

## TOPIC 15-4: GEOMETRIC PROBABILITY

**Probability** is the likelihood that an event will happen.

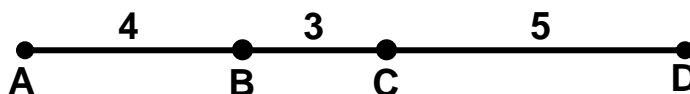
Probabilities are determined by:

$$P(\text{event}) = \frac{\# \text{ of outcomes in the event}}{\# \text{ of outcomes in the sample space}}$$

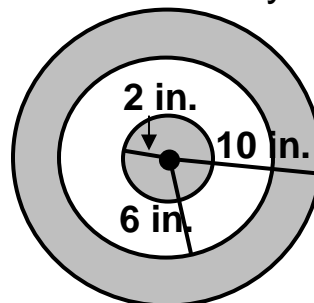
In geometric probability, the probability of an event is based on a ratio of geometric measures such as length or area. The probability that a point in a figure will lie in a particular part of the figure can be calculated by dividing the length or area of the part of the figure by the length or area of the entire figure.

$$P(B) = \frac{\text{area of region B}}{\text{area of region A}}$$

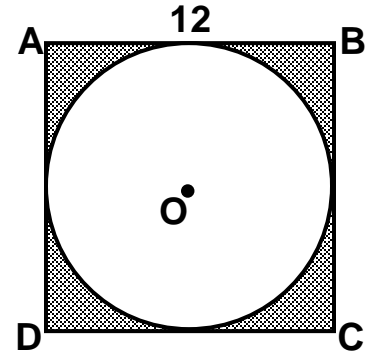
**EXAMPLE 1:** A point is chosen randomly on  $\overline{AD}$ . Find the probability that the point is on  $\overline{AC}$ . Now find the probability that the point is not on  $\overline{AB}$ .



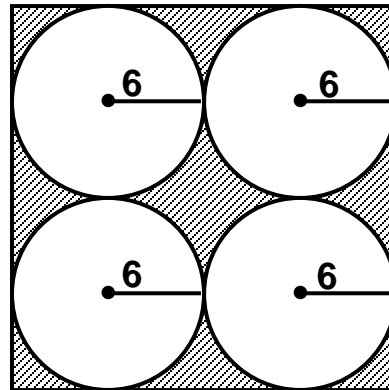
**EXAMPLE 2:** Darts are thrown at a circular dartboard. If a dart hits the board, what is the probability that the dart lands in the bulls-eye?



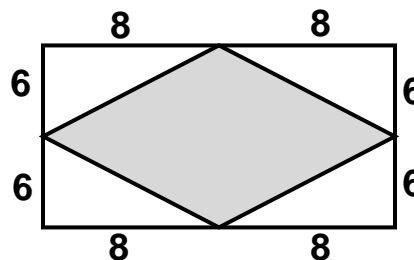
**EXAMPLE 3:** Find the probability that a point chosen at random lies in the shaded region. Round to the nearest hundredth, if necessary.



**EXAMPLE 4:** Find the probability that a point chosen at random lies in the shaded region. Round to the nearest hundredth, if necessary.



**EXAMPLE 5:** Find the probability that a point chosen at random lies in the shaded region. Round to the nearest hundredth, if necessary.



**EXAMPLE 6:** Find the probability that a point chosen randomly inside the rectangle is in the equilateral triangle. Now find the probability that a point chosen randomly inside the rectangle is in the trapezoid. Round to the nearest hundredth.

