Exercise 1 Calc.: ✓

In this question, parts 1, 2 and 3 are independent.

Part 1.

Sports watches are wristwatches that can be used during sporting activities. A lot of people use those watches.

The so-called <u>Sporty</u> sports watch is particularly popular. The probability that a random person with a sports watch has the watch Sporty is 60%.

We are looking at a sample of 500 people with sports watches. The random variable X gives the number of people in this sample that have the sports watch Sporty.



a) **Explain** why *X* can be modelled by a binomial law and **give** its parameters.

b) **Calculate** the probability that at least 300 people in this sample have the sports watch Sporty. **Round** to 2 decimal places.

c) **Determine** the expected number of people in this sample with the sports watch Sporty.

d) Calculate the standard deviation of X. Round to 3 decimal places. Interpret it in the given context.

2 marks 2 marks

2 marks

2 marks

Part 2.

The sports watch <u>Sporty</u> can give the effort during a run very accurately if the person gives his or her weight.

A woman with a weight of 60 kg is running uphill for 30 minutes. Therefore, her effort level is not steady. Her running power can be modelled by the following function:

$$P(t) = -0.05t^2 + 3t + 66$$
, with $0 \le t \le 30$

where t is in minutes and P(t) in kJ/min (kilojoules per minute).

e) Calculate at which power the woman is running when she starts running, and 15 minutes after she started.

f) **Draw** the graph of the function P in the given domain.

g) **Determine** at what time the woman's running power is 106 kJ/min.

Part 3.

A lot of people are using the internet to buy their sports watch <u>Sporty</u>, and ask for a delivery at a shop called "RunAway".

We know that 80% of the time the <u>Sporty</u> arrives on time (in a few days), 15% of the time it arrives late (it takes some weeks to arrive) and the rest of the times it doesnt arrive at all.

We also know that when the <u>Sporty</u> arrives on time, the probability that people like the shop "RunAway" is 0.9; when it arrives late, the probability that people like it is 0.3; and if it doesnt arrive at all the probability that people like the shop is 0.1.

We randomly select a user who ordered a Sporty watch online and asked for delivery in this shop.

h) **Sketch** a tree diagram of the situation above.

3 marks

3 marks

i) Compute the probability that this user likes the shop "RunAway".

2 marks

j) If we know that this person liked the shop, **give** the probability that the <u>Sporty</u> that was ordered arrived on time.

3 marks

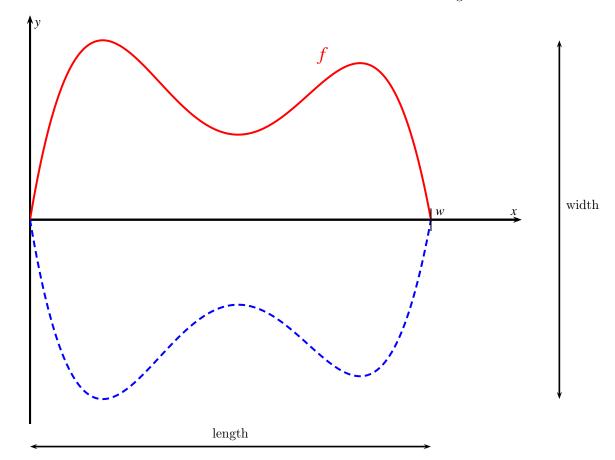
In this question, parts 1 and 2 are independent.

Part 1

A musician plays a guitar and wishes to model its shape. The main wood box can be modeled by the following equation:

$$f(x) = -0.13x^4 + 1.4x^3 - 4.9x^2 + 6x$$

The following picture shows the curve of f (in red, plain line), together with the symmetric of this curve, with respect to the x-axis (in blue, dashed line). In this equation, x is in decimetres, and f(x) is also in decimetres. The surface between those two curves forms the wood box of this guitar.



As can be seen on the graph, the function f is in fact defined from 0 to a value w, which is the other solution of the equation f(x) = 0.

a) **Determine** the value of w, **rounding** to 3 decimal places. **Give** the length of the wood box, in centimetres.

b) **Determine** the maximum value of f, **rounding** to 3 decimal places. **Give** the width of the wood box, in centimetres.

c) The function f has three stationary points. In question b) we have found one of them. **Give** 4 marks the coordinates of the two other stationary points, **rounded** to two decimal places.

Before a big concert, our musician wants to paint the back of the wood box in black. We hence want to know what is the area of this surface.

d) **Determine** an approximate value of the following integral, **rounded** to 3 decimal places: 3 marks

$$\int_0^{5.3} f(x) \, \mathrm{d}x$$

Give the area that has to be painted, in square decimetres.

Part 2.

Our musician opens a webpage for his band, and is interested in the number of followers across time (x = 0 when the webpage is created). The table below shows the number of followers for the first 20 weeks:

x = Time (weeks)	2	4	5	8	10	11	12	13	16	18
y = Number of followers	275	240	180	300	380	350	250	350	440	400

e) **Draw** a scatter diagram to represent the data from the table.

3 marks

f) **Compute** the linear correlation coefficient. **Determine** if a linear model would be appropriate for his data. **Discuss** how we could improve the linear model by combining it with another one.

3 marks

g) **Determine** an equation in the form $y = a \cdot x + b$ of the linear regression of y on x using this data. **Round** a and b to one decimal place.

3 marks

Draw the regression line on the same diagram as e).

In h) and i), use the linear model $f(x) = 20 \cdot x + 190$.

h) Compute when the number of followers would be over 800.

3 marks

i) Explain why the model is not appropriate over many weeks.

2 marks