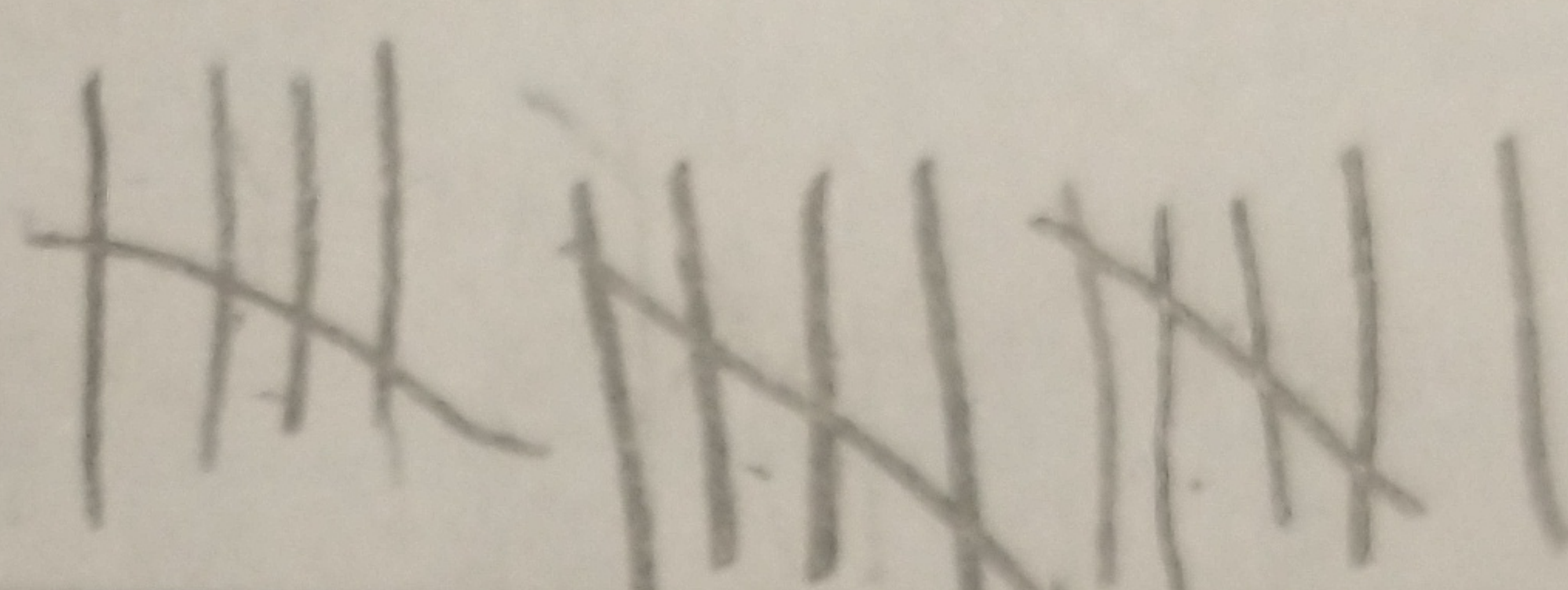
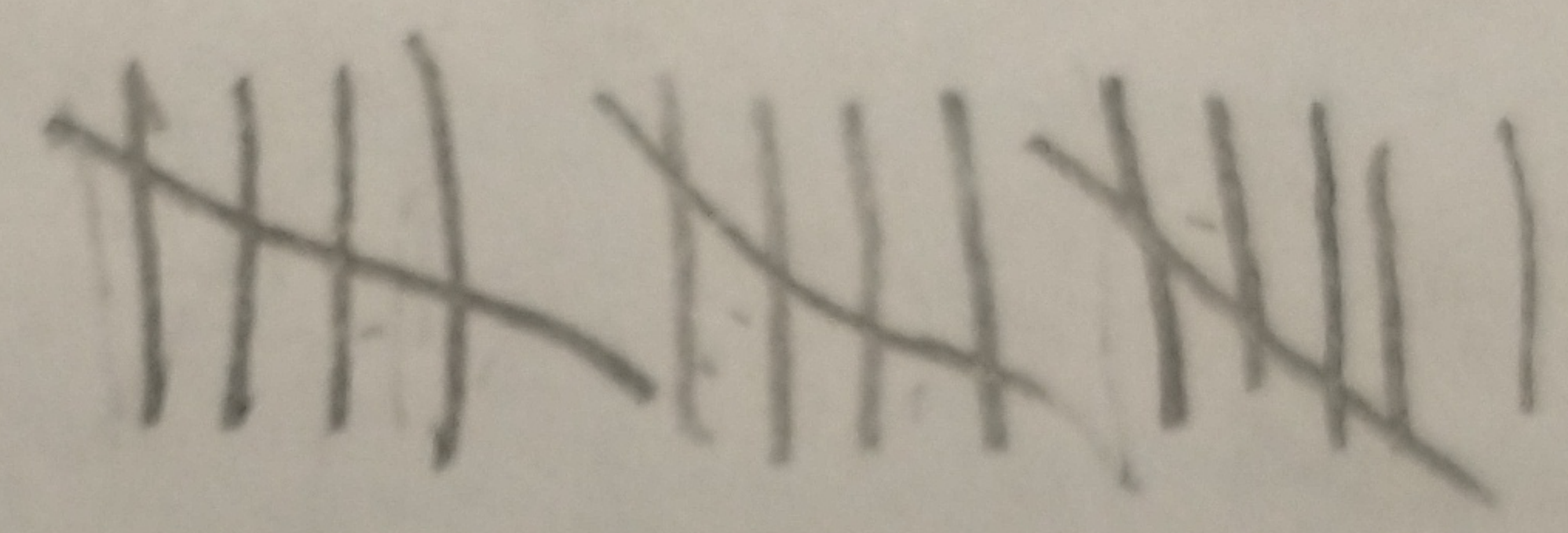
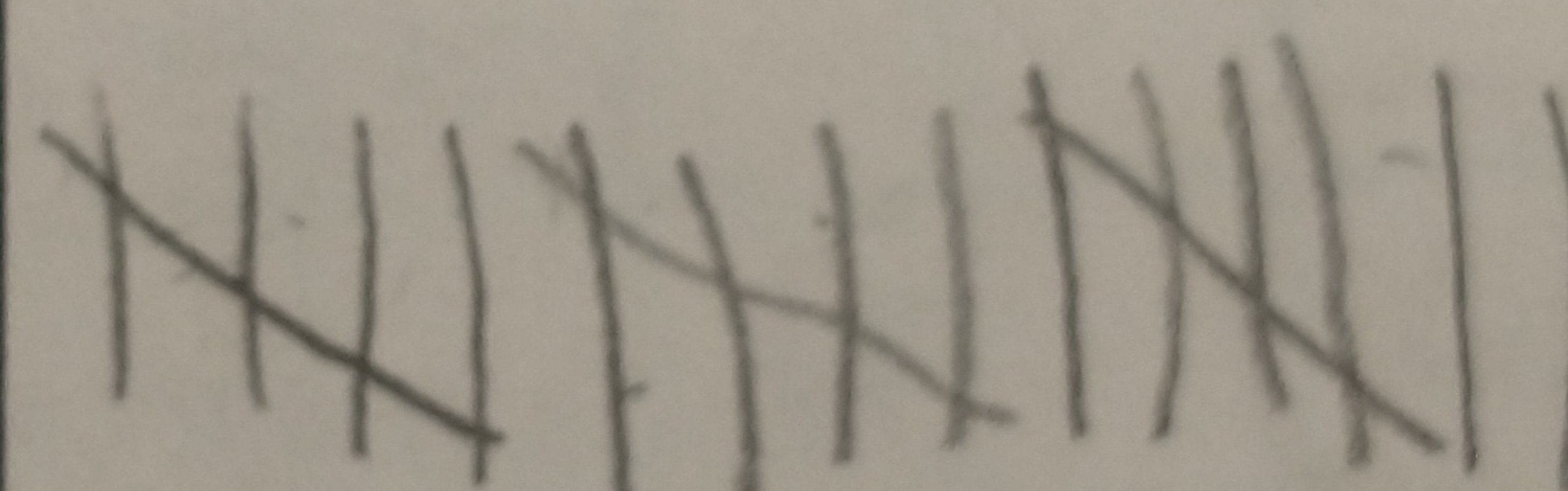
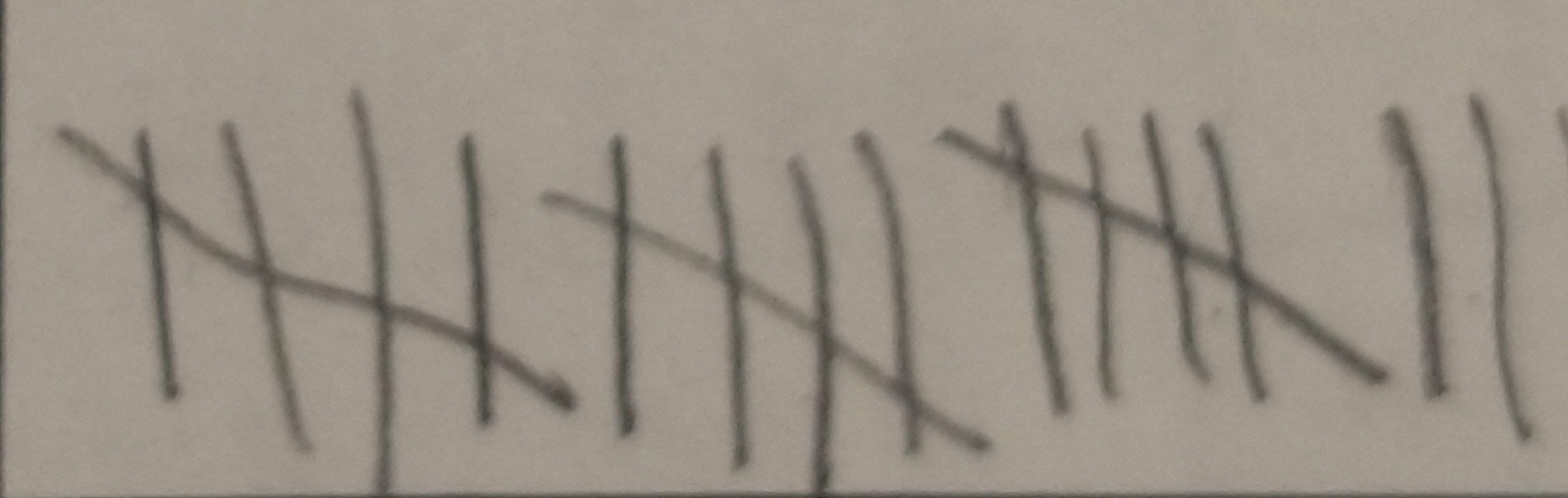
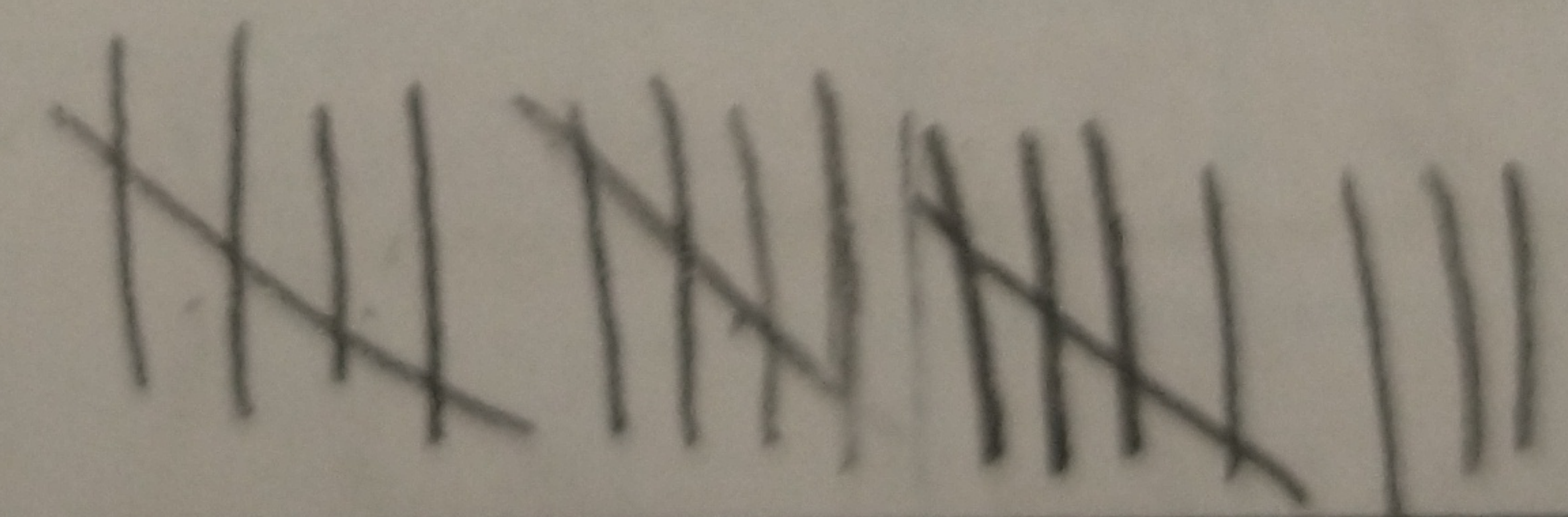
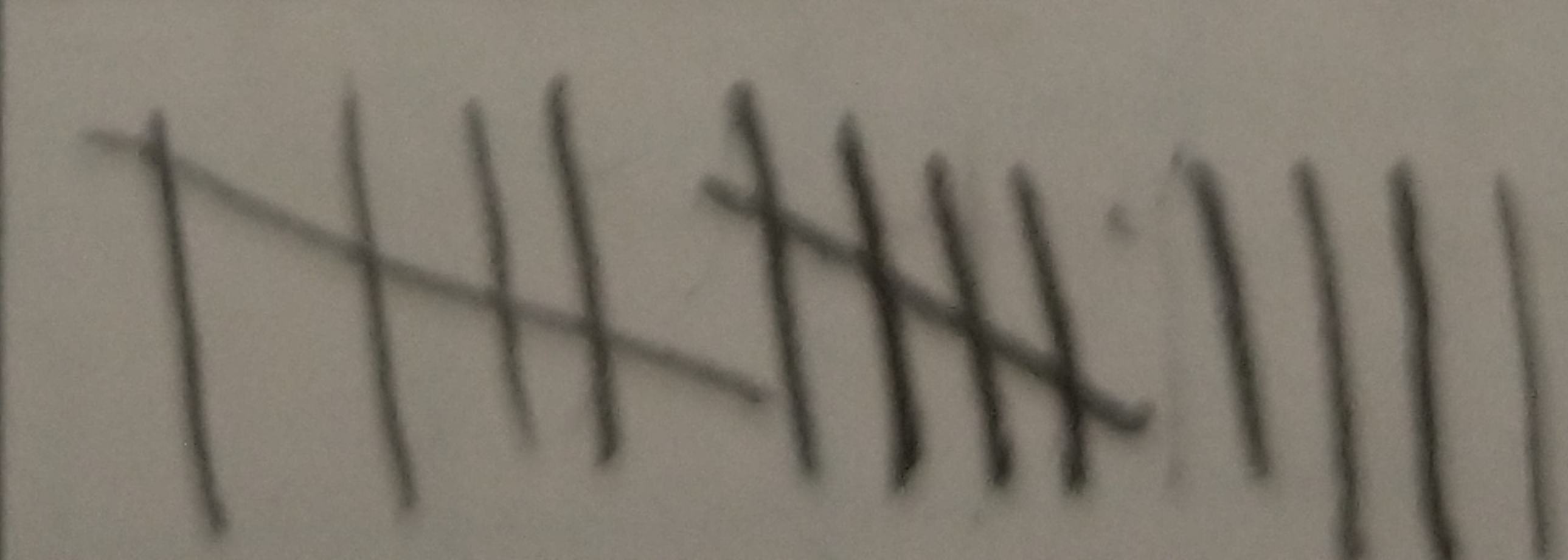


might, you would want the numbers rolled to be random and the likelihood of rolling a one is the same as two, is the same as a *Random Number Generator*? To measure this, use the data number displayed as the roll button is pressed one hundred tally, calculate the total count for each number and its distrib

Number Rolled	Tally Count	
1	正 正 正	
2	正 正 正 一	
3	正 正 正 正 一	
4	正 正 正 一	
5	正 正 正 一	
6	正 正 正	

1. How evenly distributed were the numbers for your *R* game was perfect, then each number should have co  
 Do you think your *Random Number Gener*



Number Rolled	Tally Count	
1		
2		
3		
4		
5		
6		



tally, calculate the

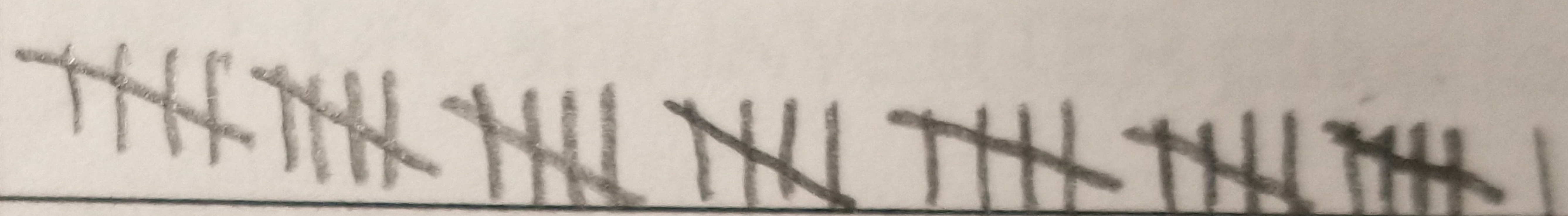
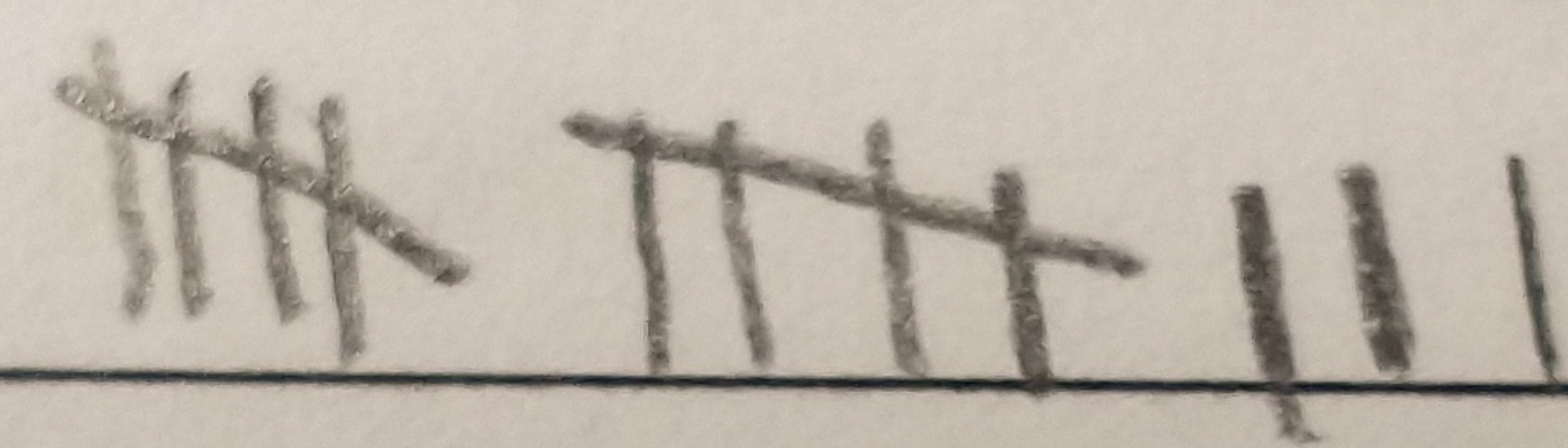
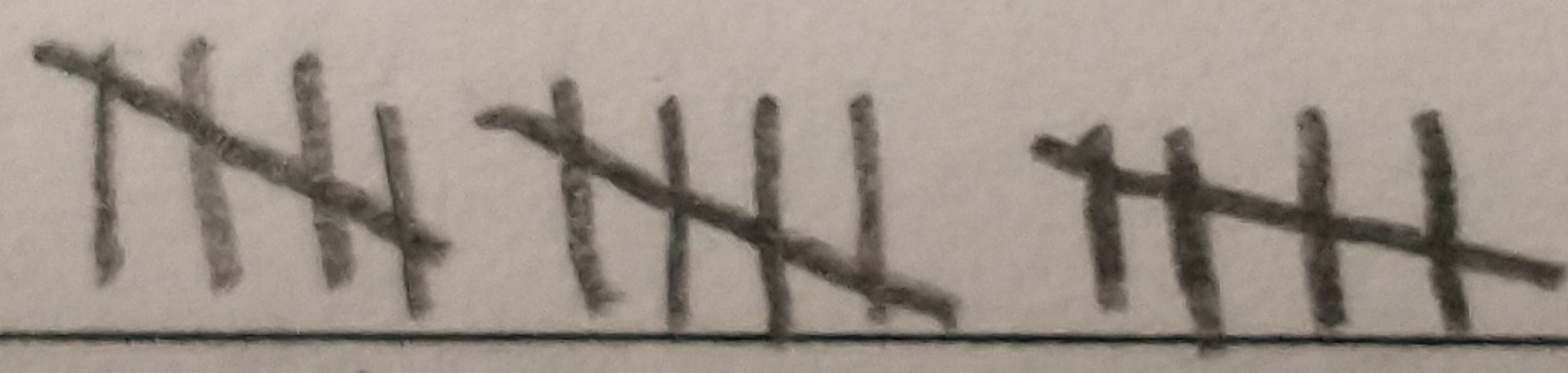
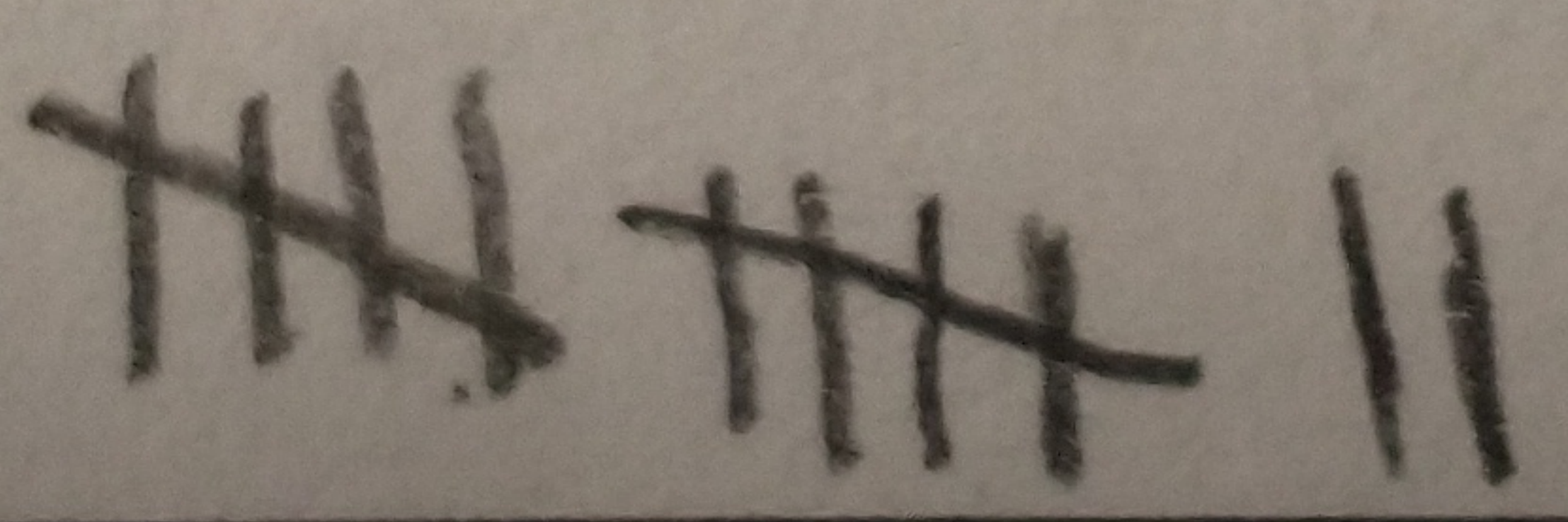
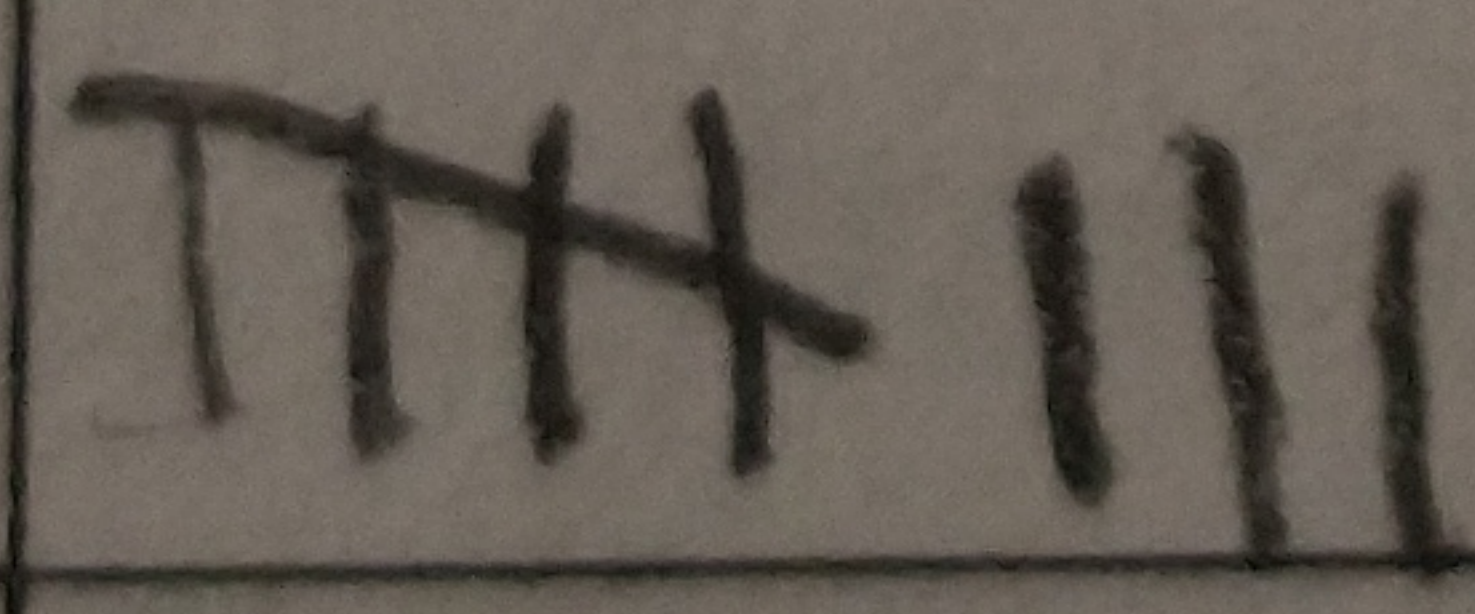
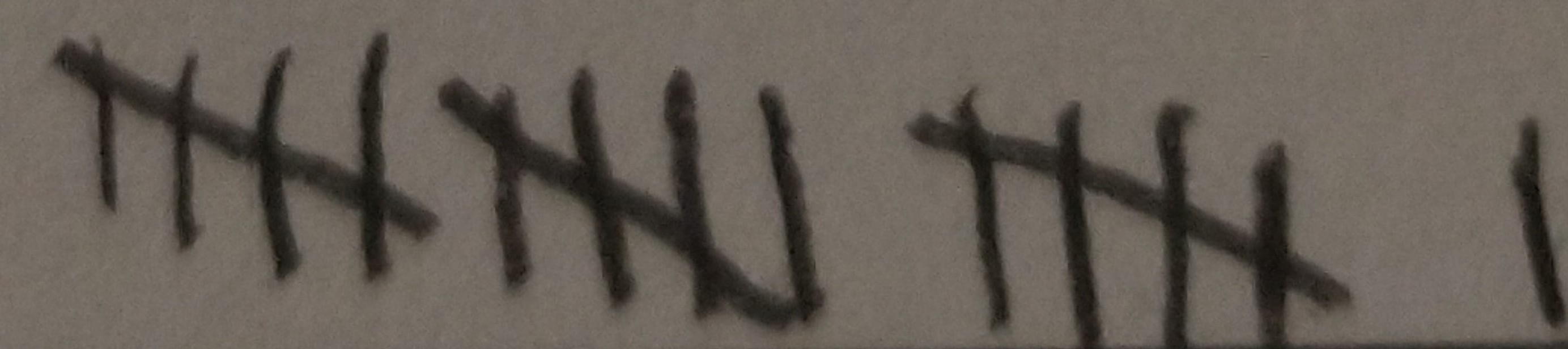
Number Rolled	Tally Count	
1		
2		
3		
4		
5		
6		

1. How evenly distributed were the numbers for your *Ra*

ber generator work? How do the analog, digital sequential and digital combinatorial  
identify all of the parts below Explain what happens when a 20 binary number is



If you were to use your *Random Number Generator* to play M night, you would want the numbers rolled to be random and e likelihood of rolling a one is the same as two, is the same as t *Random Number Generator*? To measure this, use the data t number displayed as the roll button is pressed one hundred t tally, calculate the total count for each number and its distribu

Number Rolled	Tally Count	
1		3
2		
3		
4		
5		
6		

- How evenly distributed were the numbers for your *Ran* game was perfect, then each number should have com the time. Do you think your *Random Number Generato*

No my game was