

**Australian National University**  
**Department of Computer Science**  
**COMP1100**  
Notes for Tutorial/Laboratory Session 13

## **1 Statistics of Two-Dice Throws**

As you carry out this exercise with a pair of dice, the important thing is to :

- observe exactly how you carried it out,
- think about how it could be simulated in a computer program.

Choose a number  $n$  for the number of throws of the dice (20 - 50 for the lab exercise).

Determine the number of times each possible value of a two dice throw occurs.

## **2 Quiz 5**

Take another quiz to help you prepare for the exam. The questions on this quiz come from the COMP1100 exams in 2001 and 2002. The marks indicated on the quiz questions were the marks allocated on the exam papers.

## **3 Discuss quiz questions**

## **4 Other Review**

Here's your chance to ask your tutor questions about the course, especially about things done in the lab sessions. Of course, if you let your tutor know ahead of time what topics you have questions on, then he or she is likely to be able to give you better organised answers.