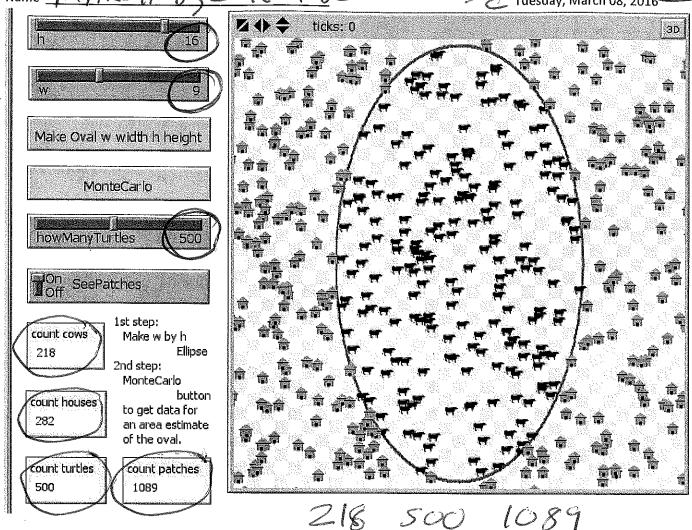
a = 6 1 1 Tuesday, March 08, 2016 Name MARCH 8, 2016 test



1. Calculate the Monte Carlo estimated area of the above OVAL using what you have learned. Be sure to show ALL of your work, including the NUMERATOR and DENOMINATOR and the setup of any equation so that you not only demonstrate you understand the concept and relationships and equation, but so that if you make arithmetic errors in the calculations, you can still get most or all of the credit. COWS are inside the OVAL, and HOUSES are outside the OVAL. VIP: Show ALL your work. Work it out on scratch paper first, the neatly show your organized step by step solution to the problem here.

Always, always, always break down your problem into answering the following three questions:

What is known? Write down what is given. Write down and determine what facts are directly given or that can be derived from what is stated or seen in the problem diagram. FOCUS ON WHAT

Note: It can be VERY IMPORTANT for you to draw a diagram or picture of the situation. It is NOT always given.

Or you might add to the picture that is given, like I do below here for you (Photoshop).

Or Peter Venkman

This is your ammunition for trying to hit the target. Your bow and arrows.

Or this is your fuel for taking you from the starting point to the destination, from the given to the goal.

What is unknown? What is the goal?

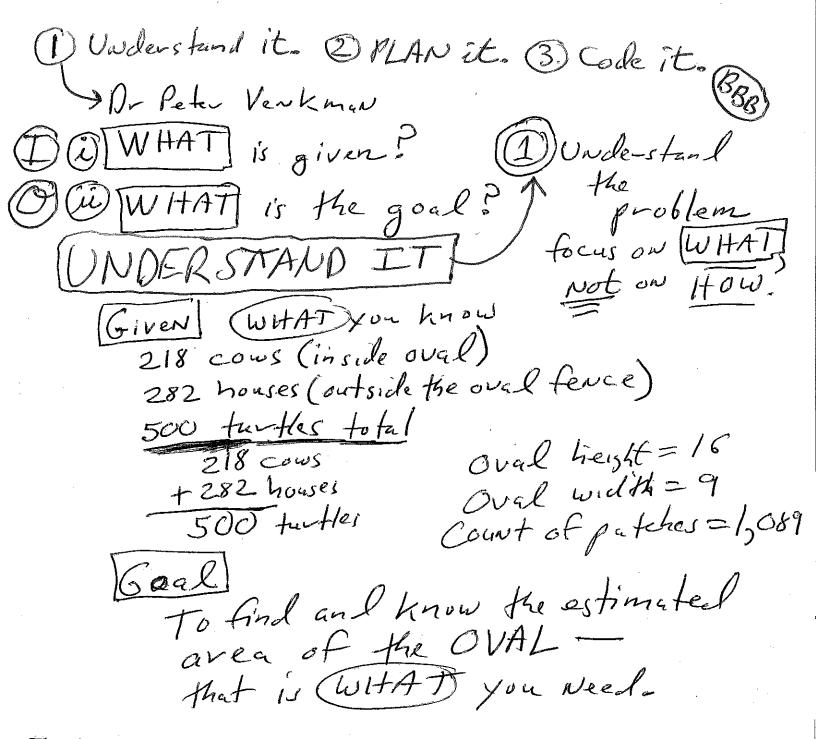
What is the question asking for?

That is your target!

That is your destination!

What is the result that is desired?

Phase 1 -Vade-start the problem



The three steps above are represented by the three Ghostbusters characters:

- i. WHAT is given? Dr. Peter Venkman WHAT is the goal?
- ii. HOW to get from Dr. Raymond Stantzi. given start toii. the desired result or goal.
- iii. Solve the problem using whatever tools (Netlogo, Vensim, calculator) and algebra you need to do.

Dr. Egon Spengler

(2) Develor a PLAN for	·
(2) Develop a PLAN for (CCO) HOW to get from	to (ii
a Raymond Stantz	given to go
	super to out
Use a = 3 d	a Gr Ves
Use a = 6 d formula for monte carlo problems_	
iii. How can you get from i. (given) to ii. (goal).	(HOW)
You now have a clear idea of where you are at, and of where you want to go.	
What formulas or past similar problem and trip can help you get from i. to ii.?	-tRIG
	where's ?
Or for Monte Carlo you might need the	WITCH
$ \begin{pmatrix} a = d \\ c \end{pmatrix} $ formula.	PLAN
rise	
Or you might need the slope = run	IT
formula where rise = $(y2 - y1)$ and run = $(x2 - x1)$	0
whise t	+2%
etc. etc. etc.	relop =
Mobilize knowledge about circles, slopes,	PLAN-
right triangles, points, distances between points, trigonometry that is relevant to	PLAN- Or Raymord Startz
	Startz
that you have WRITTEN DOWN and isolated and the ii. relevant GOAL that you have also	
WRITTEN DOWN as your clear target.	

Que a is the unknown, the goalb is darts in the turset area -6=218 cows in oval C = 500, the total "darts" thrown d = 1,089 patches d = 1,089 patches $d = 500 = 436 = 0.436 = \frac{6}{1000}$ 0.436 is the proportion of dark that were on target, inside the ovalo Think of made free throws. The player shot 43.6% d=1089 patches, area of the grid $a = \frac{218}{500}(1089)$ (ii) $A = \frac{218}{500}(1089)$ Goal Input Given facts Output (== 5 d) How to get from i

