Classmate

Date
Page 20/3/24 Morty hall problem using fuzzy logic sim:
yo solve problem monty hall using purgy
logic Algo:
The monty hall problem is a famous
pocobability puzzle that can be approched
using puzzy logic import random import random def simulate monty - hall (switch doors num_baials = 1000); por _ in range (num tocals): 1 doors = co, 0, 1) sandom shuffle (doors) chosen door Francon. choice (CO11,27) monty opens = [i for i in range (3) if i!=

chosen _ door and doors [i] == 0](0]

if world _ doors: chosen - door = [i for i in range (3) if

i != chosen - door and i!= monty opena To if doors chosen-loss] == 1: havining count +=1 relien winning ount I num-time print ("Probe lailely of winning when switching leint ("broke lailely of winning when switching hall (4-ue) point (Brokestatly of warning when not

Probability of waining when not switching : 0.669

Probability of waining when not switching : 0.3% === code execution successful ==== olmertil.

	classmate Date page	0
	simulate monty hall (False)) Result:	
	problem une solved using monty had	
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