















5 Case Study: Hacker Statistics

100%

This chapter blends together everything you've learned up to now. You will use hacker statistics to calculate your chances of winning a bet. Use random number generators, loops and matplotlib to get the competitive edge!

 Random Numbers	50 xp
 Random float	100 xp
 Roll the dice	100 xp
 Determine your next move	100 xp
 Random Walk	50 xp
 The next step	100 xp
 How low can you go?	100 xp
 Visualize the walk	100 xp
 Distribution	50 xp
 Simulate multiple walks	100 xp
 Visualize all walks	100 xp
 Implement clumsiness	100 xp
 Plot the distribution	100 xp
 Calculate the odds	50 xp

HIDE CHAPTER DETAILS