# HW 2 Summary

1) PP3: Roll 100 times and specify decision rules. Some cases are easy: if every single roll comes to 6 then might quickly conclude. But what about the edge cases? Is it fair to say that every conclusion has some level of confidence attached? Where do you set boundaries for decisions? Analyze PP3. What is the chance that fair dice could be judged to be unfair?
    a. Looking closely at the 100-roll example. There are 100 possibilities that the dice could land on six. There are no set boundaries for each role because you can't control what number it could land on. Each toss is a risk like the stock market where it goes up or go down (make money or lose money). No fair chance that the dice could land on the number of preferences.
2) Write up the results of your Lab 1 work. I don't want all your output, please pick the interesting bits (and start thinking about what makes a result interesting?).
    a. Each set of rolls will have different outcomes of how many times the dice lands on the number six despite what you do to the dice. I don't think it's fair about some level of confidence because every outcome is different. Even if you toss the dice one-hundred more times, that set will have different outcomes than the first set especially with the number of times the dice lands on a six. It's interesting how you don't know what number the dice could land knowing that there are six possibilities. The mean outcome is always different between the 100 rolls to the 20 rolls section.