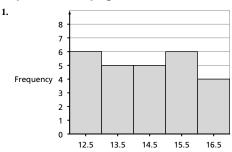
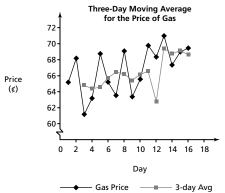
- **5.** (a) Antonia ($\bar{x} = 12.9$, $\sigma = 2.29$), Jamil ($\bar{x} = 12.4$, $\sigma = 2.8$); Antonia is more effective.
 - (b) Antonia
- **6. (a)** 84.9%
- **(b)** 26.4%

Chapter 3 Test, page 200



- 2. (a) Min: mean: 146.18, median: 140, mode: NA; Jan: mean: 219.64, median: 222, mode: NA; Gigi: mean: 189.45, median: 177, mode: NA
 - **(b)** Min: Q1 = 130, Q2 = 140, Q3 = 174, IQR = 44, standard deviation: 25.07; Jan: Q1 = 203; Q2 = 222, Q3 = 243, IQR = 40, standard deviation: 27.95; Gigi: Q1 = 160, Q2 = 177, Q3 = 212, IQR = 52, standard deviation: 28.27
 - (c) Min: 6, 11, 11; Jan: 7, 10, 11; Gigi: 9, 11, 11
- 3. Marnie can assume donations will be within 3 standard deviations of the mean; \$30-\$120
- 4. 21.19%
- 5. 6.11 years

6.



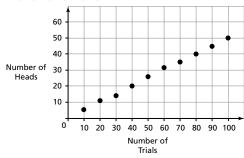
7. Sakic (178.0), Weight (133.2), Thornton (129.4), Iginla (114.4), Kariya (104.0)

Chapter 4

4.1 Exercises, page 209

- 1. (a) Toss a coin 10 times and record the number of times 7 or more heads occurs. Answers may vary; for example, 0.172.
 - (b) Roll a die and record the number of times 1 occurs. Answers may vary; for example, 0.167.
- 2. (a) Answers may vary; for example, 0.0769.
 - (b) (i) the particular card chosen
 - (ii) Answers may vary; for example, 50.
 - (iii) drawing a queen from the deck

3. (b) (i) Answers may vary; for example, 10; 5; 0.5; 20, 11; 0.55; 30, 15, 0.5, ..., 100, 50, 0.5



- (ii) tossing a coin
- (iii) the coin turns up heads
- (iv) The probability gets closer to 0.5.
- 4. (a) Answers may vary; for example, 0.501. Answer depends on the length of the shaft of the tack, roundness of the top, and diameter of the shaft.
 - **(b)** 0.499 (c) 251
- 5. (a) Toss 10 coins and record the number of times at least 5 heads occurs and the total number of trials.
 - (c) Answers may vary; for example, 0.6230.
- 6. (a) Answers may vary; for example, 0.5.
 - (b) Answers may vary; for example, 0.0619.
- 7. (a) Answers may vary; for example, 0.0769.
 - (b) Answers may vary; for example, 0.0010.
- 8. Make a spinner with 5 equal sectors of angle 72°, labelled A, B, C, D, E. Spin 5 times, recording the outcome and compare to the correct given answers.
- 9. (a) Let 0 represent a head and let 1 represent a tail.
 - **(b)** $\frac{1}{9}$
 - (c) Increase the number of trials in the experiment.
 - (d) Let 0 represent a male and let 1 represent a female.
 - (e) You can do more trials if needed.
- 10. Make a spinner with sector angles 72° and 288°. The larger sector represents a field goal. Answers may vary; for example, 0.0102.
- 11. Make a spinner with sector angles 36° and 324°. The smaller sector represents a defective keyboard. Answers may vary; for example, 0.0204.
- 12. (a) Make a spinner with sector angles 108° and 252°. The larger sector represents a seat belt wearer. Answers may vary; for example, 0.0306.
 - (h) no
- 13. Roll a die and record how many rolls it takes to get all 6 numbers. Create a spreadsheet of random integers 1 to 6. How many rows until you have all numbers 1 to 6? Answers may vary; for example, 23.
- 14. Create a spreadsheet of 3 random integers 1 to 3. Let 1 represent a green light. How many rows have no 1? Answers may vary; for example, 0.1406.

4.2 Exercises, page 218

- 1. (a) 7 of diamonds
 - (b) ace of spades, ace of hearts, ace of clubs, ace of diamonds
 - (c) 2, 3, 4, 5, 6, 7, 8, 9, 10 of clubs
 - (d) 2, 4, 6, 8, 10 of clubs, diamonds, hearts, or spades
- **2.** (a) only (a)
- (b) (a) $\frac{1}{52}$ (b) $\frac{1}{13}$ (c) $\frac{9}{52}$ (d) $\frac{5}{13}$ 3. (a) 5 (b) $\frac{3}{5}$ (c) $\frac{2}{5}$ (d) 0