

Questions 6-9 (Two alternative solutions)

<p>Let X represent the value of the bill selected.</p> <table style="margin-left: 20px; border-collapse: collapse;"> <thead> <tr> <th style="border-right: 1px solid black; padding: 5px;">X</th> <th style="padding: 5px;">P($X=x$)</th> </tr> </thead> <tbody> <tr><td style="border-right: 1px solid black; padding: 5px;">\$1</td><td style="padding: 5px;">0.5</td></tr> <tr><td style="border-right: 1px solid black; padding: 5px;">\$2</td><td style="padding: 5px;">0.25</td></tr> <tr><td style="border-right: 1px solid black; padding: 5px;">\$5</td><td style="padding: 5px;">0.15</td></tr> <tr><td style="border-right: 1px solid black; padding: 5px;">\$10</td><td style="padding: 5px;">0.05</td></tr> <tr><td style="border-right: 1px solid black; padding: 5px;">\$100</td><td style="padding: 5px;">0.05</td></tr> </tbody> </table> <p>$E(X) = \mu_X = \\$7.25$</p> <p>Since $\mu_X - \\$20 = -\\12.75, we expect to lose, on average, \$12.75. So the game is not fair.</p>	X	P($X=x$)	\$1	0.5	\$2	0.25	\$5	0.15	\$10	0.05	\$100	0.05	<p>Let X represent the total cost of playing the game. That is the value of the bill selected minus \$20.</p> <table style="margin-left: 20px; border-collapse: collapse;"> <thead> <tr> <th style="border-right: 1px solid black; padding: 5px;">X</th> <th style="padding: 5px;">P($X=x$)</th> </tr> </thead> <tbody> <tr><td style="border-right: 1px solid black; padding: 5px;">-\$19</td><td style="padding: 5px;">0.5</td></tr> <tr><td style="border-right: 1px solid black; padding: 5px;">-\$18</td><td style="padding: 5px;">0.25</td></tr> <tr><td style="border-right: 1px solid black; padding: 5px;">-\$15</td><td style="padding: 5px;">0.15</td></tr> <tr><td style="border-right: 1px solid black; padding: 5px;">-\$10</td><td style="padding: 5px;">0.05</td></tr> <tr><td style="border-right: 1px solid black; padding: 5px;">\$80</td><td style="padding: 5px;">0.05</td></tr> </tbody> </table> <p>$E(X) = \mu_X = -\\$12.75$</p> <p>Since $\mu_X = -\\$12.75$, we expect to lose, on average, \$12.75. So the game is not fair.</p>	X	P($X=x$)	-\$19	0.5	-\$18	0.25	-\$15	0.15	-\$10	0.05	\$80	0.05
X	P($X=x$)																								
\$1	0.5																								
\$2	0.25																								
\$5	0.15																								
\$10	0.05																								
\$100	0.05																								
X	P($X=x$)																								
-\$19	0.5																								
-\$18	0.25																								
-\$15	0.15																								
-\$10	0.05																								
\$80	0.05																								

10. Let X represent the amount won when playing the game. So

<table style="margin-left: 20px; border-collapse: collapse;"> <thead> <tr> <th style="border-right: 1px solid black; padding: 5px;">X</th> <th style="padding: 5px;">P($X=x$)</th> </tr> </thead> <tbody> <tr><td style="border-right: 1px solid black; padding: 5px;">\$0</td><td style="padding: 5px;">$\frac{5}{6}$</td></tr> <tr><td style="border-right: 1px solid black; padding: 5px;">\$5</td><td style="padding: 5px;">$\frac{1}{6}$</td></tr> </tbody> </table>	X	P($X=x$)	\$0	$\frac{5}{6}$	\$5	$\frac{1}{6}$	<p>Thus $E(X) = \mu_X = 0\left(\frac{5}{6}\right) + \\$5\left(\frac{1}{6}\right) = \\0.83. For the game to be fair the person should pay \$0.83.</p>
X	P($X=x$)						
\$0	$\frac{5}{6}$						
\$5	$\frac{1}{6}$						

11. $P(X = 5) = 0.1$

12. $P(X < 3) = 0.1 + 0.2 = 0.3$

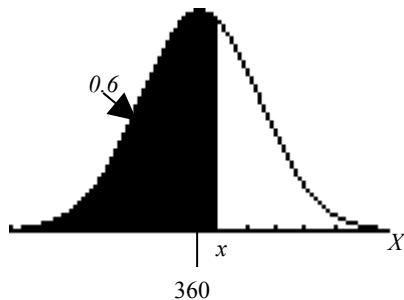
13. $\mu_X = 3.1$, 14. $\sigma_X^2 = 1.29$, and 15. $\sigma_X = 1.136$

16. $\mu_Y = 2$, $\mu_X = 6.2$, and 17. $\sigma_Y = \sqrt{2\sigma_X^2} = 1.606$

18. $P(0 \leq X \leq 3) = 1$ 19. $P(2 \leq X \leq 3) = 0.4$

20. $P(X = 2) = 0$ 21. $P(X < 2) = 0.6$ 22. $P(1 \leq X \leq 3) = 0.75$

23.



$x = \text{invNorm}(0.6, 360, 50) = 372.667$

So the probability that the store will make less than \$372.67 is 0.6.