

Exam 1 review

GIT (exam review)

If a player sees same color or other two hets, giess

color they pant see; else they pass

e.g. PI PZ P3

red blie blie

PI: giess red

PZ: Pass

P3: pass

Code ideas Process natsc-sample (c("red", "blue"), 3,
replace = T) O 3 players; randomly assign a colored not to each player # first player Color player gresses their for your of they see two of the this for Same color, each player & gress apposite f(hats[2] == hats[3])| gress[1] Lifelse(nots[2]== red") · else, pas) (3) chech if the player(s) who gressed were correct gress [gress!="pass"] == they collectively win hats [gress ! = "pass"] (4) Repeat many times! for loop (comed make process)

```
c("ble", "red")
 nsin L- 1000
 results L- rep (NA, nsim)
                                   hats[-1][1]: "blue" hats[-1][2]:
 for (i in linsim) {
       # creak hats
       hets L sample (c("red","blue"), 3, replace=T)
       guess L- repluA, 3)
       # loop over players
        for (; in 1:3) {
            if ( hats [-;][1] == hats [-;][2]) {
                  gress [j] <- ifelse (hats[-j][i] == "red", "ble", "ed")
                   gress [j] L- "pass"
       # check it all gressed color execurect (#Ts == length of vector)
     results [i] L-sum(gress [gress! = "pass"] == hats [gress! = "pass"]) ==
                     length (gress [gress!="pass")
mean (re sults)
               # proportion of
                                times players wan the game
```

all together.

(("RO", "ble", "RO")

Q15 eturn fuction mean requirements: · x[[[]] x L- list (mean, mean (c(1,2,3)) x CC1 (c(1,2,3)) =7 L> 2 ~ not rectorized generally rectorized { (...) }; îfelse (...,) 3else {

adout
$$\angle = ap(1,10)$$

for (i in 2:10) {

adout [i] $\angle = i + adout[i+i]$

3

cutout [S]

i=2: adout [Z] $\angle = 2 + adout[3]$

i=3: cutout [3] $\angle = 3 + adout[4]$

i=5: adout [S] $\angle = 5 + adout[6]$

i=6: adout [S]