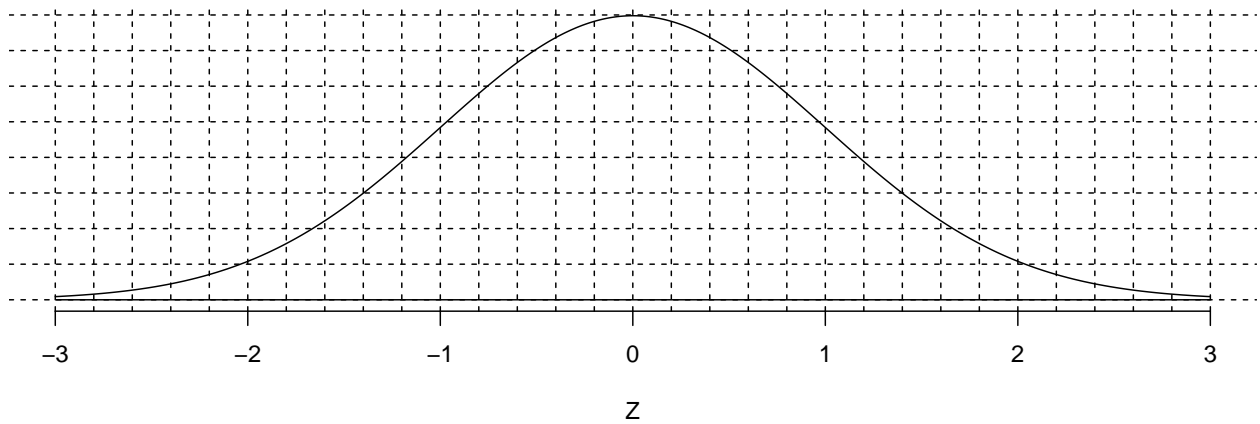


## Question

The figure below shows the standard normal density. Each grid square represents 1% of probability.



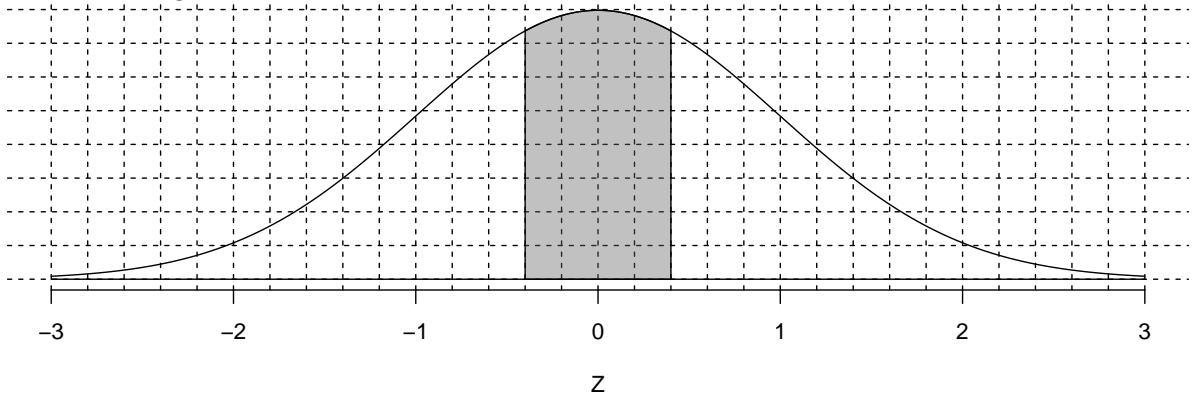
Answerlist —

- Estimate  $z$  such that  $P(|Z| < z) = 0.31$  by shading and counting.
- Determine  $z$  such that  $P(|Z| < z) = 0.31$  by using the  $z$ -table.

## Solution

Answerlist

- The shaded region is shown below.



When you have shaded 31 squares, starting in the middle, you should end near  $z = 0.4$ .

- $z = 0.4$

## Meta-information

extype: string exsolution: yo exname: marbles extol: 0.01