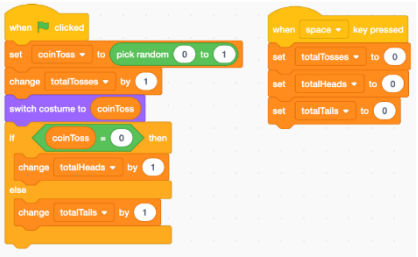
Algebra

Activity 14 Assessment

Using Code to Simulate Probability Experiments

Using Code to Simulate Probability Experiments			
Executes code that is provided and describes results "When I click the green flag, the *Coin Toss* application tosses a coin and shows whether it is heads or tails. I can execute it many times to simulate lots of tosses."	Reads and interprets code, predicting the output  "This application simulates tossing a coin by picking either 0 or 1 at random and shows whether heads or tails is tossed. If I execute it lots of times, I should get heads about half the time."	Understands the use of subprograms and repeats in programs "By adding the repeat to the *Coin Toss* application, it makes it much easier to use. Instead of pressing the green flag lots of times, I can just simulate many trials by changing the repeat number to a large number."	Writes and debugs code to determine experimental probabilities "Once the program has simulated tossing the coin 1000 times, I can use the results to calculate the experimental probability of tossing tails. I'll create a variable called **tailsEP** and set it to be equal to the number of tails tossed divided by the total number of tosses. The code is: 
Observations/Documentation			