

You are throwing darts at a dartboard. You get 12 throws. The score for each dart as follows:

Bulls-eye = 4 Bulls-eye line = 3 Outer circle = 2 Outer circle line = 1.

- 1. Store 12 random numbers from -5 to 5 in list 1. Then store 12 random numbers from -5 to 5 in list 2. To generate the 12 random numbers from -5 to 5 to the 10^{th} 's place, follow these steps:
 - a) Clear home screen and set the MODE decimal to 1 place. Press 2nd MODE.
 - b) Type **10** (the range of the numbers going both ways from 0).
 - c) Press MATH, and then select **PRB** and **rand** ENTER (to generate random numbers).
 - d) Type (12) (the number of items you want in the list)
 - e) Type **5** (telling calculator to begin at 5 less than 0)
 - f) Type STO→ 2nd LIST 1 to store the numbers in list 1.
 - g) Repeat a-f and then type **STOP 2nd LIST** 2 to store the numbers in list 2.
- 2. The numbers in list 1 and list 2 are the ordered pairs to show where the dart hit the target. Plot the ordered pairs from your lists on the graph on the back of this paper.
- 3. Now, use the TI calculator to draw a dartboard to simulate throwing your 12 darts. The calculator will show you where your darts landed in the target. Follow these steps to create the circles for the target:
 - a) Press **Y**= and clear any functions.
 - b) For the first function, type $\sqrt{(-x^2 + 9)}$
 - c) For the second function, type $\sqrt{(-x^2 + 9)}$
 - d) In the third function, type $\sqrt{(-x^2 + 36)}$
 - e) In the fourth function, type $\sqrt{(-x^2 + 36)}$
 - f) Press WINDOW and set Xmin= 9.4, Xmax= 9.4, Ymin= 6.3, Ymax= 6.3. Set XscI and YscI as 1. Press GRAPH.
- 4. Now show the points that represent the darts by pressing 2nd Y= and constructing a scatter plot using the data from list 1 and list 2. Make sure all other plots are off. Check the location of the points you plotted earlier. Sketch the target around the points.
- 3. What is the radius of the Bull's Eye? The target?
- 4. What is your score?