Man on 2nd, two outs:

P1 = initial player

P2 = next player up

P3,4,… = players after that

WA(P) = player’s walk percentage (chance the player gets walked)

BA(P) = player’s BA (chance of some kind of hit)

BA1(P) = player’s BA only counting result is a single

BA2(p) = players BA only counting result is a double

BA3(P) = players BA only counting result is a triple

BA4(P) = players BA only counting result is HR

BA(P) = BA1(P) + BA2(P) + BA3(P) + BA4(P)

Don’t walk

# these are incomplete representations of the situation because a hit also results in the next batter coming up in a new situation…

E(P1) = [1\*(BA1(P1) + BA2(P1) + BA3(P1)) + 2\*BA4(P1) ] +

WA(P1) \* [1\*(BA1(P2) + BA2(P2)) + 2\*BA3(P2) + 3\*BA4(P2)] + …

Walk him

[1\*(BA1(P2) + BA2(P2)) + 2\*BA3(P2) + 3\*BA4(P2)]

Create classes for games and players…

A game has some state… a player’s batting average will depend on the state of the game…. Simulate a game….