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| **Using Code to Simulate Tossing Two Coins** | | | |
| Interprets provided code that uses random numbers to simulate tossing two fair coins    This part of the code simulates tossing two coins one time. The code uses 0 to represent a head and 1 as a tail. It can be used in a repeat to simulate many tosses. | Changes code so that the experimental probabilities are closer to the theoretical probabilities  By changing the number of repeats to a very large number, I can get experimental probabilities that are very close to the theoretical probabilities. | Finds and fixes errors in code  and/or pseudocode that simulates coin tosses  When I ran my code, the probability for 2 tails was much greater than for 2 heads. I looked at my code and noticed I used the wrong random number range for the coins. | Alters code or pseudocode  to simulate tossing 1 fair and  1 unfair coin  I changed the random number range for one of my coins to 0 to 3, with 1, 2, and 3 all representing tails.  This represents a coin with a probability of landing tails. |
| **Observations/Documentation** | | | |
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