

2PL Expected Score Distribution 800 -600 conut 400 -200 -0 -5.0 7.5 2.5 round(Est.ExpScore, 0)

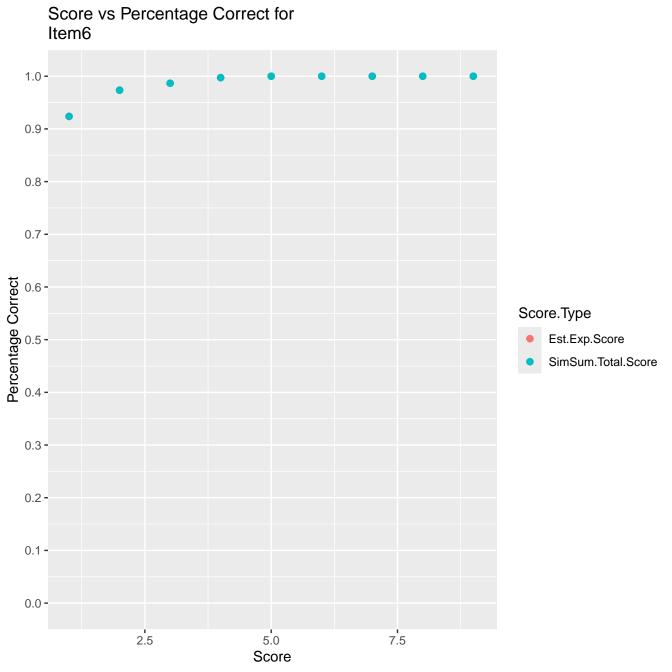
# Score vs Percentage Correct for Item1 1.0 -0.9 -0.8 -0.7 -Percentage Correct Score.Type Est.Exp.Score SimSum.Total.Score 0.3 -0.2 -0.1 -0.0 -2.5 5.0 7.5 Score

# Score vs Percentage Correct for Item2 1.0 -0.9 -0.8 -0.7 -Percentage Correct Score.Type Est.Exp.Score SimSum.Total.Score 0.3 -0.2 -0.1 -0.0 -2.5 5.0 7.5 Score

# Score vs Percentage Correct for Item3 1.0 -0.9 -0.8 -0.7 -Percentage Correct Score.Type Est.Exp.Score SimSum.Total.Score 0.3 -0.2 -0.1 -0.0 -2.5 5.0 7.5 Score

# Score vs Percentage Correct for Item4 1.0 -0.9 -0.8 -0.7 -Percentage Correct Score.Type Est.Exp.Score SimSum.Total.Score 0.3 -0.2 -0.1 -0.0 -2.5 5.0 7.5 Score

# Score vs Percentage Correct for Item5 1.0 -0.9 -0.8 -0.7 -Percentage Correct Score.Type Est.Exp.Score SimSum.Total.Score 0.3 -0.2 -0.1 -0.0 -2.5 5.0 7.5 Score



# Score vs Percentage Correct for Item7 1.0 -0.9 -0.8 -0.7 -Percentage Correct Score.Type Est.Exp.Score SimSum.Total.Score 0.3 -0.2 -0.1 -0.0 -2.5 5.0 7.5 Score

# Score vs Percentage Correct for Item8 1.0 -0.9 -0.8 -0.7 -Percentage Correct Score.Type Est.Exp.Score SimSum.Total.Score 0.3 -0.2 -0.1 -0.0 -2.5 5.0 7.5 Score

# Score vs Percentage Correct for Item9 1.0 -0.9 -0.8 -0.7 -Percentage Correct Score.Type Est.Exp.Score SimSum.Total.Score 0.3 -0.2 -0.1 -0.0 -2.5 5.0 7.5 Score

# Score vs Percentage Correct for Item10 1.0 -0.9 -0.8 -0.7 -Percentage Correct Score.Type Est.Exp.Score SimSum.Total.Score 0.3 -0.2 -0.1 -0.0 -2.5 5.0 7.5 Score