

Solutions

Each answer shows the steps, then the **result**.

2.1

- Two

2.2

- $1 - 0.7 = 0.3$

2.3

- Any two: natural selection, mutation, gene flow, genetic drift, non-random mating

3.1 B

- allele frequencies over generations

3.2

(a)

- $50 \times 2 = 100$ alleles

(b)

- B count = $2(18) + 24 = 60$; frequency = $60/100 = 0.6$

3.3

- In a small population, chance events (which few individuals happen to reproduce) have a large effect on frequencies; in a large population these random effects average out