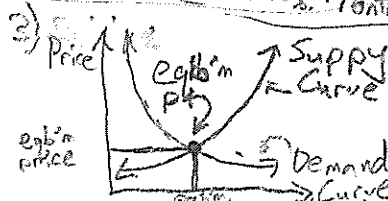
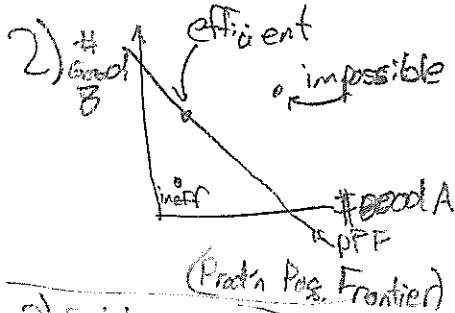
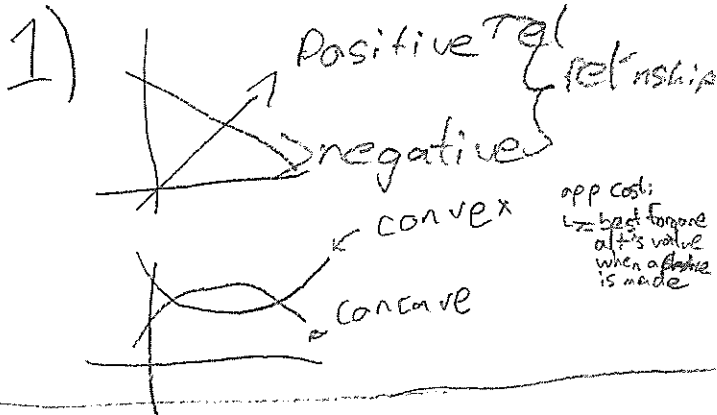


6, 8, 9, 10, 11, 12, 13



- Substitution Effects
→ incr price → ppl looking for substitutes
- Income Effect
→ incr price → ppl can't afford
- normal Good: +income → +demand
- inferior Good: +income → -demand

4) X Elasticity of Y measures how strongly Yers react to changes in X.
(respond)

Measured in $\frac{\% \Delta Y}{\% \Delta X}$

$f(x,y) = \frac{\% \Delta Y}{\% \Delta X}$

$f(x,y) \begin{cases} < 1 \Rightarrow \text{inelastic Y} \\ > 1 \Rightarrow \text{elastic Y} \\ = \infty \Rightarrow \text{perfectly elastic Y} \\ = 0 \Rightarrow \text{unit elastic Y (1:1)} \end{cases}$

Long-Run Y ↔ asymptotic Y values
Momentary Y ↔ immediate Y
Short-Run Y ↔ short-run Y values

8) utility - duh

Marginal utility - the utility of consuming 1 more of a good.

Generally, we want to maximize $\frac{MU_x}{P_x} = \frac{MU_y}{P_y}$

to pick an amount of $\frac{MU_A}{P_A} = \frac{MU_B}{P_B}$

Thus in budgets, we can have $P_x Q_x + P_y Q_y = Y$

Producer Surplus - Extra Producer gets by what they're willing to accept what they get

Consumer Surplus - Δ by what consumers pay with max they'd be free to pay

Bounded Behaviour - heuristics used to manage uncertainty
Will-Power - Sub-opt will power usually makes self-interest what allows us to suppress helping others

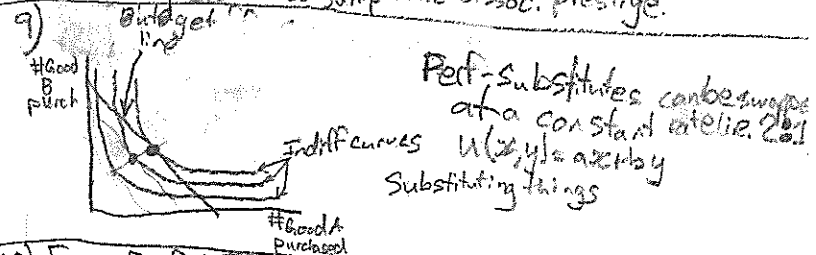
Endowment Effect - higher value due to ownership

Easterlin Paradox - income & happiness are positively correlated but decreasing derivative

Snob Effect - consume b/c others don't

Pardragon Effect - consume b/c others do

Veblen Effect - consumption b/c assoc. prestige



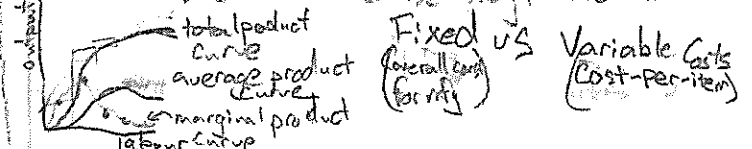
10) Econ Profit = Revenue - Opp Cost of Production

- Opp Cost of Production = Resources Bought + Opp cost of resources used
- Firms must choose (e: production) + (labour supplied)
- what - Compensation - what to buy us produce
- How - Price/Volume - what do isn't
- Principle-Agent Problem - when actors aren't motivated to act by their own interests; ~~what they do~~ are therefore not motivated.

- Sole Proprietorships - owned by one w/ unlt. liability
- Partnerships - multiple owners w/ unlt. liability
- Corporations - Firm w/ ≥ 10 owners who are only liable for their investment
- 4-firm concentration Ratio: % of industry sales by top 4 firms
- Herfindal-Hirschman Index - $\sum MS_i^2$
- Triple bottom-line: Profit, Planet, People

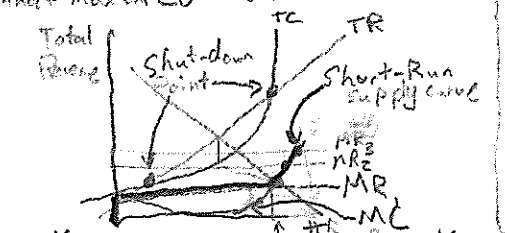
11) Plant-factors of production.

In the short run, the plant is fixed, not so in the long run.
Sunk Cost Bias is the feeling that people get when they want to do some side effect because they paid for it

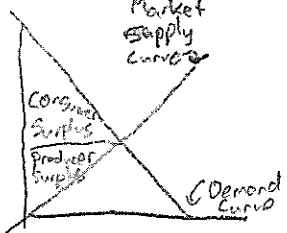
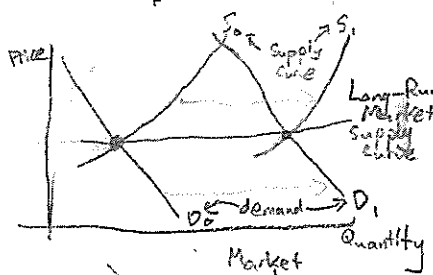
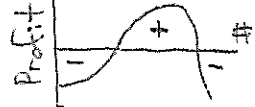


11) Marginal product of capital is the extra amount of prod. from more
 Econ of scale are ones where
 Avg cost decreasing cost falls.
 Dis-econ of scale are the opposite

12) Perfect Competition occurs in industries w/ many firms w/ identical prods.
 2 no restrictions to entry
 3 Estd firms have no unfair advantage
 4 everybody is well informed
 happens when:
 - inefficient scale is small
 - firms produce ident. products
 Firms decide to produce quantities that maximize $TR - \text{total costs}$



Pick whichever has max $TR - TC$ or $MR - MC$



14) Monop. Competition
 - many firms
 - low barriers to entry/exit
 - products are differentiated
 - compete on quality, price, marketing
 - Firms are sensitive to the average price - collusion is impossible
 → Cross-elasticity of demand is large, but not too

→ firms have slight econ loss in short run, but long-run econ profit = 0
 → it is not efficient, but product diversification can help it become efficient.

15) Oligopoly
 Firms set prices b/w w/ strat. w/ their competitors.
 - natural barriers
 - small number of firms
 firms are tempted to coop.

13) Monopolies are where:
 - no close substitute exists
 - high barrier to entry
 - natural (scale)
 - ownership of resources
 - legal (legislated monopoly)
 - Single Price Monopoly is one that has only 1 price for a given good
 - Price discrimination is variable pricing
 - Monopolies are price setters.
 single price monopolies need -- price to sell more \rightarrow revenue is maximized when $MR = 0$
 Profit is maxed when $MR = MC$
 - Regulation occurs to inf. economic activity
 → Contral Deregulation

To discriminate, monopolies must:
 - identify & separate buyer types
 - sell a non-resellable product

Price Discrimination

