

A Collection of **L^AT_EX** Templates

A predictable subtitle

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The Publisher $\boxed{\mathcal{PL}}$

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The same thing

Example to show how classes work

Let's begin with a simple working example here.

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

Introduction

The Monty Hall problem is an interesting puzzle in mathematics inspired by the TV game show "Let's make a deal". It's a famous problem that is really easy to understand.

The problem became famous after its appearance in the column "Ask Marilyn" in 1990 and it's described below:

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?

Let's try to figure it out. At this point there are two doors, behind one door is a goat and behind the other one is a car, thus the probability of choosing the right one is 50%, changing the decision doesn't make any difference in the chances of winning. It's pretty much the same scenario of tossing a coin.

Even though the ideas exposed in the previous paragraph may seem correct, actually switching the choice increases the probability of winning. To understand why let's first check the facts:

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