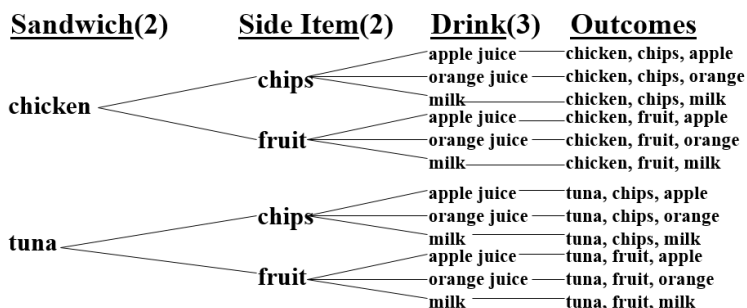


## Day 1 – The Counting Principle, Subsets, and Logic

### The Counting Principle

In many real life situations, you may want to count the number of possibilities. Suppose your school cafeteria offers chicken or tuna sandwiches; chips or fruit; and milk, apple juice, or orange juice. If you purchase one sandwich, one side item and one drink, how many different lunches can you choose?

You could make a tree diagram like the following:



Another way to count the number of possible lunches is to use the counting principle. Because you have 2 sandwich choices, 2 side item choices, and 3 drink choices, the total number of choices is  $2 \cdot 2 \cdot 3 = 12$ .

### Practice:

- At a sporting goods store, skateboards are available in 8 different deck designs. Each deck design is available with 4 different wheel assemblies. How many skateboard choices does the store offer?
  
- A father takes his son, Sebastian, to Wendy's for lunch. He tells Sebastian he can get a 5 piece nuggets, a spicy chicken sandwich, or a single for the main entrée. For sides, he can get fries, a side salad, potato, or chili. And for drinks, he can get a frosty, coke, sprite, or an orange drink. How many options for meals does Sebastian have?

### Factorials

The **factorial** of a number, denoted by  $n!$ , is the product of all positive integers less than or equal to  $n$ .

**Example:**

$$6! = 6 \cdot 5 \cdot 4 \cdot 3 \cdot 2 \cdot 1 = 720$$

Sometimes we use the factorial of a number in probability. Let's see why this makes sense.

### Practice:

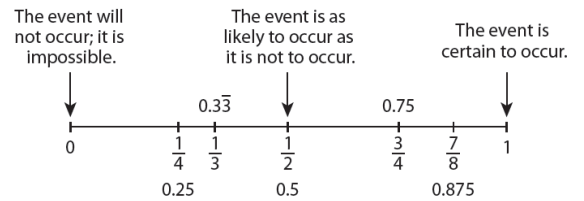
iPods can vary the order in which songs are played. Your iPod currently only contains 8 songs. Find the number of orders in which the songs can be played.

<u>1st Song</u>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	<u>Outcomes</u>
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**Songs available to choose:**

**Probability**

- A number from 0 to 1
- As a percent from \_\_\_\_\_ to \_\_\_\_\_
- Indicates how likely an \_\_\_\_\_ will occur



In probability, a **sample space** is the set of all possible outcomes. This is also known as the universal set. Any subset from the sample space is an **event**.

A **single event** is an event that describes a single outcome.

**Examples:**

- Flipping a coin and landing on heads
- Rolling a 3 with a die

A **compound event** combines two or more events using the word **and** or the word **or**.

**Examples:**

- Rolling a die two times
- Flipping a coin four times.

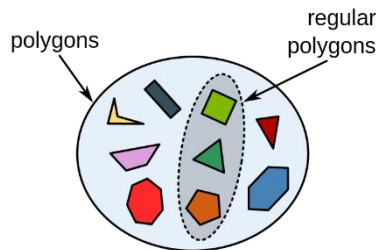
**Practice:**

*Sample Space:* all the playing cards in a 52 card deck

*Event:* drawing a queen of hearts      *Event:* drawing a club      *Event:* \_\_\_\_\_

A **subset** is a list or collection of items all contained within another set. Denoted by  $A \subset B$ , if all the elements of A are also in B.

**Example:**



Regular polygons are a subset of polygons.

**Practice:**

Let A be all multiples of 4 and B be all multiples of 2.

- $A = \{ \dots, -8, -4, 0, 4, 8, \dots \}$
- $B = \{ \dots, -8, -6, -4, -2, 0, 2, 4, 6, 8, \dots \}$

Is A a subset of B? And is B a subset of A?

The **empty set** is A set that has NO elements. Also called a **null set**. Denoted by  $\emptyset$ .

**Examples:**

- The set of squares with 5 sides.
- The set of cars with 20 doors.