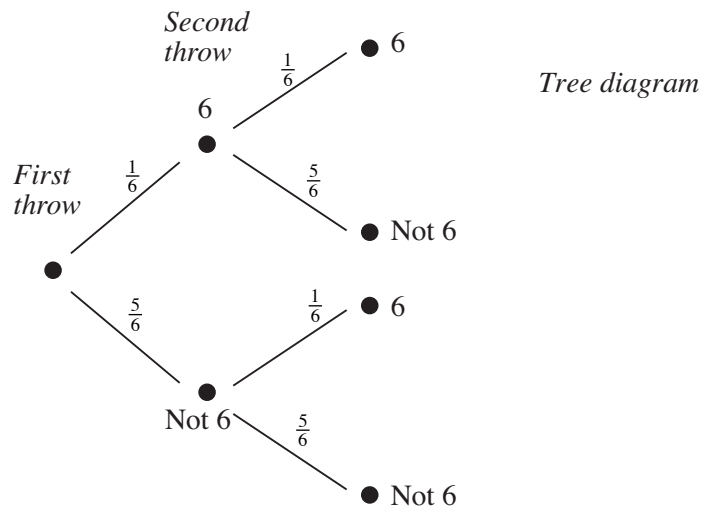


*Glossary of terms*

- *Probability* - the likelihood of the occurrence of an event.
- *Tree diagram* - a diagram which can be helpful in illustrating possible outcomes of an experiment. Probabilities are assigned to the branches when one or more events are being considered. The probability of any outcome is the product of all possibilities along the relevant branches. For example, throwing a die and noting whether the score is 6 on each occasion, as illustrated below.



- *Replacement* - replacing an item so that the probabilities remain unchanged for each experiment. For example, when two balls are taken from a bag in turn, with the first ball being put back (replaced) in the bag before the second is taken out.
- *Non-replacement* - in the example above, the first ball is NOT put back in the bag before the second is taken out.