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AP STATISTICS – MS. KLIMCZUK

Graphing Calculator Activity: Generating Random Numbers

Instead of using coins, dice, cards, or tables of random numbers, you may decide to use your calculators for simulations.

There are several random number generators offered in the ***MATH PRB*** menu.

***randInt(*** is of great importance. This command will produce any number of random integers in a specific range.

Here are some examples showing how to use ***randInt(*** for simulations:

* ***randInt(0,1)*** randomly chooses a 0 or a 1. When do you think this would be an effective simulation? How would you use it? Show some examples below and write what they mean.
* ***randInt(1,6)*** produces a random integer from 1 to 6. When do you think this would be an effective simulation? How would you use it? Show some examples below and write what they mean.
* ***randInt(1,6,2)*** simulates rolling *two* dice. To do several rolls in a row, just press enter. Show some examples below and write what they mean.
* ***randInt(0,9,5)*** produces five random integers that might represent something like the prizes in the cereal boxes we were talking about earlier. Do a run. What type of prizes did your run give you?
* ***randInt(0,56,3)*** produces three random integers between 0 and 56. When do you think this would be an effective simulation? How would you use it? Show some examples below and write what they mean.