This data came from a pre-employ	ment drug screening.	
	Positive Test Result	Negative Test Result
	(drug use is indicated)	(drug use is not indicated)
Subject Uses Drugs	44	6
	(true positive)	(false negative)
Subject is Not a Drug User	90	860
	(false positive)	(true negative)

- (a) False positive Find the probability of selecting a subject with a positive test result given that the subject does not use drugs.
- (b) False negative Find the probability of selecting a subject with a negative test result given that the subject uses drugs.



PCBIA) = PCB). PCAIB)
PCB)PCAIB)+PCB()RAB) BIF)=0.0833 O(B(FC)=,001 (F°)=1-,503=497 C-503X0.085 (.503)(0.0833)+.497(.001) ~ 0.988277

P(V/E)= 7=P(A/B) E=B P(V(EC) = .02 = P(AIBC) P(E(V)= ?=P(B/A) =) = . [[= P(B) P(Ec)=.889=PCBc) ·1110.7+.889·02=.0777 = 0.8138

```
P (A 18)= P (AC 1BC)=X
           PLAN & exceeded limit by breaking his
           P(B) + exceeded limit by blood
            P(B) + exceed limit = 5% = 0.05
           P(A18) + exceeds breakings often exceeds blood-limit
         a) P(BC(A)
             Lo probability of being within legal limit in 6/909
               given exceeding legal limit in breathamyter
          6) determine PCBCIA) IF X =0 MC
           P(8C(A)= P(BC) . P(A1BC) FORMULA
                     PLET - P(ABC) + PC 37 (CA 1B)
         Finding
           P(89 = 0.05
                               P(BE) = 0. 95 P(A) 0. 0875
                              P(AIB") = 0.05 PR")= 0. 9025
           P(A 1B) = C.95
        P(A(18)=0.95
        P(A (B")= (2 P(ATB") = 0.05
             = 0.95 × 0.05
                0.95 x005+ 0.05 x 0.95
            = 0.5
4)
```

- 47% of Millennials have tattoos
- 36% of Generation X have tattoos
- 13% of Boomers have tattoos

whereas the population proportions are 22%, 20%, and 22% for those generations respectively.⁴ Compute the probability that a person is a Millennial given that they have tattoos. (For homework brevity, let us assume that no one in other age groups have tattoos.)

PLM) = 0.22	P(T/M)=0.47
P(G)=0.2	PCT16)=0.36
P(B)=0.72	P(T1B) = 0.13
P(M)T) = P(M)P((0.225 (0.47) (0.125 (0.76) + (0.76) + (0.77) (0.13)

6)

6. A popular video game company sent their futuristic product to a couple of quality control operations in Arstotzka (Q_A) and Stardew (Q_S) . The proportion of biomes sent to Arstotzka is 0.32, and the rest went to Stardew. Given that the biome was sent to Arstotzka, the probability that the quality control operation finds a bug is 13 percent. Given that the biome was sent to Stardew, the probability that the quality control operation finds a bug is 55 percent. Compute the Bayesian odds of Q_A to Q_B given that a bug was found.⁵

P(Qx) =0.32	P(B Q) = 0.13
86.0 = 60)8	R(B Qx) = 0.55
Bayesan odds:	(0.52)(0.13)
	(0.68) (0.55)