The Monty Hall problem

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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?

We use a simulation to find the answer. First, we define a function to simulate a game:

```julia
using Random; Random.seed!(1)
function whichDoor(👈; nds=3)
    🚪 = fill("🐐", nds)
    🚗 = rand(1:nds)
    🚪[🚗] = "🚗"
    if 🚪[👈] == "🚗"
        host = rand(setdiff(1:nds, 👈))
    else
        host = rand(setdiff(1:nds, [👈, 🚗]))
    end
    👌 = rand(setdiff(1:nds, [👈, host]))
    return (👈=👈, 🚗=🚗, 👌=👌, host=host)
end

# look at ten games
for i in 1:10
    println(whichDoor(rand(1:3)))
end
```

Here are the results for the ten games:

```
 (👈 = 1, 🚗 = 2, 👌 = 2, host = 3)
(👈 = 3, 🚗 = 1, 👌 = 1, host = 2)
(👈 = 3, 🚗 = 1, 👌 = 1, host = 2)
(👈 = 1, 🚗 = 1, 👌 = 2, host = 3)
(👈 = 1, 🚗 = 1, 👌 = 3, host = 2)
(👈 = 2, 🚗 = 2, 👌 = 3, host = 1)
(👈 = 2, 🚗 = 3, 👌 = 3, host = 1)
(👈 = 3, 🚗 = 3, 👌 = 2, host = 1)
```

```
(👈 = 3, 🚗 = 2, 👌 = 2, host = 1)
(👈 = 1, 🚗 = 2, 👌 = 2, host = 3)
```

Now let's define a function to count the frequency from a larger number of the simulated games.

```julia
function countMTH(n; nds=3)
    n_keep, n_switch = 0, 0
    for i in 1:n
        game = whichDoor(rand(1:3), nds=nds)
        if game.👈 == game.🚗
            n_keep += 1
        elseif game.👌 == game.🚗
            n_switch += 1
        end
    end
    return (n_keep, n_switch) ./ n
end

# simulate 100 games to approximate the probabilities
probabilities = countMTH(100)
```

The approximate probabilities of keeping the original choice and switching are (0.32, 0.68).