$\qquad$ Per: $\qquad$
Probability Practice Part 2

| 1. If you spin a fair spinner that has <br> four parts (green, blue, red \& white) <br> twice what is the probability that you <br> will spin a red and then a white? | 2. There are 3 chocolate chip, 6 sugar <br> and 2 oatmeal raisin cookies. If 2 <br> cookies are chosen at random without <br> replacement, what is the probability of <br> choosing 2 sugar cookies? | 3. If you roll a standard die numbers <br> 1-6), and then spin a fair spinner that <br> has 3 parts: black, white and gray, what <br> is the probability of rolling a 1 and <br> spinning a black? |
| :--- | :--- | :--- |

$\qquad$ Use the two-way frequency table shown below to evaluate problems 10-18.

|  | Prefers Sci-fi | Prefers Action | Prefers Comedies | Total |
| :---: | :---: | :---: | :---: | :---: |
| Plays Video Games | 22 | 15 | 40 | 77 |
| Does not Play Video Games | 23 | 8 | 20 | 51 |
| Total | 45 | 23 | 60 | 128 |


| 10. What is the probability that a <br> person selected at random prefers <br> action movies? | 11. What is the probability that a <br> randomly selected person will prefer <br> comedies, given that he or she does not <br> play video games? | 12. What is the probability that a <br> randomly selected person does not <br> play video games, given that he or she <br> prefers action movies? |
| :--- | :--- | :--- |
| 13. What is the probability that a <br> randomly selected person plays video <br> games? | 14. What is the probability that a <br> randomly selected person plays video <br> games, given that he or she prefers sci- <br> fi movies? | 15. What is the probability that a <br> person selected at random will play <br> video games and prefer sci-fi movies? |
| 16. What is the probability that a <br> randomly selected person prefers <br> comedies? | 17. What is the probability that a <br> randomly selected person plays video <br> games, given that he or she prefers <br> action movies? | 18. What is the probability that a <br> randomly selected person prefers <br> action movies, given that he or she <br> does not play video games? |


| Probability Practice Part 2 Answers |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
| $7.6 .3 \%$ | 2. $27.3 \%$ | $3.5 .6 \%$ | $4.8 .5 \%$ | $5.9 .0 \%$ | $6.12 .0 \%$ |
| $13 . \frac{77}{128}=60.2 \%$ | $8.1 .0 \%$ | 9. $0.0 \%$ | $10 . \frac{23}{128}=18.0 \%$ | $11 . \frac{20}{51}=39.2 \%$ | $12 . \frac{8}{23}=34.8 \%$ |

