



## Microeconomics III: Problem Set 8<sup>a</sup>

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<sup>a</sup>Slides created for exercise class 3 and 4, with reservation for possible errors.

PS8, Ex. 1 (A):

PS8, Ex. 2 (A):

PS8, Ex. 3 (A):

PS8, Ex. 4:

PS8, Ex. 5:

PS8, Ex. 6:

Code examples

**PS8, Ex. 1 (A):**

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**PS8, Ex. 2 (A):**

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**PS8, Ex. 3 (A):**

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## PS8, Ex. 4:

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## PS8, Ex. 5:

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**PS8, Ex. 6:**

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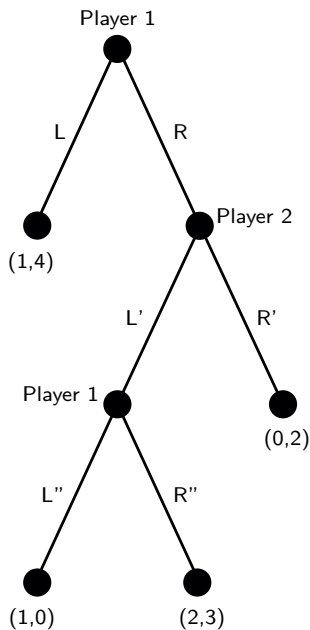




## Code examples

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## Code examples



Matrix, no player names:

	L (q)	R (1-q)
T (p)		
B (1-p)		

Matrix, no colors:

		Player 2	
		L (q)	R (1-q)
Player 1	T (p)		
	B (1-p)		

Matrix, with colors:

		Player 2	
		L (q)	R (1-q)
Player 1	T (p)	1, 1	
	B (1-p)		