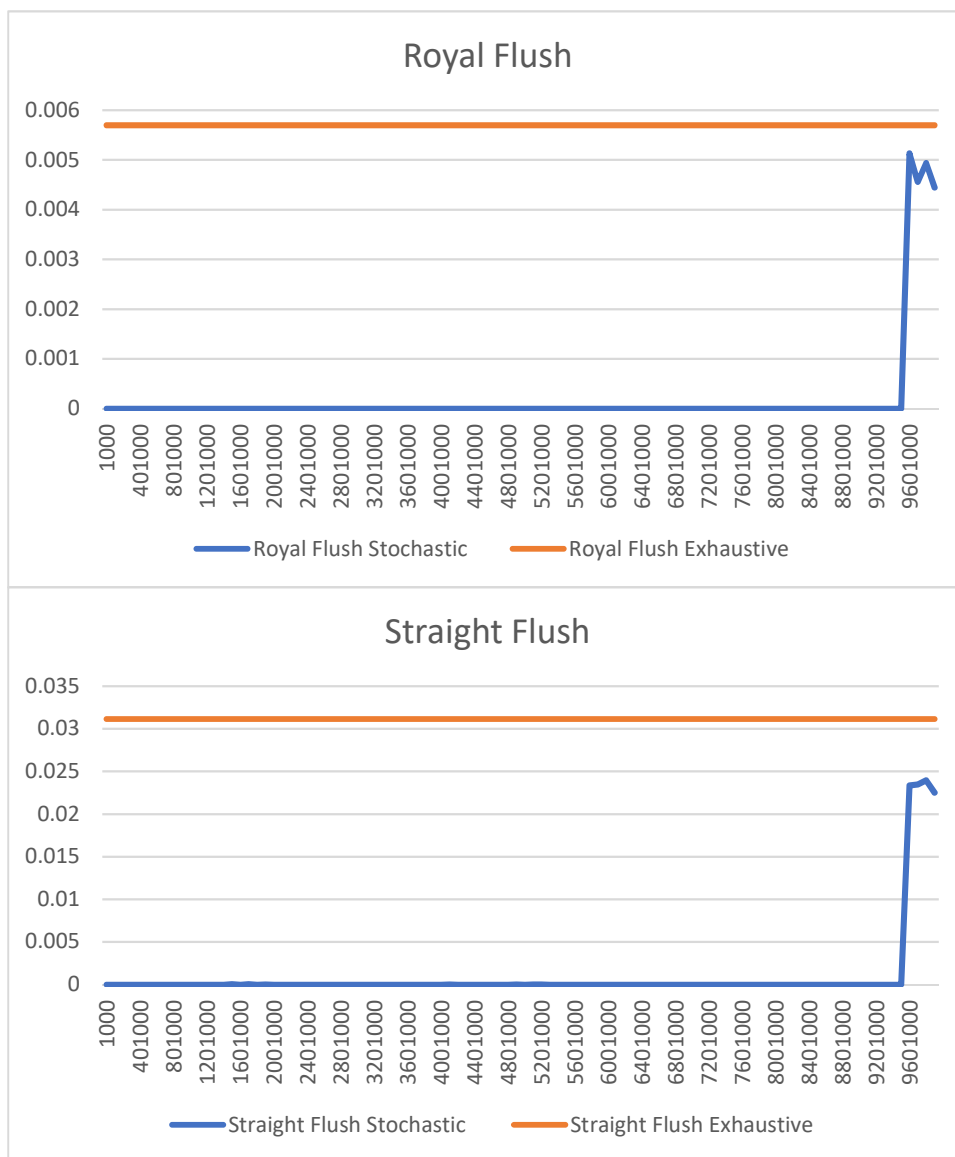


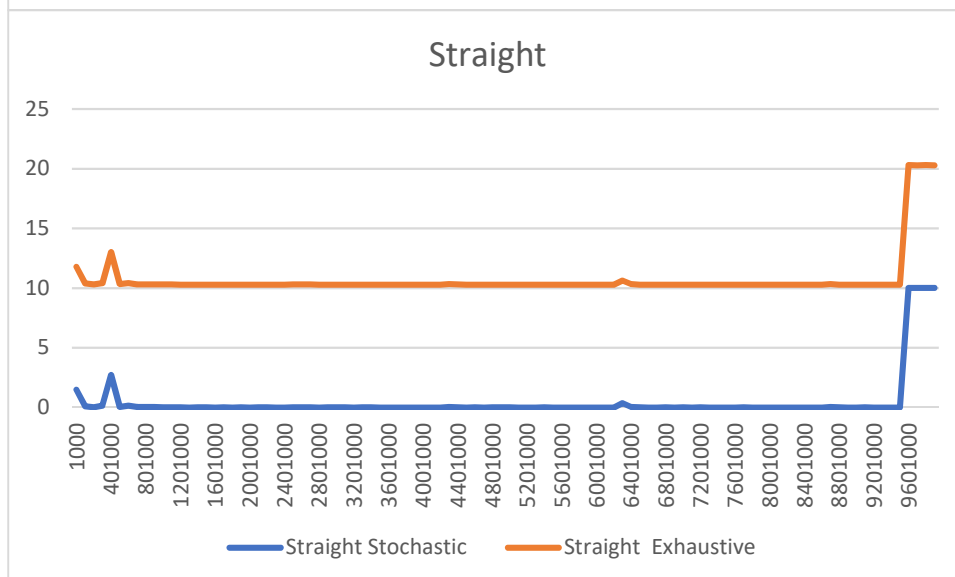
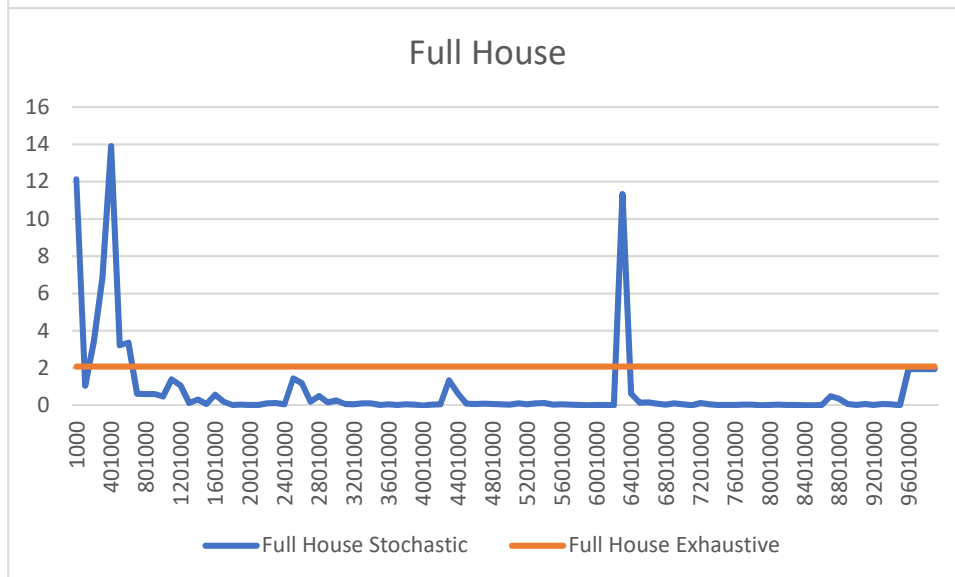
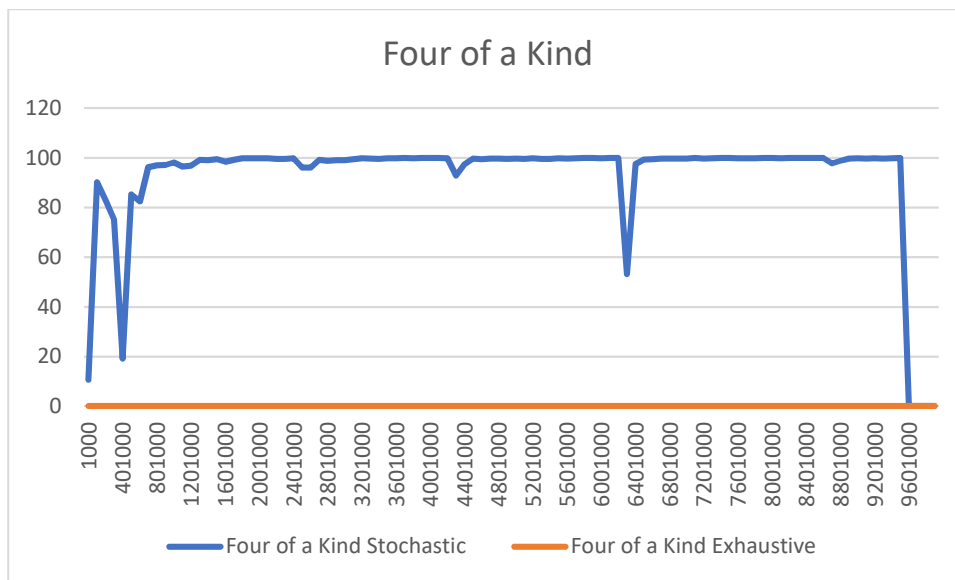
## 1. Overview of Project

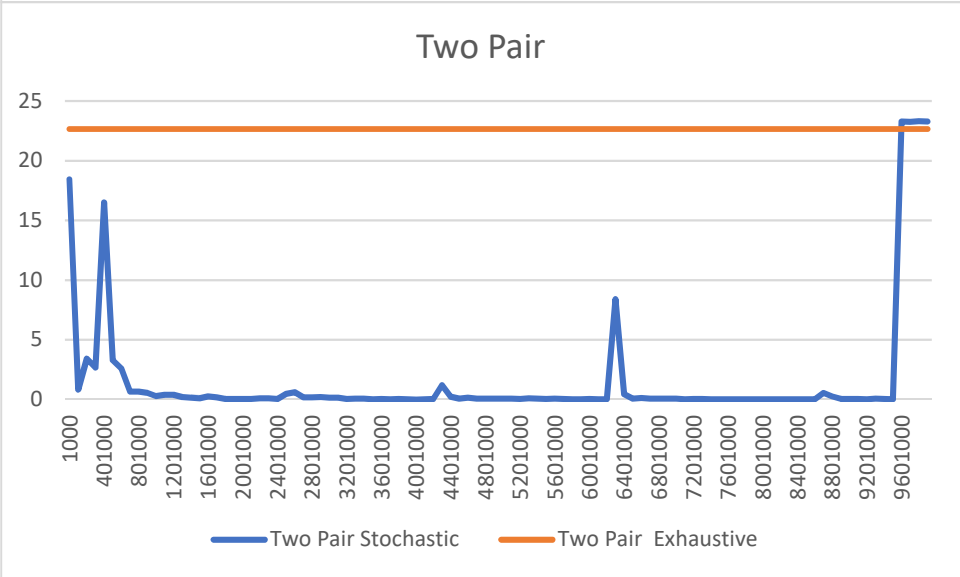
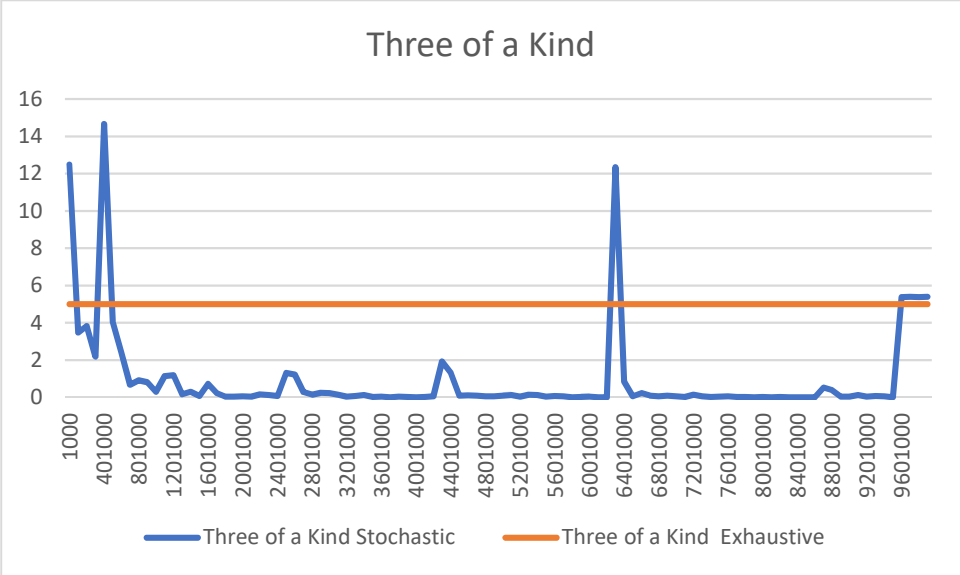
I learned how to create a random number generator and what a stochastic test was. I learned the different kinds of random number generators, sudo and real. I learned about masks in a random number generator.

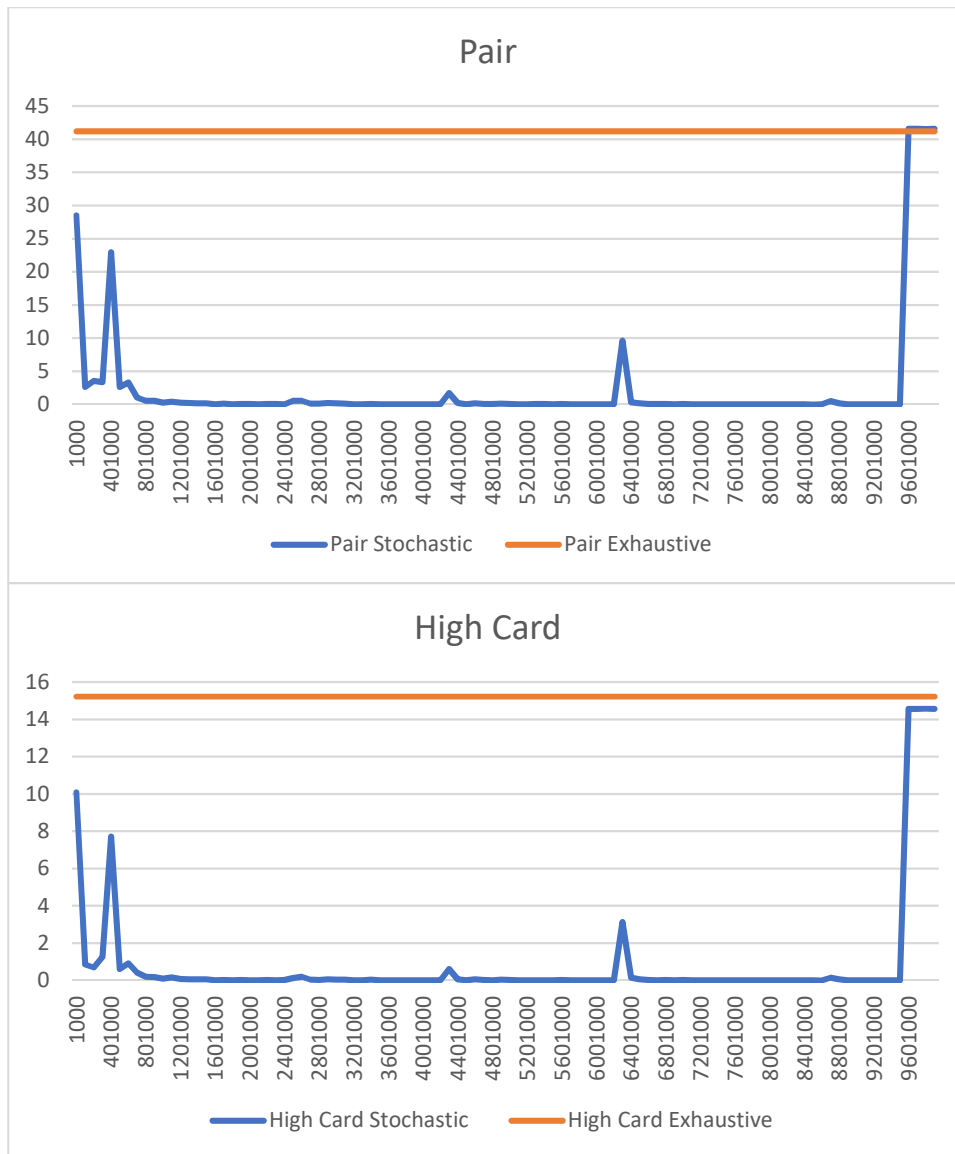
## 2. Timing and Graphs

Show the Accuracy vs. Sampling Rate









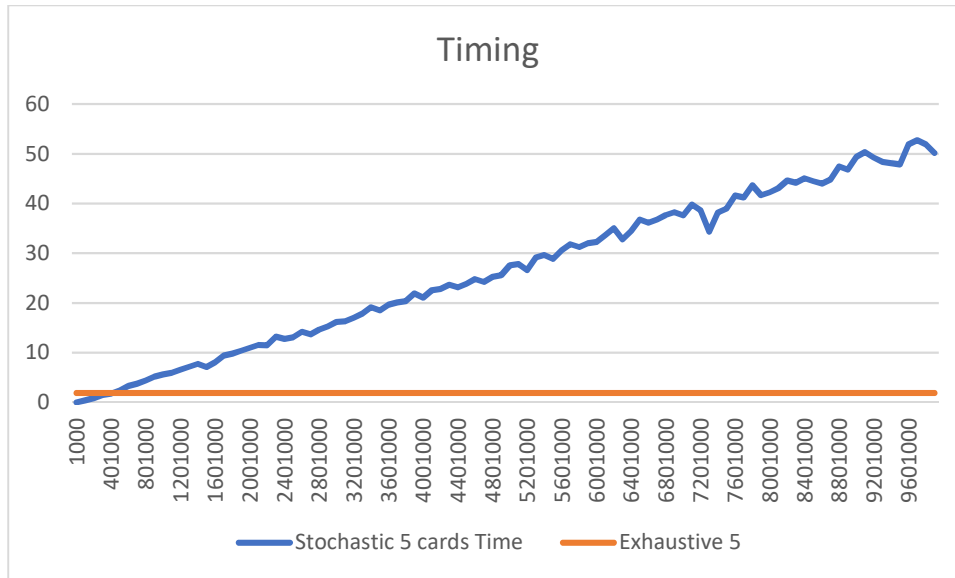
In your analysis document answer: What is the trade off in time vs accuracy? What would be a good trade off between accuracy and the time to compute the stochastic sampling?

The trade off is more time for the stochastic as the sample sizes get very large. Exhaustive is still very accurate and quick, stochastic taking much longer. However it is just as accurate.

How long would you expect it to exhaustively evaluate all 9 card hands? **Why?**

I would expect it to take about 30 minutes, based on the 7 card exhaustive taking only 10 minutes.

Time to Compute Stochastic Sample



### 3. Software Development Log

We spent about 5 hours on coding the tests, and then timing took about 5 hours. The most time-consuming part was the odds and the Hand ranks. Timing took a lot of time to run, but that was expected. We probably could have done a better job of allocating time for this.

### 4. Texas Hold'em Analysis

If you did the Texas Hold'em Analysis, answer these questions:

Texas Hold'em is a interesting game. I have played it quite a bit, but never realized how small the chances were for the bigger hands.

What are the top 10 **best** 2 card hands you can be dealt in Texas Hold'em? Rank them by their winning percentages.

How often does Ace,Ace beat King,King. How often does Ace, Ace beat Ace, King. How often does Two, Eight beat Ace, Ace?

How many samples did you have to make (how many hands where dealt for each 2 card combination) to compute a valid probability of winning for those 2 cards? Justify this number of samples! (A graph would be useful here.)

**Add a table to the back of this document (don't count it against your 2 pages) which shows the chance to win when dealt any two initial cards (where the first card can be any Spade from 2 to Ace, and the second card can be any other Spade or any Heart). List these in order from most probable win to least probable win (which will require sorting...).**

### 5. Thought Problems

The random number generator is very important, as a bad one will always compare the same hands. In order to get accurate data, you need to test as many different hands as possible. The best generator method had a diverse set of numbers, while the worst had almost 100% of the same numbers. When running the stochastic methods using mine and then javas, there isn't too much of a difference. Mine is simply less accurate, not as diverse numbers.