OPENING PROBLEM

In a sideshow game, players have a 50% chance of winning a prize worth \$2, \$5, \$10, or \$20. The probabilities of winning these prizes are given in the table below.

Prize value	\$0	\$2	\$5	\$10	\$20
Probability	0.5	0.35	0.1	0.04	0.01



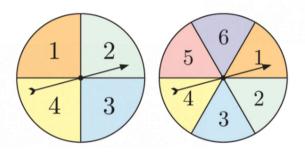
Things to think about:

- **a** What is the sum of the probabilities in the table? Why must this be the answer?
- **b** What is the most likely outcome from playing the game?
- What is the *average* result from playing the game?
- **d** What is a *fair* price for playing the game?

- 1 Classify each random variable as continuous or discrete:
 - a the quantity of fat in a sausage
 - the weight of a Year 12 student
 - e the number of trout in a lake
 - g the length of a horse's mane

- b the mark out of 50 for a geography test
- d the volume of water in a cup of coffee
- f the number of hairs on a cat
- h the height of a skyscraper.

- 2. Suppose the spinners alongside are spun, and X is the sum of the numbers.
 - \mathbf{a} Explain why X is a discrete random variable.
 - **b** State the possible values of *X*.



- 3. A supermarket has three checkouts A, B, and C. A government inspector checks the weighing scales for accuracy at each checkout. The random variable X is the number of accurate weighing scales at the supermarket.
 - **a** List the possible outcomes and the corresponding values of X.
 - **b** What value(s) of X correspond to there being:
 - one accurate scale

ii at least one accurate scale?

DISCRETE PROBABILITY DISTRIBUTIONS

If X is a random variable with possible values $\{x_1, x_2, x_3, ..., x_n\}$ and corresponding probabilities $\{p_1, p_2, p_3, ..., p_n\}$ such that $P(X = x_i) = p_i$, i = 1, ..., n, then:

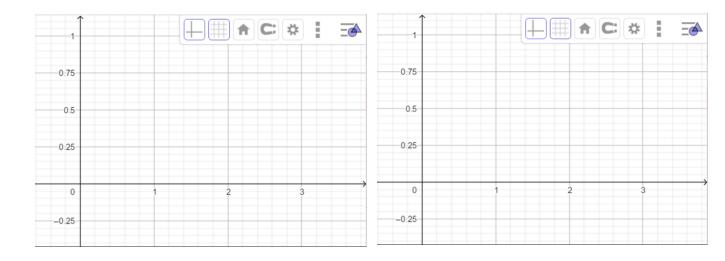
- $0 \leqslant p_i \leqslant 1$ for all i = 1,, n
- $\sum_{i=1}^{n} p_i = p_1 + p_2 + p_3 + \dots + p_n = 1$
- $\{p_1, ..., p_n\}$ describes the **probability distribution** of X.

Example 1: Suppose X is the number of heads obtained when two coins are tossed.

The possible values for X:

The corresponding probabilities:

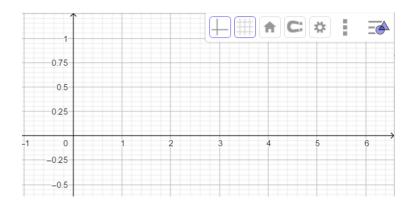
We can display probability distribution in a table or a graph:



Example 2: Suppose X is the result when a die is rolled.

Possible values for X:

The correponding probabilities:



A magazine store recorded the number of magazines purchased by its customers in one week. 23% purchased one magazine, 38% purchased two, 21% purchased three, 13% purchased four, and 5% purchased five. Let X be the number of magazines sold to a randomly selected customer.

- a State the possible values of X.
- **b** Construct a probability table for X.
- Graph the probability distribution.
- d Find the mode and median of X.