Review III

1. Section 12.1

- a. Isometry (or Rigid Motion of the Plane)
 - 1) Preserves Congruent Sides
 - 2) Preserves Congruent Angles
 - 3) Preserves Congruent Circles
 - 4) Preserves Parallel Line (Segments)
- b. Translation (or Slide)
 - 1) Pre-Image
 - 2) Slide Arrow or Vector
 - 3) Image
 - 4) Construction of Translation
 - a) Geoboard (or Coordinate System)
 - b) Compass and Straight Edge
 - 5) Coordinate Representation
 - a) $(x,y) \rightarrow (x+a,y+b)$
- c. Rotation (or Turn)
 - 1) Turn Center
 - 2) Turn Direction
 - 3) Turn Angle
 - 4) Construction of Rotation
 - a) Geoboard (or Coordinate System)
- d. Slopes of Perpendicular Lines

2. Section 12.2

- a. Reflection
 - 1) Construction of Reflection
 - a) Folding
 - b) Geoboard (or Coordinate System)
 - c) Compass and Straight Edge
- b. Glide Reflection

3. Section 12.3

- a. Size Transformation
 - 1) Center
 - 2) Scale Factor
 - 3) Scales Line Segments by Scale Factor
 - 4) Preserves Congruent Angles
 - 5) Construction
 - a) Geoboard (or Coordinate System)
 - 6) Similar Figures

4. Section 12.4

- a. Line Symmetries
- b. Rotational Symmetries
- c. Point Symmetries (Half-Turn Symmetries)
- d. Symmetry Groups
 - 1) Planar Figures (Rectangle, Square, Isosceles Triangle, Equilateral Triangle)
 - 2) Arithmetic Tables for Symmetry Group of Planar Figures
- e. Frieze Patterns (Infinite Symmetry Patterns under Planar Isometries)
 - 1) Seven Categories

5. Section 7.1

- a. Experiment
- b. Outcome
- c. Sample Space
- d. Event
- e. Probability
 - 1) Experimental (or Empirical)
 - 2) Theoretical

- f. Probability of Events in Sample Spaces of Equally Likely Outcomes
 - 1) $P(A) = \frac{n(A)}{n(S)}$
 - g. Mutually Exclusive Events
 - h. Complementary Event \bar{A} (to event A)
 - i. Probability Properties (for Events A and B)
 - 1) 0 # P(A) # 1
 - 2) $P(A \cap B) = P(A) + P(B)$ if A and B are mutually exclusive
 - 3) $P(\bar{A}) = 1 P(A)$
 - 4) P(A C B) = P(A) + P(B) P(A 1 B) if A and B are not mutually exclusive
- 6. Section 7.2
 - a. Multistage Experiments
 - b. Tree Diagrams
 - c. Multiplication Rule for Probabilities
 - d. Drawing Experiments (Objects from a Container)
 - 1) Trees and Probabilities for Drawing Without Replacement
 - 2) Trees and Probabilities for Drawing With Replacment
 - e. Independent Events
- 7. Section 7.4
 - a. Odds
 - 1) In favor of Event A = $\frac{P(A)}{P(\bar{A})}$
 - 2) Against Event A = $\frac{P(\bar{A})}{P(A)}$
 - b. Expected Value
 - 1) $E = a_1 \mathbf{e}_1 + a_2 \mathbf{e}_2 + a_2 \mathbf{e}_3 + \ldots + a_n \mathbf{e}_n$

- 8. Section 7.5
 - a. Permutations of Unlike Objects
 - 1) Order of Selection Matters
 - a) Officers, Prize Winners
 - b) Alphabetic Arrangements
 - b. n!
 - c. Formula for _nP_r
 - d. Permutations of Like Objects
 - e. Formula
 - f. Combinations of Objects
 - 1) Order of Selection Does Not Matter
 - a) Committees
 - b) Books from a Collection
 - g. Formula for _nC_r
- 9. Section 8.1
 - a. Statistical Graphs
 - 1) Pictographs
 - a) Key
 - b) Lost Data
 - c) Categories (3-7)
 - 2) Line Plots
 - a) One Group of Data
 - b) Less Than 50 Values
 - c) Plot Frequency
 - d) Outliers, Gaps, Clusters
 - 3) Stem-Leaf Plots
 - a) One Group of Data
 - b) Less Than 50 Values
 - c) Numerical Data
 - d) Ordered Stem-Leaf Plots

- 4) Frequency Tables
 - a) Classes (5 20)
 - b) Uniform Class Width
 - c) No Overlap Between Classes
 - d) Each Value Belongs to a (Unique) Class
 - e) Class Mark
- 5) Histograms
 - a) Adjoining Bars
 - b) Height of Bars = Frequency
 - c) Area of Bars = Relative Percent of Data
 - d) Axis Labeled with Class Labels, Class Limits or Class Marks
- 6) Bar Graphs
 - a) Gaps Between Bars
 - b) Height of Bars = Frequency or Measurements
 - c) Multiple Groups of Contrasting Data
- 7) Line Graphs
 - a) Trends over Time
- 8) Pie/Circle Graphs
 - a) Area = Percentage of Frequency or Measurements

- 10. Section 8.2
 - a. Measures of Central Tendency
 - 1) Mean = Arithmetic Average of Data
 - 2) Median = "Midpoint" Value of Data
 - a) Sort Data
 - b) Choose "Middle" Value
 - 3) Mode = Most Frequent Data Value
 - b. Measures of Dispersal
 - 1) Range
 - 2) Interquartile Range
 - a) Find Median
 - b) Find Q_1 and Q_3
 - c) Lower and Upper Quartiles
 - 3) Box-and-Whisker Plots
 - a) Outliers
 - 4) Standard Deviation
 - a) Formula (Average Sum of Square Deviations from the Mean)
 - b) Formula (Machine Formula)
- 11. Section 8.3
 - a. Abuses of Statistics