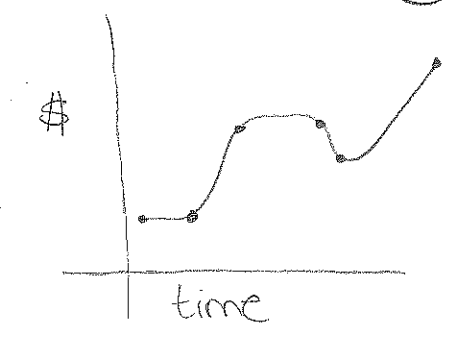
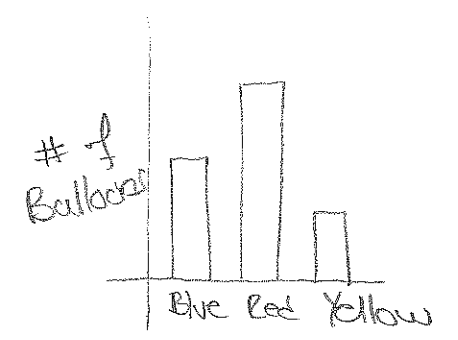


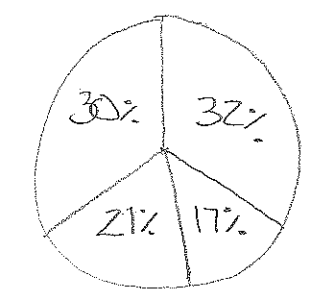
7.1 Choosing the right graph



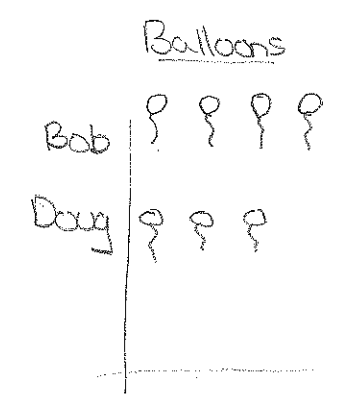
Line Graph  
 - comparing a quantity to another quantity  
 - numbers on both axis  
 - often x-axis is 'time'



Bar Graph  
 - comparing a category to a quantity  
 - numbers on y-axis, categories on x-axis



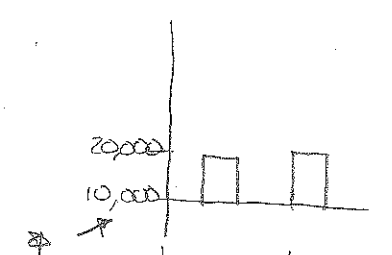
Circle Graph  
 - comparing parts of a whole  
 - often written in percent  
 - totals 100%



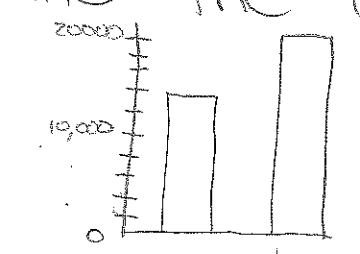
Pictograph  
 - uses pictures to represent data

7.2 Misrepresenting Data

→ the easiest way to screw data is to alter the values on the axis.



hard to see a difference



easy to see the difference

\* All axis must start at zero and increase at a constant rate  
 0, 5, 10, 15, 20, 25 ← YES  
 0, 1, 2, 10, 50, 100 ← NO

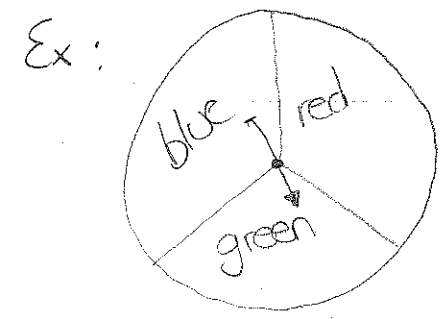
# 7.3 Probability of Independent Events

HW:  $\underline{A}$  7, 8, 10, 11     $\underline{B}$  12, 13, 14, 15     $\underline{C}$  2, 3, 4, 5, 6

Probability: likeliness of an event occurring  
 : how probable it is that something will happen  
 : written as a fraction, or percent (usually)

Ex: Getting a heads and rolling a four (1 die)  
 $\frac{\text{heads}}{\text{heads or tails}} = \frac{1}{2}$  ← ways of getting your outcome → 1  
 $\frac{\text{rolling a 4}}{\text{rolling 1, 2, 3, 4, 5, 6}} = \frac{1}{6}$  ← total possible outcomes → 6

Multiply the Probabilities  $\frac{1}{2} \times \frac{1}{6} = \frac{1 \cdot 1}{2 \cdot 6} = \frac{1}{12}$



Ex: Probability of spinning a red  $\frac{1}{3}$   
 then a blue  $\frac{1}{3}$   
 1st Spin.  $\frac{1}{3} \times \frac{1}{3} = \frac{1}{9}$

	R	B	G	
2nd Spin	R	RR (RB)	RG	$\frac{1}{9}$
	B	BR	BB	
	G	GR	GB	

(x) Ex: And vs. Or  
 tossing a head and spinning red  $\frac{1}{2} \times \frac{1}{3} = \frac{1}{6}$

tossing a head or spinning red  $\frac{1}{2} + \frac{1}{3} = \frac{3}{6} + \frac{2}{6} = \frac{5}{6}$

if the events both must occur (and statements); you multiply the probabilities  
 if the either of the events must occur (or statements); you add the probabilities