```
> restart;
 > rng := evalf\left(\frac{rand(0..1000000)}{1000000}\right);
 rng := 0.0000010000000000  proc()
                                                                                                             (1)
     proc( ) option builtin = RandNumberInterface; end proc(6, 1000001, 20)
 end proc
 > rng();
                                             0.9581980000
                                                                                                              (2)
> p := 0.5;
                                                p := 0.5
                                                                                                              (3)
\rightarrow NE := 10;
                                               NE := 100
                                                                                                              (4)
 \rightarrow NH := 0;
                                                 NH := 0
                                                                                                              (5)
 > for i from 1 to NE do
    Nt := 0:
    for k from 1 to 4 do
    RN := rng():
    if RN < p then Nt := Nt + 1 end if: end do:
    if Nt > 1 then NH := NH + 1 end if: end do:

ightharpoonup PH := evalf\left(\frac{NH}{NE}\right);
                                          PH := 0.75000000000
                                                                                                              (6)
```