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Foundations of Economics

Anderson, Survey of Economics 1e

SCARCITY: IT'S WHY YOU CAN'T ALWAYS GET WHAT YOU WANT

- **Scarcity** exists when the supply of something doesn't satisfy everyone's desires for it.
- **Economics** is the study of decision making under conditions of scarcity.
- Money, time, materials, and workers are all scarce.
- Because of this, economics has direct relevance to life.

Economic Model is based on several principles:

- **Opportunity cost** of a choice is the value of the opportunities lost.
- Trade makes people better off. 😊

Example 1

Question 1;

In one hour, I could either solve 100 economics problem or solve one physics problem

| | Solving economics problems per hour | Solve physics problems per hour |
|-------|-------------------------------------|---------------------------------|
| Ahmed | 100 | 1 |

What is Ahmed's opportunity cost to solve a physics problem?

Opportunity cost for Ahmed to solve one physics problem is giving up solving 100 economics problems

Example 1

Question 2;

In one hour, Christopher could either solve 10 economics problem or solve 2 physics problems

| | Solving economics problems per hour | Solving physics problems per hour |
|-------------|-------------------------------------|-----------------------------------|
| Christopher | 10 | 2 |

What is Christopher opportunity cost to solve a physics problem?

Opportunity cost for Christopher to solve 2 physics problem is to solve 10 economics problems

Opportunity cost for Christopher to solve 1 physics problem is to solve 5 economics problems

Can you do the math ?



Example 1

Question 3:

Who has the lowest opportunity cost in solving physics problems ?

Comparative advantages:

- produce a good at lower opportunity cost
- Law of Comparative Advantage: You should specialize in producing the good for which you have the lowest opportunity cost and then trade

Comparative Advantage using Output Method

Example 2:

US can either make 12 TVs or 6 DVDs. Canada can either make 1 TVs or 1 DVDs.

Which country has comparative advantage in TVs? In DVDs?

| | TV | DVD |
|--------|----|-----|
| US | 12 | 6 |
| Canada | 1 | 1 |

Comparative Advantage using Output Method

Example 2:

US can either make 12 TVs or 6 DVDs. Canada can either make 1 TV or 1 DVD.
Which country has comparative advantage in TVs? In DVDs?

| | TV | DVD |
|--------|----|-----|
| US | 12 | 6 |
| Canada | 1 | 1 |

Opportunity cost for US to produce 12 TVs is to give up producing 6 DVDs

Opportunity cost for US to produce 1 TV is to give up producing $6/12 = 0.5$ DVDs

Opportunity cost for Canada to produce 1 TV is to give up producing 1 DVD

Comparative Advantage using Output Method

Example 2:

US can either make 12 TVs or 6 DVDs. Canada can either make 1 TV or 1 DVD.

Which country has comparative advantage in TVs? (In DVDs? – practice)

| | TV | DVD |
|--------|----|-----|
| US | 12 | 6 |
| Canada | 1 | 1 |

Opportunity cost for US to produce 12 TVs is to give up producing 6 DVDs

Opportunity cost for US to produce 1 TV is to give up producing $6/12 = 0.5$ DVDs

Opportunity cost for Canada to produce 1 TV is to give up producing 1 DVD

_____ has the lowest opportunity cost to produce TVs. So _____ has comparative advantages in TVs

Comparative Advantage using Output Method

Example: United States can either make 24 computers per hour or 24 shirts per hour. Mexico can either make 2 computers per hour or 12 shirts.

| Country | Computers | | Shirts |
|---------------|-----------|----|--------|
| Mexico | 2 | or | 12 |
| United States | 24 | or | 24 |

- In Mexico, the opportunity cost of 1 computer is 6 shirts,
- In the United States, the opportunity cost of 1 computer is 1 shirt
- Mexico has a *comparative advantage* (lowest opportunity cost) in shirts.
- The United States has a *comparative advantage* (lowest opportunity cost) in computers.

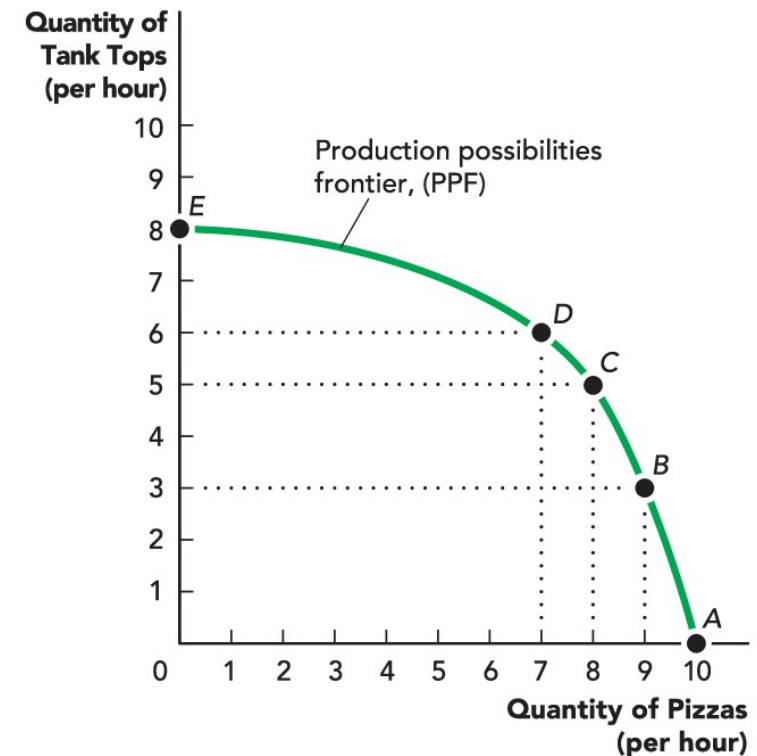
OPPORTUNITY COSTS IN PRODUCTION

- *Resources* such as land, workers, and equipment are used to produce every good.
- When all resources are being used, increasing the production of one good requires decreasing the production of another good, as shown below.
- The lost production of the other good is an opportunity cost.

| Output Combinations (hourly output using all available resources) | | | | | |
|--|----|---|---|---|---|
| Product | A | B | C | D | E |
| Pizzas | 10 | 9 | 8 | 7 | 0 |
| Tank Tops | 0 | 3 | 5 | 6 | 8 |

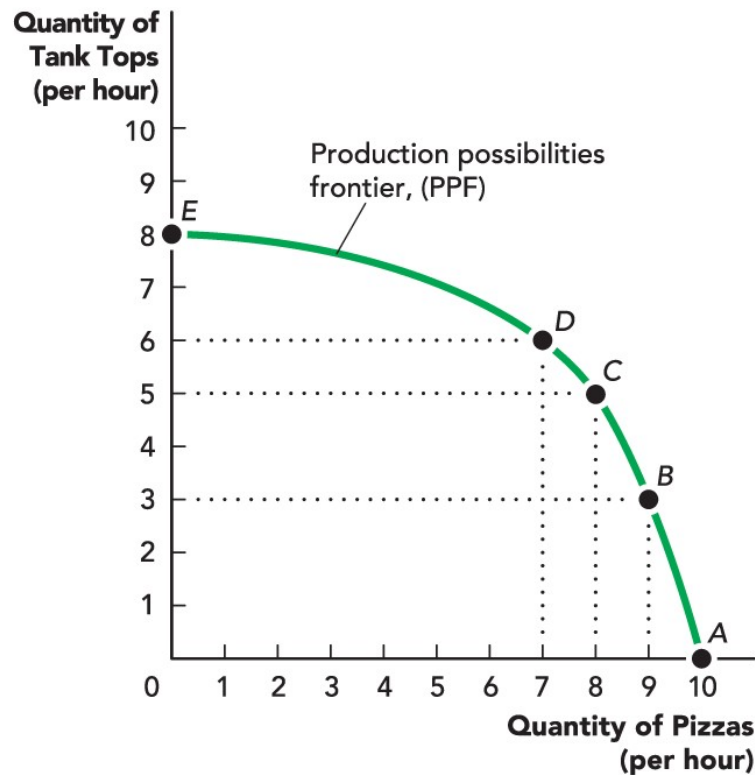
THE PRODUCTION POSSIBILITIES FRONTIER (PPF)

- A **production possibilities frontier (PPF)** is a model that shows all *efficient* alternative combinations of two goods that can be produced in an economy within a given time period.
- Efficiency, in this case, means that the only way to make more of one good is to make less of another good.



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THE SHAPE OF THE PPF

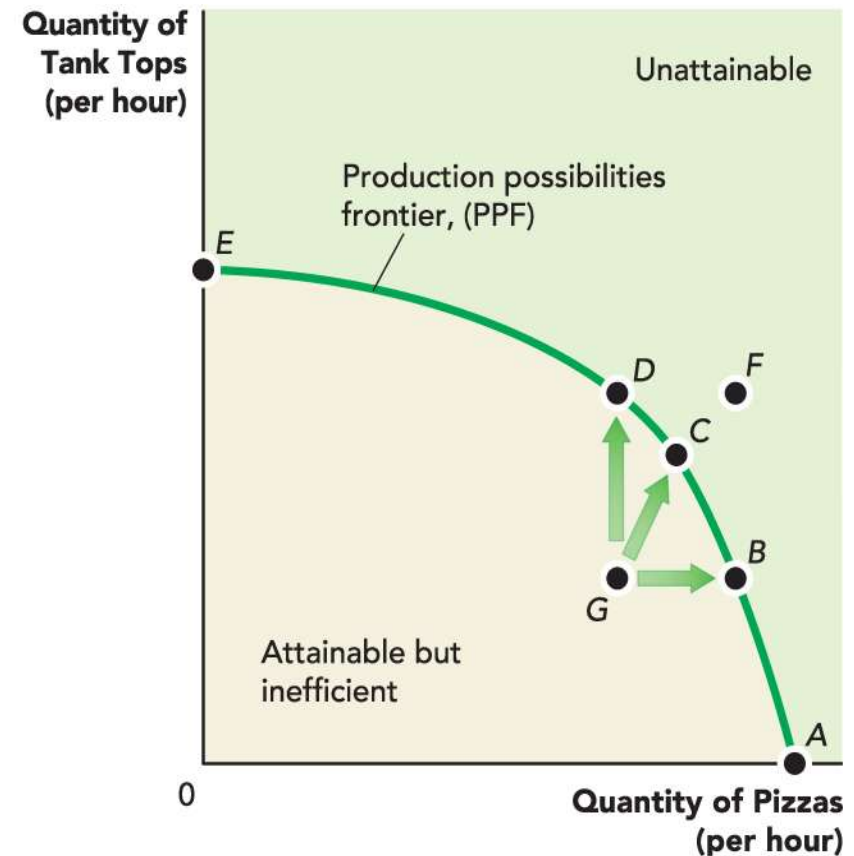


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- As shown, PPFs are usually *bowed out*, or *concave to the origin*.
- This comes from increasing opportunity costs, which comes from the *specialization of resources*.
- An economy that only produces tank tops will employ chefs to do so, even though they are much more skilled at making pizzas.

INEFFICIENT AND UNATTAINABLE POINTS

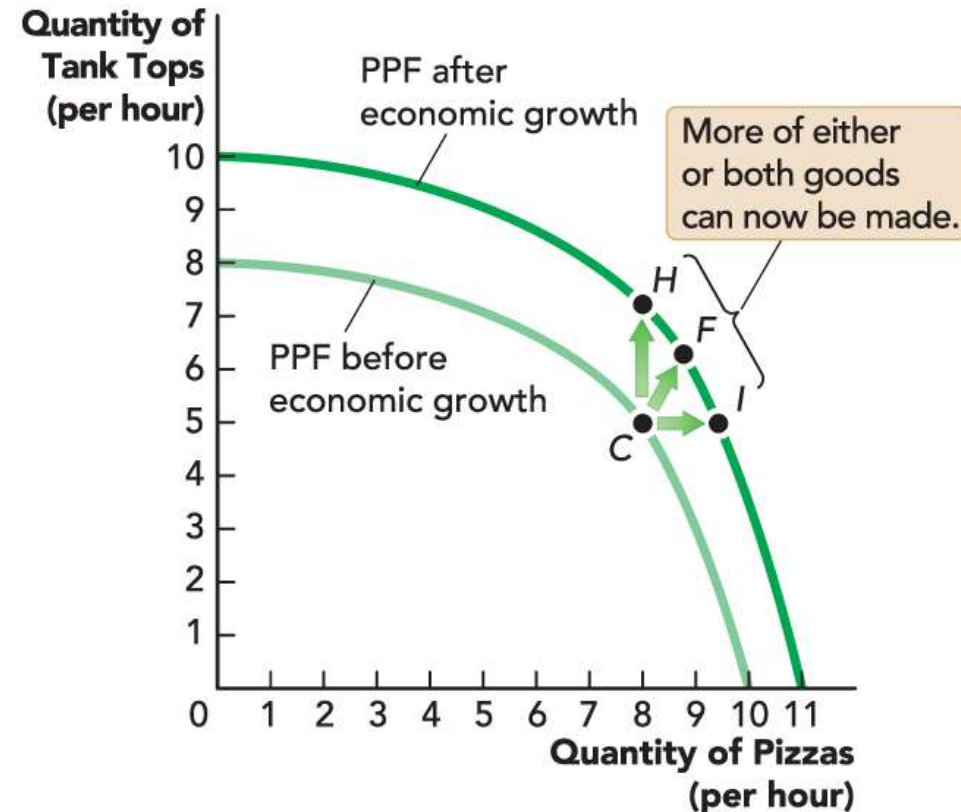
- While points above the curve, such as point *F*, would be nice, they are not currently possible.
- Points below the curve, like point *G*, are possible, but they are inefficient.
- All points on the curve are both efficient and attainable.



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ECONOMIC GROWTH PART I

- **Economic growth** refers to an increase in the maximum amount of output an economy can produce over a period of time.
- When economic growth occurs, it pushes the PPF outward, allowing more of either good (or both goods) to be produced.

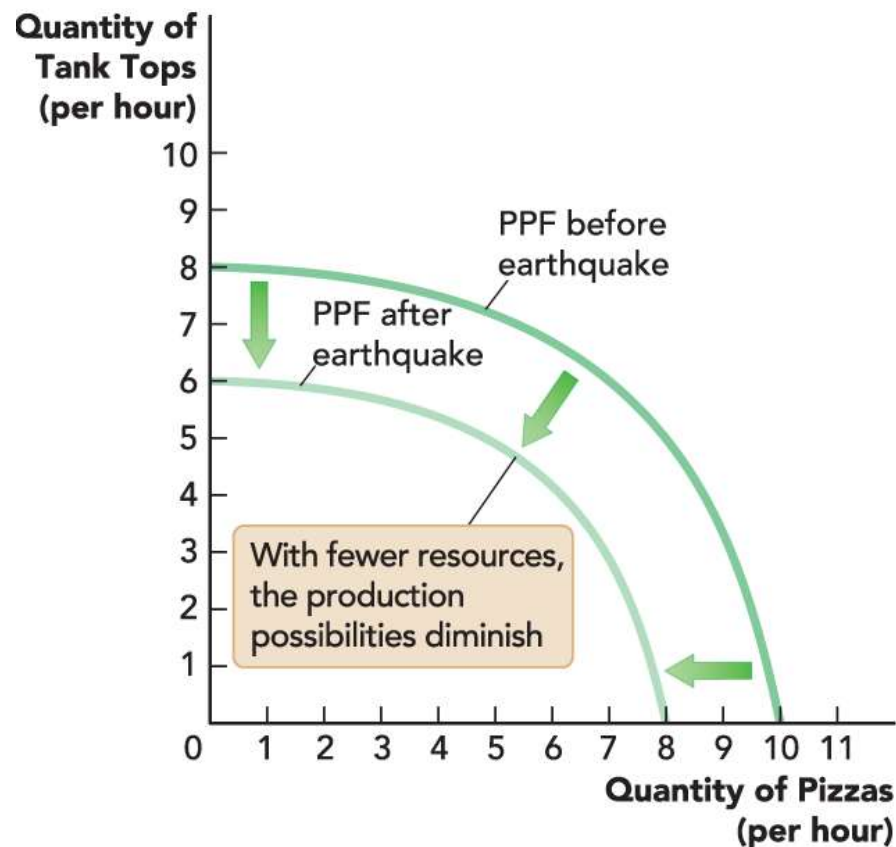


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ECONOMIC GROWTH PART II

- Economic growth comes from advances in knowledge or technology and from increases in the availability of resources.
- Economic growth increases the **standard of living**, a measure of the material wealth available to help people live comfortably.

ECONOMIC DECLINE



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- The PPF can also shift inward, as shown on the left.
- This usually happens as a result of wars or natural disasters, such as a flood.

LEARN BY DOING: PRACTICE QUESTION 1

Which of these statements are necessarily true?

- I. Economic growth improves the quality of life.
 - II. Economic growth improves the standard of living.
 - III. Economic growth expands the production possibilities frontier.
- a) I and II only
 - b) II and III only
 - c) I and III only
 - d) I, II, and III

LEARN BY DOING: PRACTICE QUESTION 1 (Answer)

Which of these statements are necessarily true?

- I. Economic growth improves the quality of life
 - II. Economic growth improves the standard of living.
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- a) I and II only
 - b) II and III only (correct answer)**
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 - d) I, II, and III

LEARN BY DOING: PRACTICE QUESTION 1 (Answer)

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THE THREE FUNDAMENTAL ECONOMIC QUESTIONS

- Every economy must answer these three questions:
 1. What should be produced?
 2. How should it be produced?
 3. For whom should it be produced?
- Answering these questions incorrectly can lead to shortages of goods and services and missed opportunities for a better life.
- In extreme cases, it can lead to widespread starvation and illness.

WHAT TO PRODUCE

- **Incentives** are rewards and punishments that guide decision making.
- Adam Smith claimed that incentives guide people toward optimal decisions as if they were “led by an invisible hand.”
- For example, when a good is popular, high demand drives up its price.
- Producers respond by making more of the good.
- This pursuit of profit tends to lead toward optimal production.

HOW TO PRODUCE IT

- Many goods can be made in multiple ways at various costs.
- Decisions about production methods determine the cost and availability of goods and services.
- If wrong production methods are chosen, the economy operates at a point below its PPF.
- A pizza machine is one way of producing pizzas.



Paul Hennessy/Newscom/Polaris Images/Lakeland/Florida/
United States

FOR WHOM TO PRODUCE

- There are many answers to this.
- In some cases, goods and services go to those who are willing and able to pay the highest prices.
- In some cases, the government distributes goods and services.
- In some cases, tradition determines who gets goods and services.
- Most economies use a mix of these three methods.



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POSITIVE ECONOMICS

- **Positive economics** is the fact-based, descriptive side of economics.
- This includes data on college costs, reports on the unemployment rate, and findings on the number of pizzerias in the United States.
- Positive economics describes the *way things are* in the economy.

NORMATIVE ECONOMICS

- **Normative economics** is the type of economics that deals with judgments about the *way things should be*.
- This includes ideas about whether or not something should happen.
 - Ex: Should college students receive more financial support?
- It also includes ideas on how to accomplish these goals.
 - Ex: What policies should be used to give college students more financial support?

MICROECONOMICS

- **Microeconomics** is the study of scarcity and choice at the level of the individual decision makers.
- This includes decisions made by individuals, households, and businesses.
- Examples:
 - How should you divide your time between work and leisure?
 - How much output should a factory produce?



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MACROECONOMICS

- **Macroeconomics** is the study of the economy as a whole.
- Examples:
 - consumer spending
 - unemployment
 - interest rates
 - government policies that affect the whole economy



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LEARN BY DOING: PRACTICE QUESTION 2

Which of these are microeconomic decisions?

- I. your decision to start a business
 - II. an electric company's decision to move toward solar energy
 - III. the government's decision to lower taxes on new business owners
- a) I and II only
 - b) II and III only
 - c) I and III only
 - d) I, II, and III

LEARN BY DOING: PRACTICE QUESTION 2 (Answer)

Which of these are microeconomic decisions?

- I. your decision to start a business
- II. an electric company's decision to move toward solar energy
- III. the government's decision to lower taxes on new business owners

a) **I and II only (correct answer)**

b) II and III only

c) I and III only

d) I, II, and III