

angle\_of\_shot\_radians ~ HalfNormal

```
graph TD; A([angle_of_shot_radians ~ HalfNormal]) --> B[angle_of_shot_degrees ~ Deterministic]; A --> C[p_ball_goes_in ~ Deterministic]; C --> D([p_success ~ Binomial]);
```

angle\_of\_shot\_degrees ~ Deterministic

p\_ball\_goes\_in ~ Deterministic

p\_success ~ Binomial