

Sample Spaces and The Counting Principle

Represent the sample space using set notation.

- 1) A sandwich shop has three types of sandwiches: ham, turkey, and chicken.
- 2) The chess club must decide when to meet for a practice. The possible days are Tuesday, Wednesday, or Thursday.
- 3) The chess club must decide when to meet for a practice. The possible days are Tuesday, Wednesday, or Thursday. The possible times are 3, 4, or 5 p.m.
- 4) When a button is pressed, a computer program outputs a random odd number greater than 1 and less than 9. You press the button twice.
- 5) A spinner can land on either red or blue. You spin and then roll a six-sided die.
- 6) There are two boys and a girl on a trivia team. Two questions remain. One team member is randomly picked to answer the first question and a different member is picked to answer the second question.

Find the number of possible outcomes in the sample space.

- 7) A jewelry store sells gold and platinum rings. Each ring is fitted with a ruby, sapphire, emerald, or diamond gemstone.
- 8) A spinner can land on either red, blue, or green. You spin twice.
- 9) Eight rooms in a house need to be painted. Each room can be painted white or yellow.
- 10) Six books need to be placed on a shelf. You randomly arrange the books on the shelf from left to right.

Sample Spaces and The Counting Principle

Represent the sample space using set notation.

- 1) A sandwich shop has three types of sandwiches: ham, turkey, and chicken.
 {ham, turkey, chicken}
- 2) The chess club must decide when to meet for a practice. The possible days are Tuesday, Wednesday, or Thursday.
 {Tuesday, Wednesday, Thursday}
- 3) The chess club must decide when to meet for a practice. The possible days are Tuesday, Wednesday, or Thursday. The possible times are 3, 4, or 5 p.m.
 {(T, 3), (T, 4), (T, 5),
 (W, 3), (W, 4), (W, 5),
 (R, 3), (R, 4), (R, 5)}
- 4) When a button is pressed, a computer program outputs a random odd number greater than 1 and less than 9. You press the button twice.
 {(3, 3), (3, 5), (3, 7),
 (5, 3), (5, 5), (5, 7),
 (7, 3), (7, 5), (7, 7)}
- 5) A spinner can land on either red or blue. You spin and then roll a six-sided die.
 {(R, 1), (R, 2), (R, 3), (R, 4), (R, 5), (R, 6),
 (B, 1), (B, 2), (B, 3), (B, 4), (B, 5), (B, 6)}
- 6) There are two boys and a girl on a trivia team. Two questions remain. One team member is randomly picked to answer the first question and a different member is picked to answer the second question.
 {(B₁, B₂), (B₁, G),
 (B₂, B₁), (B₂, G),
 (G, B₁), (G, B₂)}

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- 7) A jewelry store sells gold and platinum rings. Each ring is fitted with a ruby, sapphire, emerald, or diamond gemstone.
 8
- 8) A spinner can land on either red, blue, or green. You spin twice.
 9
- 9) Eight rooms in a house need to be painted. Each room can be painted white or yellow.
 256
- 10) Six books need to be placed on a shelf. You randomly arrange the books on the shelf from left to right.
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