

Addition Rule: $P(A \text{ or } B) = P(A) + P(B) - p(A \text{ and } B)$

Discrete Probability Distribution

X	f (days)	$f \div n = p(x) \%$	$x p(x)$

Expected Value = Mean = $\mu = \sum x p(x)$ +

TI-83/84 Inputting *x-values* in L1 and *probabilities* in L2
 then stat \rightarrow calc \rightarrow Option 1 \rightarrow enter \rightarrow L1, L2 \rightarrow \rightarrow enter

Counting

Factorial: Number of ways **n** objects or subjects can be arranged = $n!$

Combination: Number of ways that **x** objects or subjects can be selected from **n** objects or subjects

The **order** in selection is **not relevant**. $nCx = \frac{n!}{x!(n-x)!}$ **TI-83/84** $n \rightarrow$ math \rightarrow PRB \rightarrow Option 3 $\rightarrow x$

Permutation: Number of ways that **x** objects or subjects can be selected from **n** objects or subjects

The **order** in selection is **relevant**. $nPx = \frac{n!}{(n-x)!}$ **TI-83/84** $n \rightarrow$ math \rightarrow PRB \rightarrow Option 2 $\rightarrow x$

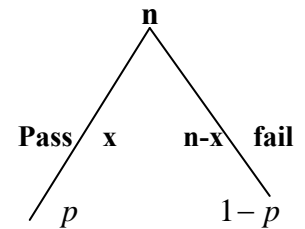
Binomial Probability

$$P(x) = nCx p^x (1-p)^{n-x} \quad \text{Mean} = \mu = np \quad \text{St. Dev.} = \sigma = \sqrt{np(1-p)}$$

$p =$ Desired probability $n =$ Total number of trials $x =$ Number of desired outcomes
 $nCx =$ Combination Rule

TI-83/84 2nd \rightarrow **DISTR** \rightarrow Option 0 then input (n,p,x) \rightarrow enter

$$P(x) = nCx p^x (1-p)^{n-x}$$



Non - Standard Normal Probability (NSNPD)

TI-83/84 2nd \rightarrow **DISTR** \rightarrow Option 2 then input (LB, UB, μ, σ) \rightarrow enter

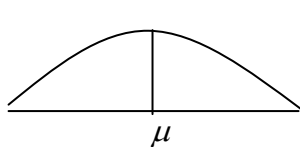
To create Lower Boundary $LB = \bar{x} - 5s$

To create Upper Boundary $UB = \bar{x} + 5s$

Cut-off point formula $x = \bar{x} + s z$ or $x = \mu + \sigma z$ **TI-83/84** 2nd \rightarrow **DISTR** \rightarrow Option 3 input $(\%, \mu, \sigma)$

For finding **Z**, you need to look it up on **page 3** of the table **Hint for TI** % is the area to the left of the cut off point.

Converting a **non - standard** value to **standard** value by using



$$Z = \frac{x - \mu}{\sigma} \quad \text{or} \quad Z = \frac{x - \bar{x}}{s}$$

