

**Lesson Summary**

Tree diagrams can be used to organize outcomes in the sample space for chance experiments that can be thought of as being performed in multiple stages. Tree diagrams are also useful for computing probabilities of events with more than one outcome.

**Problem Set**

- Imagine that a family of three (Alice, Bill, and Chester) plays bingo at home every night. Each night, the chance that any one of the three players will win is  $\frac{1}{3}$ .
  - Using A for Alice wins, B for Bill wins, and C for Chester wins, develop a tree diagram that shows the nine possible outcomes for two consecutive nights of play.
  - Is the probability that “Bill wins both nights” the same as the probability that “Alice wins the first night and Chester wins the second night”? Explain.
- According to the Washington, D.C. Lottery’s website for its Cherry Blossom Doubler instant scratch game, the chance of winning a prize on a given ticket is about 17%. Imagine that a person stops at a convenience store on the way home from work every Monday and Tuesday to buy a scratcher ticket to play the game.

(Source: <http://dclottery.com/games/scratchers/1223/cherry-blossom-doubler.aspx>, accessed May 27, 2013)

  - Develop a tree diagram showing the four possible outcomes of playing over these two days. Call stage 1 “Monday,” and use the symbols W for a winning ticket and L for a non-winning ticket.
  - What is the chance that the player will not win on Monday but will win on Tuesday?
  - What is the chance that the player will win at least once during the two-day period?

**Image of Tetrahedral Die**

Source: [http://commons.wikimedia.org/wiki/File:4-sided\\_dice\\_250.jpg](http://commons.wikimedia.org/wiki/File:4-sided_dice_250.jpg)

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