**DOORS PROGRAM**

This first method shows a case where the player picks the same door and the prize door is randomized. This is the simpler of the two methods. Going through 10,000 trials in a loop, the player picks the same door every time and the prize is a random door. Every time the player picks the prize door, a win is added to the counter. The result is produced by dividing the number of wins per 10,000 trials over the number of trials. The results are below.

A screenshot of a computer program

Description automatically generated

A case where both are randomized. Just like the last method, there is 10,000 trials within a loop. The player and the prize door are randomized. There is new logic here though. The host opens a door, and the player switches their choice. If the player opens the prize door, then they get a win.

A computer screen shot of a program code

Description automatically generated

A computer screen shot of code

Description automatically generated

Results:

