## Programming Challenge 4

Use the random module to generate random numbers. For instance, random.randint(1,6) returns a random integer ranging from [1,6]. To use this module, it is necessary to import random.

## import random

In this challenge, you roll a fair six-sided die. If the result is an odd number, you roll once more then stop; otherwise, you stop right after the first roll. Compute the probability of the sum of your total rolls. Let X and Y correspond to the results of your first roll and second roll (if possible), and Z be the sum of your total rolls. Basically, you are asked to compute the PMF of Z.

```
NumberTrials = 1000
sequenceX=[]
sequenceY=[]
sequenceZ=[]
```

print(percent)

for TrialIndex in range(0, NumberTrials):

If the result of your first roll is an odd number, then you roll once more then stop; if the result of your first roll is an even number, you can assume the result of your second roll is 0. (This assumption does not affect the value of Z since you stop right after the first roll.)

```
sequenceX.append(random.randint(1,6))
if sequenceX[TrialIndex] == 1 or sequenceX[TrialIndex] == 3 or sequenceX[TrialIndex] == 5:
    sequenceY.append(random.randint(1,6))
else:
    sequenceY.append(0)
    sequenceZ.append(sequenceX[TrialIndex] + sequenceY[TrialIndex])

Look at the empirical distribution of Z.

percent = []
for OutcomeIndex in range(2, 12):
    percent.append(sequenceZ.count(OutcomeIndex) / float(NumberTrials))
```

Calculate by hands the probability Z=4 and compare with the corresponding empirical result. Explore how the empirical distribution changes as N grows: 1000, 10000, 100000, etc. Note that the range for random variable Z should be  $\{2, 3, 4, \ldots, 11\}$ .