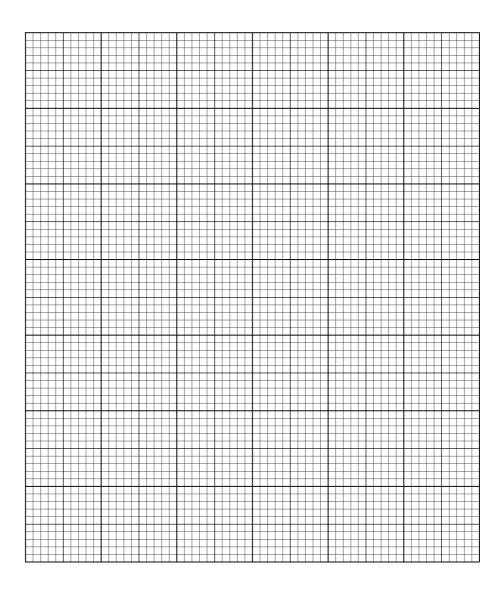
5 The times taken by 200 players to solve a computer puzzle are summarised in the following table.

Time (t seconds)	0 ≤ <i>t</i> < 10	10 ≤ <i>t</i> < 20	20 ≤ <i>t</i> < 40	40 ≤ <i>t</i> < 60	60 ≤ <i>t</i> < 100
Number of players	16	54	78	32	20

(a) Draw a histogram to represent this information.

[4]



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Find the greatest possible value of the interquartile range of these times	
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