

Concepts to know Exam 2

This exam covers Chapter 3, Chapter 6, and section 7.1

- Setting up a Linear programming problem.
Be sure to define the variables.
- Inequalities
 - Graphing
 - Shading for the feasible region.
 - Manipulation
- Solving Linear programming problems.
 - Graphing method
 - * feasible region
 - * Corner points
 - * How to find a solution.
- Set operations.
- Subsets and Elements.
- Translating sets to English.
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- Filling in a Venn Diagram
- Shading Venn diagrams
- Counting
 - Venn Diagrams
 - Tables
 - Trees
 - Multiplication Principle
 - Combinations
 - Permutations
 - Counting what you want by counting what you don't want
 - Formulas.
- section 7.1
 - Sample space
 - Events
 - Outcomes
 - Mutually exclusive
- All problems like those on the handouts
- Any additional topic discussed in class.