

In this experimentation for estimating π , I used different values for the number of darts per game and the number of games. The number of darts per game in the estimator affected how close are the darts were to π . If we were to set the number of games to 1, the standard deviation would be 0 because there is not enough data for each game on how many darts per game would we need to averagely calculate closely to π . I found that you needed a higher number of games and number of darts per game that will consistently estimate close to π . For example, I used 1000 games and 1000 darts per game to estimate for π . The average value to π was 3.1414, but the standard deviation in this case was 0.004110. In a game, on average, I needed at least a thousand or more darts to reliably compute π . So in conclusion, in order to get a close approximation of π , you need a high number of games and number of darts per game that are within the thousands.