MonteHall

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```
print_sn <- function(){</pre>
  repeat{
    a <- rnorm(1)
    if (a <= 1L){</pre>
      print(a)
    } else {
      break
    }
  }
print_sn <- function(){</pre>
  repeat{
    a <- rnorm(1)
    if (a <= 1L){
      if(a <=0L){</pre>
      next
      } else {
        print(a)
    } else {
      break
    }
  }
reveal_host_choice <- function(door) {</pre>
door.allocation <- sample(c("goat", "goat", "car"))</pre>
notchosen <- c(1:3)[-door]</pre>
if (door.allocation[door] == "goat") {
if (door.allocation[notchosen[1]] == "goat")
host_choice = paste(door.allocation[notchosen[1]],
paste("door", notchosen[1], sep=" "), sep="-")
host_choice = paste(door.allocation[notchosen[2]],
paste("door", notchosen[2], sep=" "), sep="-")
else {
d <- sample(notchosen, 1)</pre>
```

```
host_choice = paste(door.allocation[d], paste("door", d, sep=" "), sep="-")
}
return(host_choice)
}
reveal_host_choice(1)
```

[1] "goat-door 3"

```
play_montehall <- function(door, strategy="switch") {
  door.allocation <- sample(c("goat", "goat", "car"))
  notchosen <- c(1:3)[-door]
  host_choice <- sample(notchosen, 1) # player choice is car

if (door.allocation[door] == "goat") { # player chice is goat
  host_choice <- ifelse (door.allocation[notchosen[1]] == "goat",
  notchosen[1], notchosen[2])
}

# Now employ strategy
final_door <- door.allocation[door] # Strategy is to stay with original choice

if (strategy == "switch") {
  d <- notchosen[which(notchosen != host_choice)]
  final_door <- door.allocation[d]
}

final_door
}

play_montehall(1)</pre>
```

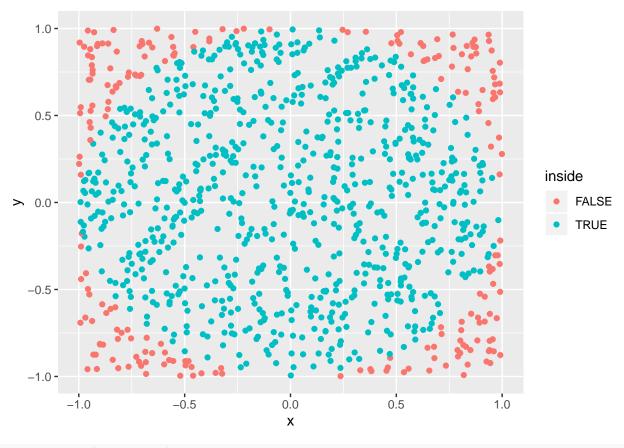
[1] "car"

```
ncar.switch <- 0
for (i in 1:1000) {
    if (play_montehall(door=1, strategy="switch") == "car")
    ncar.switch <- ncar.switch+1
}
ncar.switch/1000

## [1] 0.674
ncar.stay <- 0
for (i in 1:1000) {
    if (play_montehall(door=1, strategy="stay") == "car")
    ncar.stay <- ncar.stay+1
}
ncar.stay/1000

## [1] 0.341</pre>
```

```
library(ggplot2)
estimate_pi <- function(N, R){
x <- runif(N, min= -R, max= R)
y <- runif(N, min= -R, max= R)
is.inside <- (x^2 + y^2) <= R^2
pi.estimate <- 4 * sum(is.inside) / N
pi.estimate
data.fr <- data.frame(x=x, y=y, inside=is.inside)
qplot(data=data.fr, x=x, y=y, col=inside)
}
estimate_pi(1000, 1)</pre>
```



```
#estimate_pi(1000000, 1)

cal_score_function <- function(x){
}</pre>
```