Oi) a) mean of 6-sided dice =
$$\frac{1+2+3+4+5+6}{6}$$
 = 3.5
Vor (one dice noll) = $\frac{(1-3.5)^2+(2-3.5)^2+(3-3.5)^2+(4-3.5)^2+(5-3.5)^2+(6-3.5)^2}{6}$

- Since him essentially thing to roll the same number from the first roll, we can april #5

 observation such that Vorte = \frac{35}{12}, when \times is the event of one dire rull, and

 4. \frac{35}{12} = 4 Vorte) = \frac{35}{3}
- From Theorem 29.30 in NLZ Textbeck, we see that $Var(X \downarrow Y) = Var(x) + var(y)$ if X, Y are independent, we know that the two rolls of a dice are independent

 since each roll has no in theoree on a different roll. From Q(a) we for dur(x).

 Where X is the roll of a dice to be 350. Since we know var(y) is

 also a roll of a dire, then var(x) = var(y) and var(x) + var(y) = 350 + 350 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 = 100 =
- Rolling a 4, 5,6 on first roll -> revoll

 Rolling a 4, 2,3 on first roll -> revoll

 Expected cole of second roll: 3.5

 4+5+6 = 5

This, he should recoil if the first die is a 1.2, 3, and I coop the Score of our first roll if he roll a 4,5,6. The expected score for this optimal strategy is [4.25].

Expected number of sincs caroll the die?
$$\frac{1}{6}$$
 in $\frac{1}{6}$ $\frac{1}{6}$