plot

alice sleepy

alice follows a rabbit

alice falls into a hole

then she goes to the hallway of doors

you can only pick one door

whats the probability of picking the right one

drink orange juice potion (shrink)

cries

runs around a tree

drinks a green apple growth potion

breaks house

stuck

shrink

talks to bug

tells her to eat mushroom

left side mushroom is big, right is small (mushrooms are round)

neck grows

invisible guy

tea party

mad hatter riddles her

leaves

sees castle

go towards

cards are painting the roses red

queen is after them

maze/chessboard pascal triangle shit to escape the guards

croquet

trial for making the queen’s flamigo croquet mallet fly away

alice grows for no reason

runs after the rabbit

falls into another hole

wakes up

**Additive Principle** → p(a and b) = p(a) + p(b) **✅**

* if you get to choose two doors

**Combinations** (no order) → choose func**✅**

* the cards who come for alice (need 5 guards but have 10)

**Complementary Events** → p(a) + p(p’) = 1 ❌

* card combos (1q 1k 1j and two randos)

**Conditional Probability** → p(a and b) = p(a) x p(b|a) **✅**

* potions
* roll dice (roll even, move forward when running from the queen?)
* the cards combos (q only wants to go if k is there)

**Dependent Events**

* **potions ✅**

**Experimental Probability ✅**

* **trying to drink the potions**
* **trying to escape the queen**

**Independent Events ✅**

* **creepy cat rolls two dice to see if he wants to help alice**

**Multiplicative Principle** p(a or b) = p(a)\*p(b) **✅**

* drinking potions (add second potion)

**Mutually Exclusive Events ✅**

* **eating the mushroom**
* **doors**
* **croquet**
* **choosing a path to the castle**

**Non-Mutually Exclusive Events ✅**

* **cards**
* **dice rolling**

**Pascal’s Triangle**❌

* **running from the queen**

**Permutations** (order) ❌

* arranging tea party food (mad hatter)

**Theoretical Probability ✅**

* **additive principal lol**