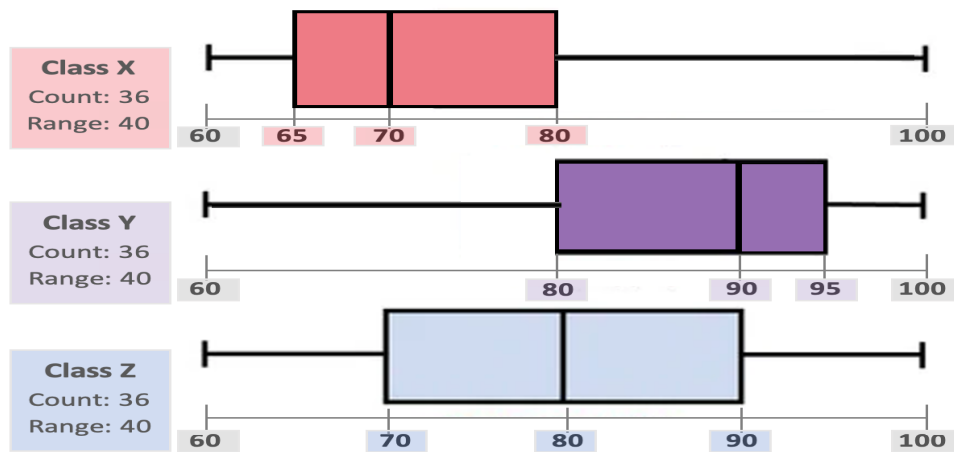
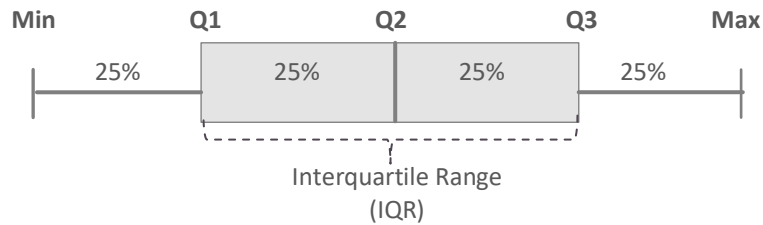


Five Number Summary



3. At the time of registration, there are three psychology classes from which you can choose. The box and whisker plots above represent the data distribution of the recorded grades for each class.

a. FIVE NUMBER SUMMARY

	Percent	Class X	Class Y	Class Z
Minimum				
Quartile 1				
Quartile 2				
Quartile 3				
Maximum				

b. MEASURES OF SPREAD

	Percent	Class X	Class Y	Class Z
Range				
Interquartile				
Range (IQR)				
Median				
Median				

c. Based on the box and whisker plots above, explain which class provides the best probability of receiving a high grade. In your explanation, be mindful to cite for each class a measure of center and measure of spread and two percentages.

Rainikka Corprew		SBA 316	Mar-21-25
No.	Requirement	JS Line 1st Instance	JS Line 1st Instance
1	Cache at least one element using <code>selectElementById</code> .	291	293
2	Cache at least one element using <code>querySelector</code> or <code>querySelectorAll</code> .	7	9
3	Use the parent-child-sibling relationship to navigate between elements at least once (<code>firstChild</code> , <code>lastChild</code> , <code>parentNode</code> , <code>nextElementSibling</code> , etc.).	290	292
4	Iterate over a collection of elements to accomplish some task.	208	211
5	Create at least one element using <code>createElement</code> .	10	11
6	Use <code>appendChild</code> and/or <code>prepend</code> to add new elements to the DOM.	23	24
7	Use the <code>DocumentFragment</code> interface or HTML templating with the <code>cloneNode</code> method to create templated content.		
8	Modify the HTML or text content of at least one element in response to user interaction using <code>innerHTML</code> , <code>innerText</code> , or <code>textContent</code> .	77	91
9	Modify the style and/or CSS classes of an element in response to user interactions using the <code>style</code> or <code>classList</code> properties.	373	392
10	Modify at least one attribute of an element in response to user interaction.	372	391
11	Register at least two different event listeners and create the associated event handler functions.	3	6
12	Use at least two Browser Object Model (BOM) properties or methods.	429	430
13	Include at least one form and/or input with HTML attribute validation.	52	0
14	Include at least one form and/or input with DOM event-based validation. (This can be the same form or input as the one above, but should include event-based validation in addition to the HTML attribute validation.)	98	112
15	Ensure that the program runs without errors (comment out things that do not work, and explain your blockers - you can still receive partial credit).		
16	Commit frequently to the git repository.		
17	Include a README file that contains a description of your application.		
18	Level of effort displayed in creativity, presentation, and user experience.		