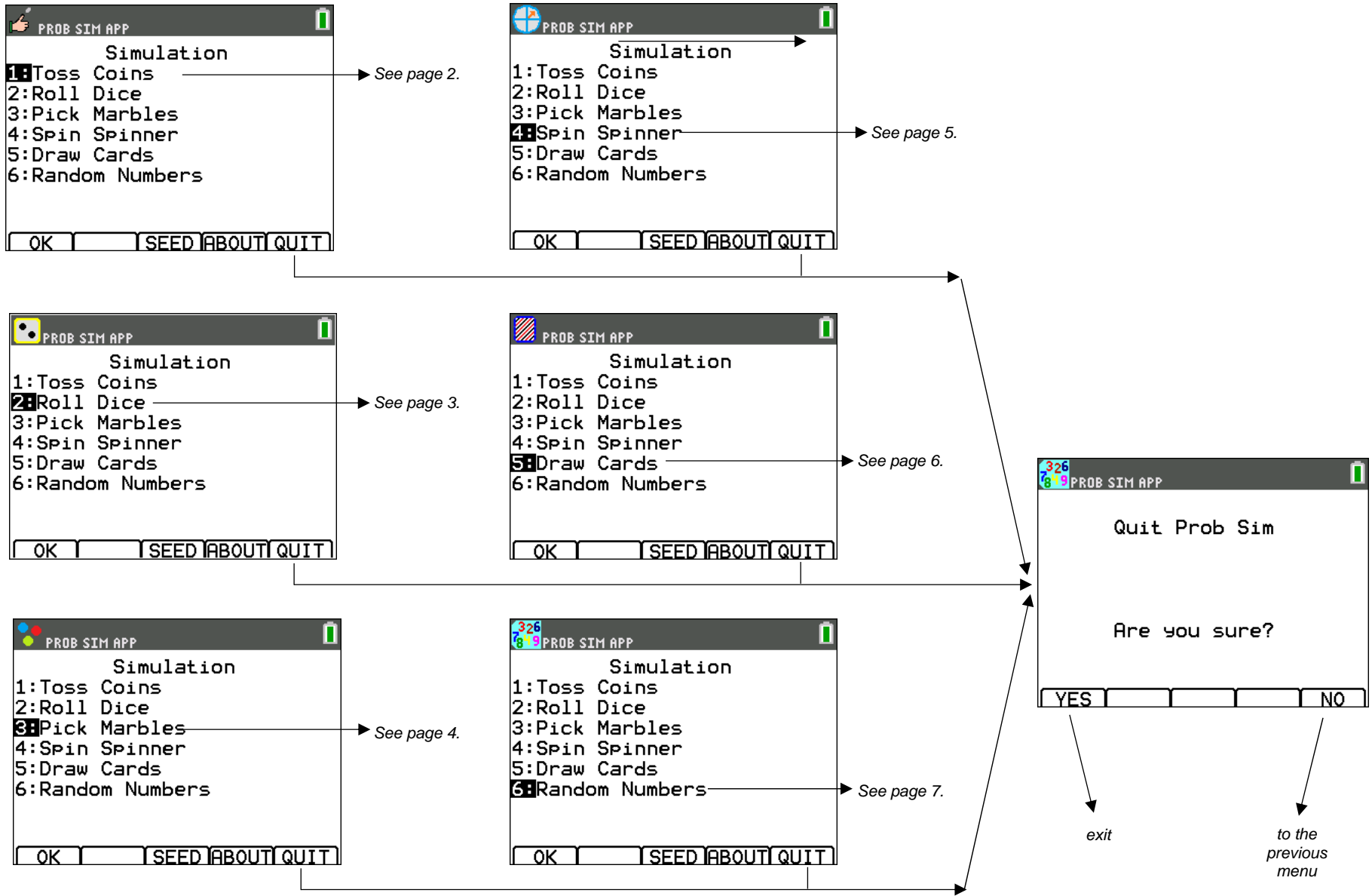
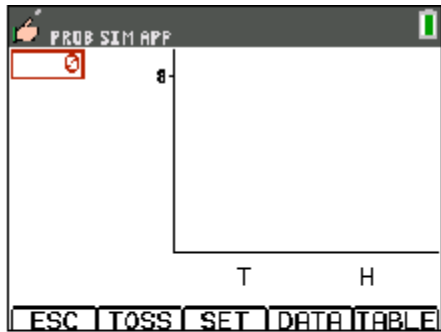
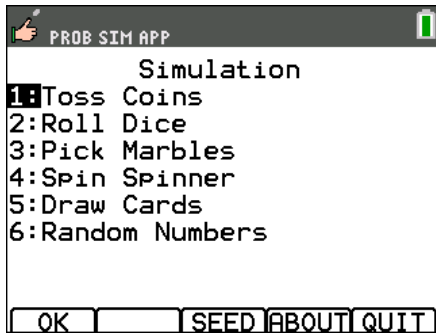


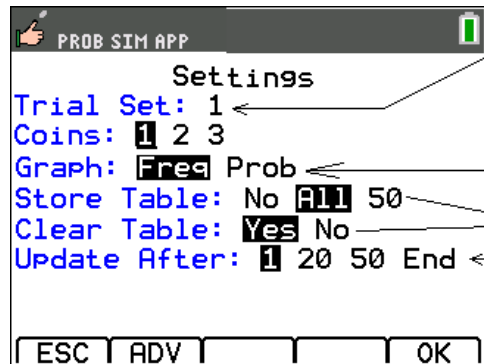
# Probability Simulation App Menu Map by John LaMaster, IPFW (lamaster@ipfw.edu)



# Toss Coins Menu Map



takes you to previous menu (Main) → ESC  
 runs the simulation → TOSS  
 sets up the simulation → SET  
 find where to store (export) the data after the simulation → DATA  
 toggle between displaying as a graph or table → TABLE



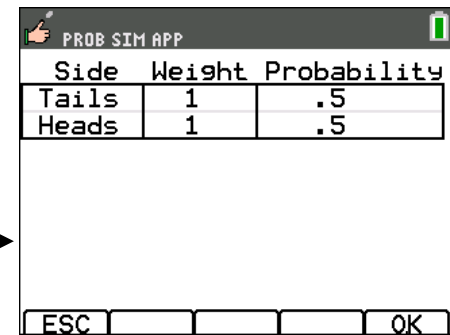
to the previous menu (and lose your changes)

OK must be pressed to accept your changes.

The number of trials that are run (max = 999) each time TOSS is pressed. If left at 1, further trial options of 1, 10, or 50 will occur after you press TOSS.

Choose relative frequency or simulated probability. Popular settings are All and Yes.

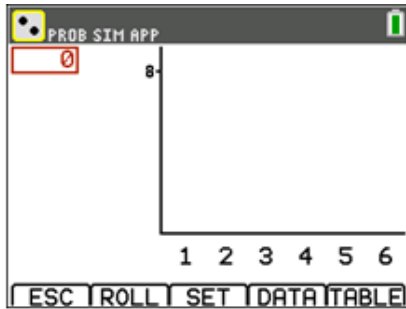
How many trials occur before the table and graph are updated.



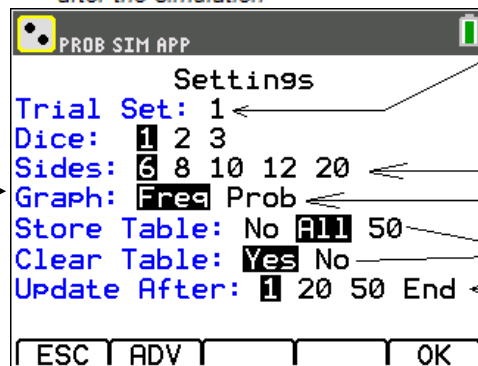
to the previous menu (and lose your changes)

OK must be pressed to accept your changes.

# Roll Dice Menu Map



takes you to previous menu (Main) → ESC  
 runs the simulation → ROLL  
 sets up the simulation → SET  
 find where to store (export) the data after the simulation → DATA  
 toggle between displaying as a graph or table → TABLE



The number of trials that are run (max = 999) each time ROLL is pressed. If left at 1, further trial options of 1, 10, or 50 will occur after you press ROLL.

Provides many discovery opportunities!

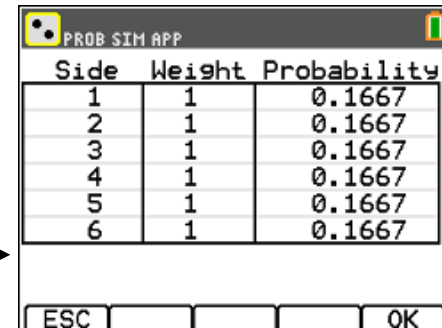
Choose relative frequency or simulated probability.

Popular settings are All and Yes.

How many trials occur before the table and graph are updated.

to the previous menu (and lose your changes) → ESC

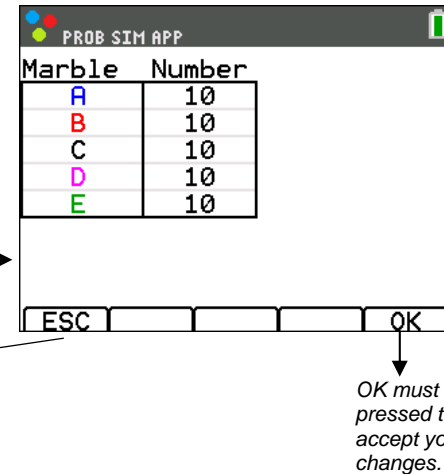
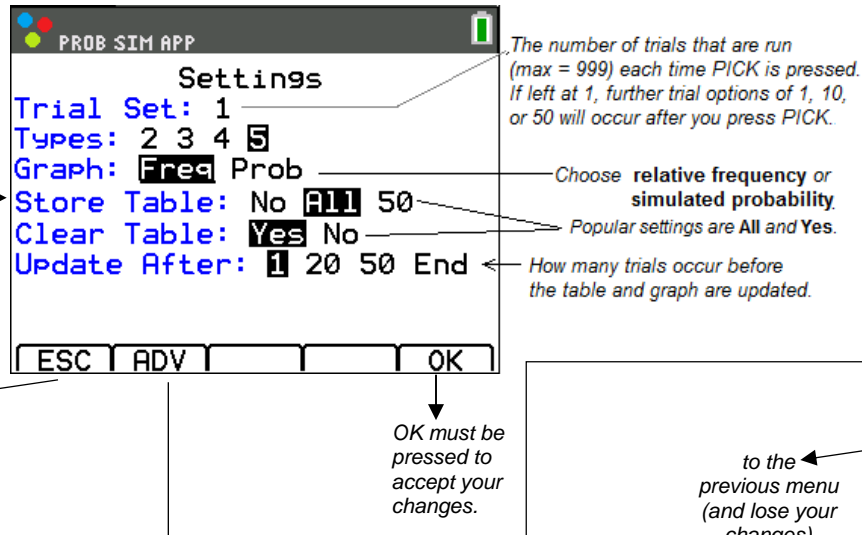
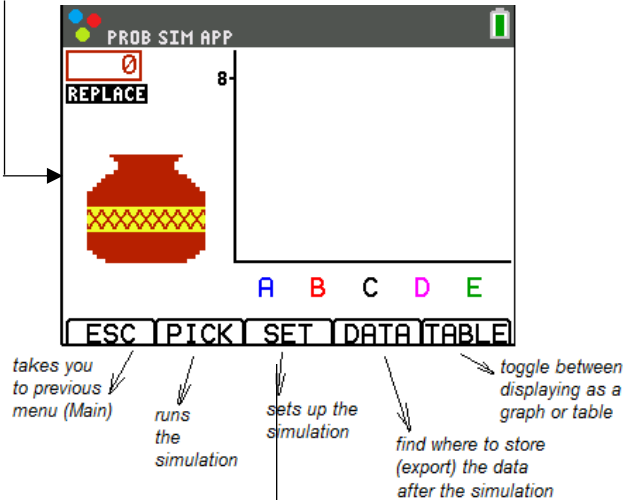
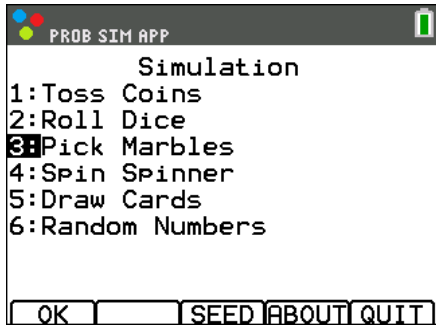
OK must be pressed to accept your changes. → OK



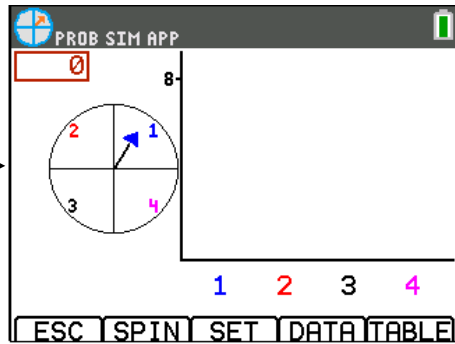
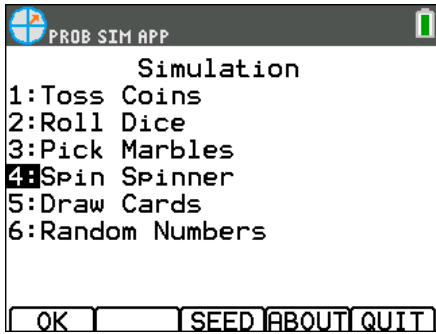
to the previous menu (and lose your changes) → ESC

OK must be pressed to accept your changes. → OK

# Pick Marbles Menu Map



# Spin Spinner Menu Map



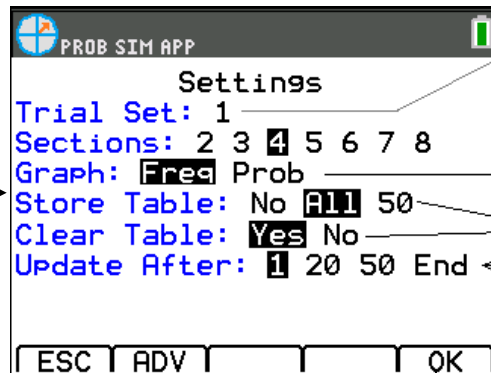
takes you to previous menu (Main)

runs the simulation

sets up the simulation

find where to store (export) the data after the simulation

toggle between displaying as a graph or table



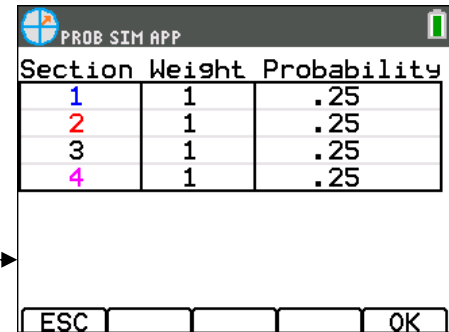
The number of trials that are run (max = 999) each time SPIN is pressed. If left at 1, further trial options of 1, 10, or 50 will occur after you press SPIN.

Choose relative frequency or simulated probability. Popular settings are All and Yes.

How many trials occur before the table and graph are updated.

to the previous menu (and lose your changes)

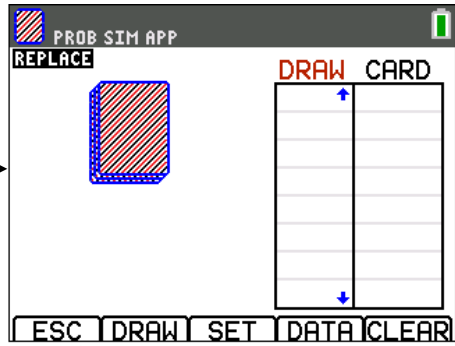
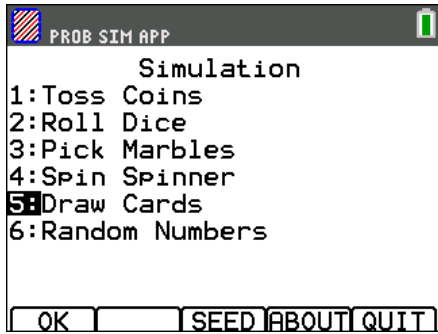
OK must be pressed to accept your changes.



to the previous menu (and lose your changes)

OK must be pressed to accept your changes.

# Draw Cards Menu Map



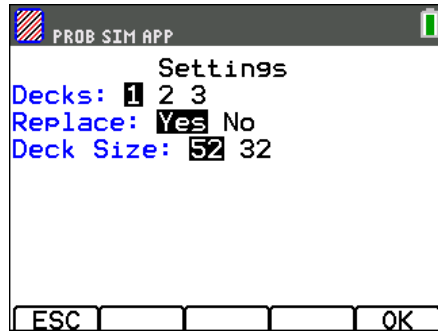
takes you to previous menu (Main)

runs the simulation

sets up the simulation

find where to store (export) the data after the simulation

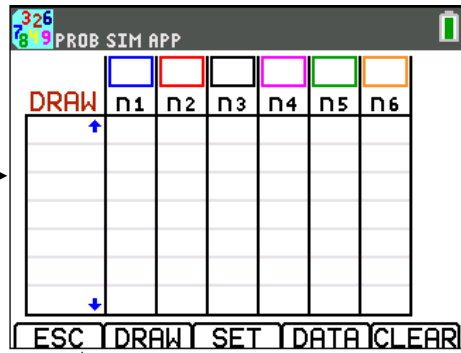
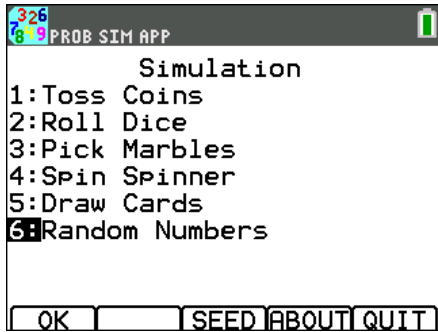
toggle between displaying as a graph or table



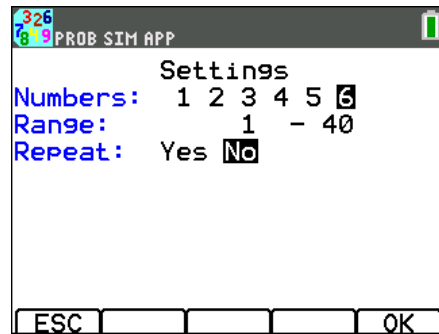
to the previous menu (and lose your changes)

OK must be pressed to accept your changes.

# Random Numbers Menu Map



*takes you to previous menu (Main)*  
*runs the simulation*  
*sets up the simulation*  
*find where to store (export) the data after the simulation*  
*toggle between displaying as a graph or table*



*to the previous menu (and lose your changes)*

*OK must be pressed to accept your changes.*