

Solutions

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

2.1

- any one of: model chance, add variability, shuffle, simulate an event

2.2

- the random value can differ each time the program runs

2.3

- a dice roll, a coin flip, or shuffling cards (any one)

3.1 B

3.2 B

3.3

(a)

- a whole number from 1 to 6

(b)

- no

(c)

- to model an unpredictable event (or add variety)