenshot of a computer screen

Description automatically generated**