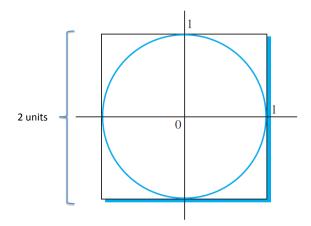
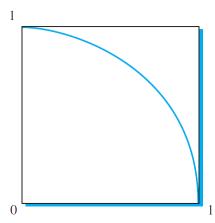
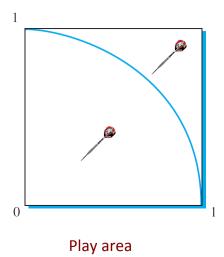


Monte Carlo Simulation

- Use random numbers to compute an approximation of pi
- Simulation of a special game of darts
- Randomly place darts on the board
- pi can be computed by keeping track of the number of darts that land on the board









Probability of the dart hit inside the quarter circle = $\frac{\pi}{4}$

 $d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$