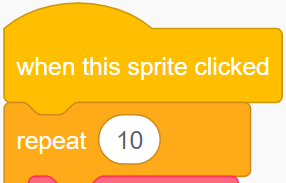
Answers

**Algebra**

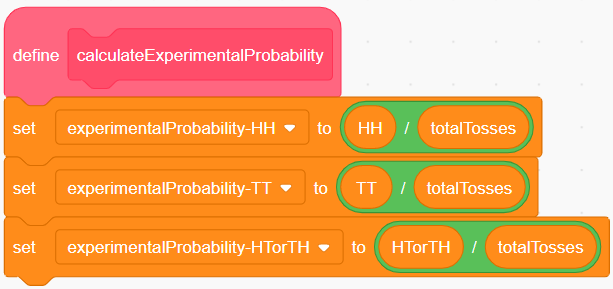
**Unit 3 Line Master 8g**



1. The repeat number indicates   
how many tosses will be simulated.

2. A 0 is used to represent heads and a 1 to represent tails.

3. To toss the coins faster, change the wait time to less than   
0.5 s.

4. The finished code for the subprogram **calculateExperimentalProbability** should look like this:  


5. The experimental probabilities will vary but will likely be   
reasonably close to the theoretical probabilities,

which are HH: , TT: , HT or TH: .

6. The experimental probabilities for 1 000 000 trials are closer to the theoretical probabilities than the results for 10 trials. When you have only 10 trials, getting the same outcome a few times in a row can have a big effect on the probabilities. Usually, the more trials we simulate, the closer the experimental probabilities get to the theoretical probabilities.