0.1 Put in Raw Data

0.2 Convert Data to Binary Data

```
1 <- length(Game) #23
FT <- c() #free throws vector (binary: 0 or 1)
G <- c() #game vector
for (i in 1:1){
    made.i <- c(rep(1, Made[i]))
    miss.i <- c(rep(0, Miss[i]))
    new.game <- c(rep(Game[i], length(made.i)+length(miss.i)))
    FT <- c(FT, made.i, miss.i)
    G <- c(G, new.game)}
df.data <- data.frame("FT"=FT, "G"=G)</pre>
```

1 Constant Probability

1.1 Estimate α

Table 1: Constant Probability Model - α

Statistic	Values
$\hat{\alpha}$	0.456
Standard Error	0.029
Confidence Interval	(0.400, 0.513)

1.2 Global Lack of Fit - Chi-Squared Approximation

[1] "Pearson X-sq Statistic= 35.511 on 22 degrees of freedom, with p-value of 0.034"

1.3 Local Lack of Fit - Standardized Residuals

```
stdreschi <- chi.test$stdres[,1]#standardize residual
big.res <- length(stdreschi[abs(stdreschi)> 2])
res.table <- cbind(Game, stdreschi)
res.table <- res.table[order(-abs(stdreschi)),]
    #put residuals in order from larges abs value to smallest abs value
colnames(res.table) <- c("Game", "Standardized Residuals")
caption.res <- c("Constant Probability Model: Standardized Residuals")
res.table #sorted from largest to smallest abs value</pre>
```

```
##
         Game Standardized Residuals
##
   [1,]
                          3.32714873
   [2,]
##
           20
                         -1.66809291
## [3,]
            6
                          1.57550655
## [4,]
           1
                          1.55722841
## [5,]
           17
                          1.49526386
## [6,]
           23
                         -1.46327961
## [7,]
           18
                         -1.43798557
## [8,]
           22
                         -1.43798557
## [9,]
           12
                         -1.38101082
## [10,]
           8
                          1.14859812
## [11,]
           21
                          1.12683705
## [12,]
                         -1.00814962
           16
## [13,]
           5
                         -0.91588890
## [14,]
           15
                          0.90355517
## [15,]
           9
                         -0.87157092
## [16,]
           10
                         -0.83317156
## [17,]
           3
                         -0.76148494
## [18,]
           13
                          0.31184647
## [19,]
                         -0.27986222
           4
## [20,]
           11
                         0.27797392
## [21,]
           7
                         -0.21172996
## [22,]
           19
                          0.07343578
## [23,]
            2
                         -0.01042119
```

1.4 Game 14 - Outlier causing lack of fit?

2 Constant Probability Model with Over-disperion

2.1 Estimate Dispersion and Scale

```
phi <- X2/ df
paste("X2 is", decimal(X2, dec), "on", df, "df --and so phi="
    , decimal(phi, dec), "and so sqrt(phi)=", decimal(sqrt(phi), dec))
## [1] "X2 is 35.511 on 22 df --and so phi= 1.614 and so sqrt(phi)= 1.270"</pre>
```

2.2 Estimate α , assuming $\phi \neq 1$

Table 2: Constant Probability Model assuming $\phi \neq 1$ - α

Statistic	Values
$\hat{\alpha}$	0.456
Standard Error of α	0.037
Confidence Interval for α	(0.384, 0.528)