Basics of computer programming

MathsNET
A joined up approach to teaching and learning mathematics

0.1 Level 1

Use the blocks to generate plot a point on the graph at the point $(1, 2)$.

0.2 Level 2

Use the blocks below to create a variable, X, and set X to some value of your chosing. Once you have done so use the blocks to plot a point at $(X, 2X)$. Click here if you want to watch the explanatory video.

0.3 Level 3

Use the blocks to generate a uniform random variable, X. Plot a point on the graph at $(1, X)$. Click here if you want to watch the explanatory video.

0.4 Level 4

Use the blocks to generate a random variable, Y, from a bernoulli distribution with $p = 0.75$. Plot a point on the graph at $(1, Y)$. Click here if you want to watch the explanatory video.

0.5 Level 5

Use the blocks below to create 10 Bernoulli random variables, $\{X_i\}$. Store all these random variables in a list use this list to plot a graph with points at (i, X_i) where i runs from 1 to 10. Click here if you want to watch the explanatory video.