## THE UNIVERSITY OF

## **ARIZONA**®

TUCSON ARIZONA

## Math 105 Course Outline: (Fall 2018- Sum 2019)

Department of Mathematics:

- 1. Statistics (required)
  - a. Collecting Data
    - i. Sampling frame
    - ii. Polling
    - iii. Bias and Errors
    - iv. Clinical studies
    - v. Capture and recapture method
  - b. Displaying data
    - i. Bar graphs, pie chart, and histogram
    - ii. Relative frequency
    - iii. Assignment in excel making graphs
    - iv. Variables
      - 1. qualitative and quantitative
      - 2. Continuous and discrete
  - c. Data characteristics
    - i. Mean (Average)
    - ii. Median
    - iii. Mode
    - iv. Standard deviation
    - v. Percentile and quartiles
- 2. Finance (required)
  - a. Percentages
    - i. Markup
    - ii. Markdown
  - b. Interest
    - i. Simple
    - ii. Compound
    - iii. Continuous
  - c. Savings formula (periodic deposits)
  - d. Credit Card
  - e. Amortization formula
  - f. Affordability of buying a house
- 3. Voting Methods (topics selected from the following)
  - a. Preference schedule
    - i. Plurality, Plurality with elimination, Majority
    - ii. Borda Count
    - iii. Pair-wise competition, Condorcet competition
    - iv. 4 Fairness Criterion, Arrow's Impossibility Theorem
  - b. Weighted Voting System
    - i. Power: dictator, veto, dummy
    - ii. Banzhaf Power Index
    - iii. Shapley-Shubik Power Index
  - c. Apportionment
    - i. Hamilton Method
    - ii. Jefferson's and Adam's method
    - iii. Webster's Method
    - iv. Huntington-Hill's Method
    - v. Quota Rule and Paradoxes (Alabama, Population and New State)

- 4. Graph Theory (topics selected from the following)
  - a. General graph theory
    - i. Graph Models, Concepts, Usage
    - ii. Euler's Theorems
    - iii. Euler Graphs, Fluery's Algorithm
    - iv. Eulerization
  - b. Hamilton circuits and Hamilton paths
    - i. Brute Force
    - ii. Nearest neighbor algorithm (including repetitive nearest neighbor)
    - iii. Cheapest-link algorithm
  - c. Networks
    - i. Trees
    - ii. Kruskal's algorithm
    - iii. Prim's algorithm
  - d. Scheduling
    - i. Basic Elements of Scheduling
    - ii. Directional Graphs
    - iii. Critical Time and Critical path