

## Comments about the code for §1.1 simulations

Download the code. Put it in your MATLAB path.

Use the **doc** command to find out what the code does and what arguments to give it. So, for example, for §1.1 #3, if give the command **doc dice\_sum** you'll find out that, for example, to roll 2 dice 10 times, you should give the command

**dice\_sum(2,10)**

Next look at the .m file to try to understand what it is doing at each step. I've put comments in the file to help with that.

For §1.1 #3 use the command to simulate rolling 3 dice a large number of times. You'll probably want to repeat this a few times. (Large number means as large as you can reasonably do on your computer without having a long wait. For example, on my computer I can do 10000 very quickly, but 100000 is relatively long.)

For §1.1 #15, there are two versions of the command, **baskets** and **baskets2**. Start with **baskets** and a fairly small number of games, say 5 or 10, to see what the code is doing. Once you understand that and have it working well, use the command **baskets2**, which works the same way but doesn't give any output for a game, just output for the final proportion of games in which the player has long enough runs of baskets. (You probably wouldn't want to see the results for example for each of 1000 games.)