

# **ECON 105 – Principles of Macroeconomics**

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## **Chapter 1**

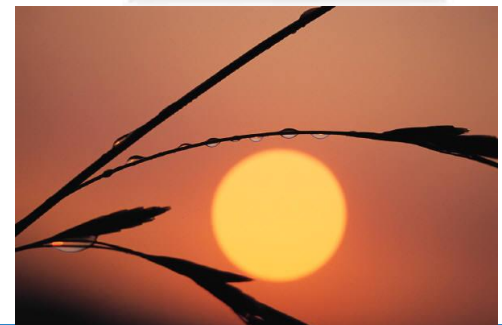
### **Ten Principles of Economics**

# What Economics Is All About

**Everyone everywhere faces one fundamental problem:**  
*resources are scarce.*

**Resources:** anything used to produce something else

- Labour = work done by humans
- Land = natural resources (soil, oil, water, minerals)
- Capital = goods that have been produced in order to be used to produce other goods (buildings, machines, roads, ports).
- Human capital = education, skills, and knowledge
- Time



**Scarcity:** a resource is scarce if there is not enough to satisfy everyone if it were free.



**Economics:** the study of how society manages its scarce resources to satisfy people's unlimited wants.



# Principle #1: People Face Trade-offs

Because resources are scarce we cannot do or have everything that we want, so we must make decisions or *trade-offs*.

Trade-off = **The act of giving up one thing to get more of another.**

All decisions involve trade-offs.

“There is no such thing as a free lunch.”



# Efficiency vs. Equity

**Society faces an important trade-off: efficiency vs. equity**

- **Efficiency** = getting the most from scarce resources
- **Equity** = distributing resources evenly among members of society

Generally there is a tradeoff between efficiency and equity.

E.g. Taxes—take money from those who are producing consuming to pay for public goods → equalizes resource distribution but discourages production and consumption.

# Principle #2: The Real Cost of Something Is What You Give Up to Get It

**Opportunity cost:** what you must give up to get something

**Example: Going to FIC**

**Opportunity costs:**

- **Money used for tuition and books**
- **Income you could be earning by working instead**
- **Forgone time with family and friends at home**



# Principle #3: Rational People Think at the Margin

**Marginal analysis** = analyzing incremental changes in an activity  
Rational people make decisions by comparing **marginal benefits** and **marginal costs**.

A marginal benefit (MB) is the **extra benefit from one more unit of an activity**.

A marginal cost (MC) is the **extra cost of one more unit**.

People will choose to do one more unit of the activity only if  **$MB \geq MC$**

# Exercise

Assume you are selling your 10-year old car. You have already spent \$9,000 on repairs.

At the last minute, the transmission fails. You can pay \$600 to have it repaired, or sell the car “as is”.

In each of the following scenarios, should you have the transmission repaired?

- 1) Blue book value is \$6,500 if transmission works, \$5,700 if it doesn't.
- 2) Blue book value is \$6,000 if transmission works, \$5,500 if it doesn't.



# Answers

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# Principle #4: People Respond to Incentives

**Incentive** = something that causes a person to do or not do something, such as a reward or punishment.

Examples:

- FIC offers free pizza on orientation day → students are more likely to attend.
- The cost of speeding ticket increases → more people obey speed limits.

**FREE PIZZA!**



If you want people to change their behavior you must change the incentives that they face.

# Principle #5: Trade Can Make Everyone Better Off

Trade = **exchange of goods and services**

Rather than being self-sufficient, people can specialize in producing things they are better at and exchange for other goods. Through specialization and trade, people have more of all goods to consume.

E.g. In a family one person cooks and one fixes the cars rather than each cooking and fixing their own cars:

**Save time, better quality → There are gains from trade for each person.**



To be covered in Chapter 3.

# Principle #6: Markets Are Usually a Good Way to Organize Economic Activity

**Market** = a group of buyers and sellers of a particular good or service.

“Organize economic activity” means determining

- what to produce
- how to produce
- how much of each good to produce
- who receives which good

A market economy allocates resources through the interaction of supply and demand, or individual producer and consumer decisions. To be covered in Chapter 4.

The milk market



# Principle #7: Governments Can Sometimes Improve Market Outcomes

First, governments can help markets by **enforcing property rights**.

**Property rights** = **when someone owns the property and has the authority to make decisions about that property.**

Examples: land, homes, cars, books, ideas (copyrights and patents)

Property rights are **protected by police and courts**.

- Market works only if property rights are enforced.
- We rely on the government to enforce our rights over the things we produce.

# More on Government

Second, governments can help to promote efficiency when there is **market failure**.

Market failure = **when market fail to allocate society's resources efficiently.**

E.g. Government can use policies to stabilize output





# More on Government

Third, government may also promote **equity**.

Tax or welfare policies can change how resources are divided.



**In Canada the rich pay more taxes, and the government uses the revenue to pay for schools, hospitals, and roads for everyone.**

# Principle #8: A Country's Standard of Living Depends on Its Ability to Produce Goods & Services

The standard of living depends on *productivity*.

**Productivity** = the amount of G & S produced from each unit of a worker's time.

To be covered in Chapter 7.



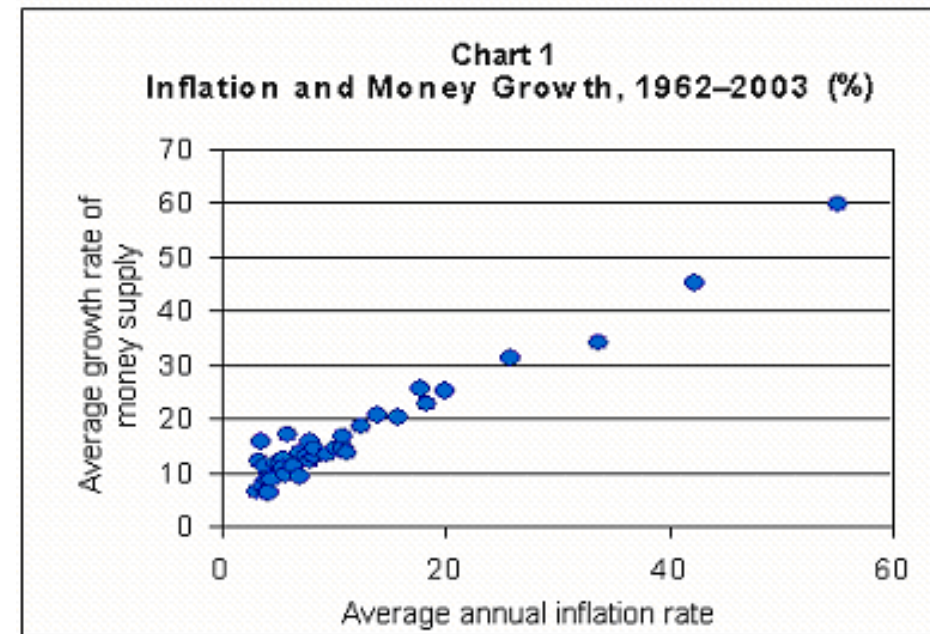


# Principle #9: Prices Rise When the Government Prints Too Much Money

Inflation = increases in the overall level of prices.

In the long run, inflation is almost always caused by excessive growth in the quantity of money.

To be covered in Chapter 10 & 11.



# Principle #10: Society Faces a Short-Run Trade-off between Inflation and Unemployment

The short-run effects of increasing the money supply:

- There is more spending and thus an **increase in demand for G & S.**
- Higher demand increases prices and encourages more production → firms **hire more workers to produce those G & S.**
- More hiring means **lower unemployment.**



To be covered in Chapter 16.