Let’s Make a Deal: How a Python Program won me a car!

# Introduction

* <Picture of Monty Hall and Let’s Make a Deal – 3 doors>
* The game
* Asked for a minute – python on my phone
* Programming class exercise
* What do you think?

# Simulation

* <Code 1 – one round>
* Random choice
* Shuffle
* Pick a door
* Pick a show
* Find the other

# Let’s ask Marylin!

* <Picture – reprint of the article? Responses?>
* Her article
* Responses
* Book
* Psychology

# Results

* <Code 2 – 100,000 and results>
* 100,000 runs

# The Math

* <Figure 1 – the 1/3 and 2/3 picture>
* The odds of the car having been placed in the 2/3 group doesn’t change when you reveal one door. That happened in the past. The car hasn’t moved.

# Conclusion

* I am always looking for a chance to apply coding to real world problems
* Modeling/simulations
* Golf-tee game at Cracker Barrell
* Everyday questions