

## Vocabulary Toss

**(outcomes)** The possible results of an action.

**Example:** There are six \_\_\_\_\_ for rolling a single number cube: 1, 2, 3, 4, 5 and 6.

**(event)** Any outcome or group of outcomes.

**Example:** In rolling two number cubes, rolling a sum of 4 is an event corresponding to 3 different outcomes.

**(Probability of an event)**  $P(\text{event}) = \frac{\text{number of favorable outcomes}}{\text{number of possible outcomes}}$

**(Tree Diagram)** Diagram that displays all of the possible outcomes of an event.

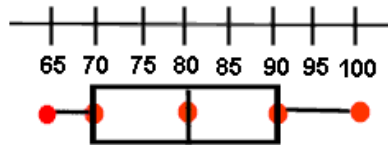
**(Independent Event)** Event in which the first event does not affect the second event.

**(Dependent Event)** Event in which the first event does affect the second event.

**(Frequency Table)** This is an example of the frequency table:

Number	Tally	Frequency
1.		3
2.		2
3.		4
4.		3
5.		6

**(Box and Whisker plot)** This is an example of box and whisker plot:



**(Combination)** An arrangement in which order does not matter.

**Example:** A ham and cheese sandwich is the same as a cheese and ham sandwich.

**(Line plot)** This is an example of a line plot:



**(Permutation)** An arrangement in which order is important.

**Example:** For the letters S, T, O, P and P, O, T, S the \_\_\_\_\_ are different because the order of the letters is different.

**(Population)** A group you want information about.

**(Quartile)** Divide the data into four equal parts in a box a whisker plot.

**(Random Sample)** Each member of the population has an equal chance to be selected.

**(Range)** The difference between the greatest and least values in a data set.

**(Sample)** Part of the population you use to make estimates about the population.

**(Sample Space)** A list of all the possible outcomes.

**(Simulation)** A model used to find experimental probability.