## **LAB 1 CSE 107** I chose to solve the problem in C++. #include <iostream> float tosstrials(int n, int trials, float p) { int Alice = n, Bob = n+1, BobWin=0; p\*=10;for (int i = trials; i > 0; i--){ int AliceHeads=0, BobHeads=0; for (int a = Alice; a>0; a--) if (p <= (rand() % 10 + 1)) AliceHeads++; for (int a = Bob; a>0; a--) if (p <= (rand() % 10 + 1)) BobHeads++; if (BobHeads > AliceHeads) BobWin++; return static\_cast<float>(BobWin) / static\_cast<float>(trials); } int main() { std::cout << "-----\np\trelative frequency\n-----\n"; for (float i = 0.2; i < = 0.9; i + = 0.1) std::cout << i << "\t" << tosstrials (100, 1000, i) << "\n"; } return 0; } **OUTPUT:** > sh -c make -s > ./main p relative frequency 0.2 0.526 0.3 0.537 0.4 0.498 0.5 0.465 0.6 0.505 0.7 0.472 0.8 0.475

## **CONJECTURE:**

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The probability that Bob beats Alice will be 1/2, independent of the value of p.