

Solutions

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

2.1

- it settles into a stable, predictable pattern (relative frequency)

2.2

- a random pattern is unpredictable in the short run; a non-random one is predictable

2.3

- a coin flip, a die roll, or drawing a card (any one)

3.1 B

3.2 B

3.3

(a)

- no

(b)

- a stable pattern — about half heads

(c)

- 0.5